

NAME
Garmotte

CONCEPT
A formless blob of translucent organs with glowing, green arteries, squished into a vaguely human-shaped sausage casing. Topped off with a fez and a linen suit.

DRIVE
Arcane knowledge. Magic is everywhere and it is your heart's desire to study and command it, whether it's for altruistic reasons or not.

WEAKNESS
The casing that houses your form is prone to punctures, randomly spraying your acid blood about.

BRAWN
SCORE: 8
AFFINITY: 1 2 3
DAMAGE: 1 2 3
MODIFIER: -2
BUFFER: 1 2 3

AGILITY
SCORE: 12
AFFINITY: 1 2 3
DAMAGE: 1 2 3
MODIFIER: +2
BUFFER: 1 2 3

MIND
SCORE: 12
AFFINITY: 1 2 3
DAMAGE: 1 2 3
MODIFIER: +2
BUFFER: 1 2 3

DEFENSE
12

ARMOR
0

TRAUMA

EQUIPMENT

1 Linen suit, fez.	2 Leather satchel 1/2	3 Leather satchel 2/2	4 Three-fingered monkey paw of cursed luck (opposed Mind check to syphon luck for a 1 scene)	5 Expensive watch	6
7	8	9	10	11	12
13	14 Spelltome: Summon minor sirocco demon for 1 scene (opposed Mind to command it)	15	16	17	18

Satchel contents

POWERS

LEVEL PLAYING FIELD. Literally, to an extent. You can lower or raise small, natural landscapes, such as small hills, ponds, or even parts of an incline. As an action, with a successful Mind check, you can affect a structure within a short distance. The difficulty of the check ranges from 5 to 20, depending on the material. The GM will tell you before you use the power. You take Mind damage equal to the largest of the height/depth or width dimension of the affected landscape in meters. For example, to flatten a hill that is 3 meters high and 5 meters wide, you would need to succeed at a Mind check, and take 5 points of Mind damage. If you fail the Mind check, the affected landscape will instead alter in interesting ways.

PHASE. You can co-inhabit the same space as other matter for short periods of time. This allows you to walk through walls, or to stay still but essentially become insubstantial. For each 1 meter that you travel out of phase, you take 1 point of Mind damage. Alternatively, you may remain insubstantial and immobile for 1 round (approximately 6 seconds) per point of Mind damage. If you become insubstantial for shorter times or smaller distances, you will still take 1 point of Mind damage.

ACID BLOOD. Your blood is an extremely potent acid, capable of corroding almost any substance on contact with alarming speed. It is pressurized within your body, and thus spurts out violently when you are wounded. This deals 1d4 acid damage to a close attacker, unless they succeed at an opposed Agility check.

You may choose to wound yourself in order to drip acid onto surfaces. The amount required—and Brawn damage this inflicts on you—varies with the size of the surface you are attempting to corrode.

SLEEP SPORES. You send a trail of soporific spores toward a target within a short distance. As an action, make an opposed Mind check. If you succeed, the target falls into a light slumber, for the duration of the scene, or until woken.

If the target is larger than a human, or otherwise seriously weird, you make the check at disadvantage.

BIOLUMINESCENT. You can emit a soft glow, comparable to a torch, at will.

HYPERTELLURIANS

ADDITIONAL BELONGINGS (NOT CARRIED ON PERSON)

WONDROUS ACTIONS

WONDROUS GENERAL ACTIONS

Manifest memory. Reach through the Ultracosm and physically manifest a relevant, experienced memory for a scene. The specific effects are determined by the manifestation, but should be wildly beneficial. Cost: 6

Marvelous adaptation. Draw upon the magnificent, raw potential of the Ultracosm. Become an expert on a topic of your choice for a scene. Cost: 3

Push fate. Re-roll a roll you have just made. If the original roll was made with advantage, re-roll with advantage too. If it was made with disadvantage, re-roll without disadvantage. The Ultracosm remembers your actions, and if the re-roll alters the original outcome, it will add a complication into your future. Cost: 6

Recall memory. Remember and recount an experience that gained you Wonder. Roll with advantage on the next action, which is executed as part of this one. Cost: 3

WONDROUS COMBAT ACTIONS

Brutal blow. Your attack gains the *brutal* tag. If it already had it, it instead deals an extra 1d4 damage. Cost: 2

Called shot. Target a specific location for appropriate, extra effect. Cost: 2

Charge. Move a short distance and attack. If the attack hits, deal an extra 1d4 points of damage. Cost: 2

Sprint. Move a long distance. Cost: 2

NOTES

WONDER

TOTAL PARTY WONDER EARNED

TOTAL PARTY WONDER SPENT