

NAME  
**Nefeteri**

**CONCEPT**  
Your name means "the gorgeous one", but perhaps that refers more to the time before you were embalmed and mummified corpse that walks.

**BRAWN**  
SCORE **12**  
MODIFIER **+2**  
AFFINITY **1 2 3**  
BUFFER **5**  
DAMAGE

**TRAUMA**

**AGILITY**  
SCORE **9**  
MODIFIER **-1**  
AFFINITY **1 2 3**  
BUFFER  
DAMAGE

**ARMOR**  
**1**

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

**DRIVE**  
**WEALTH.** Everything and everyone has a price, and you aim to be wealthy enough to acquire whatever your heart desires, whether it be for comfort or influence.

**WEAKNESS**  
**Flammable.**  
**Phobia of large, open spaces.**

**DEFENSE**  
**9**

EQUIPMENT					
Biomechanical carburetor bowel and air conditioning unit (+5 Brawn buffer)	All the linen straps anyone could possibly desire	500 gold pieces worth of ancient jewelry	Friends in expensive places throughout the Ultracosm, whom you can occasionally call upon for favors		
1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18

## POWERS

**DRAWN (greed).** You are drawn to greed. You can sense it in your general surroundings, and you can sense when you are getting closer, though you cannot pinpoint it until you see the source. You are powerfully attracted to the emotion and wish nothing more than to relieve the source of it, though you have no special means to do this.

**UNLIVING.** You do not eat, breathe, or sleep (though you can fall unconscious). Depending on the state of your body and organs, you may or may not be able to even attempt it. Similarly, you feel no pain—and unless you still possess skin, you feel no physical sensations at all. Furthermore, you are immune to damage from exhaustion. You simply never tire.

**PESTILENT.** You may exude a cloud of pure darkness from your decaying body over a close target. With a successful Agility check against their defense, you deal 2d6 poison damage. It also deals 1d4 Brawn damage to yourself as you vomit up or exhale precious bodily fluids, gases, or essence.

**PROFANE SEMBLANCE OF LIFE.** You temporarily instill life back into a small entity, no larger than a goat, or a shrubbery. It takes an action, you must touch the entity, and you take 1d4 Brawn damage. It then lurches to a brief—one scene—replica of life, replete with hideous, ungodly pain and wailing or bleating (if physically possible), before returning to death. Again, if physically possible, you might briefly question the entity.

**UNHOLY SUSTENANCE.** The mere touch of the targets of your Drawn power is exhilarating, but it is the special quality you're drawn to in them that you seek above all else. Specifically, you seek to remove and consume it.

If they are willing, or unable to resist, you may draw it from them as an action. This immediately heals all your Brawn damage, and gives you the equivalent of a 3-point magical armor for the rest of the scene.

# 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