

NAME
Khepri-The-Rising-Sun

CONCEPT

Veteran beetle-man general. Some years ago you got cut off from your hive, now you're trying to come to terms with the comparative silence in your head.

DRIVE

You look for meaning in a life without the hive. For now, you have dedicated yourself to protecting Lady Dashwood and her companions.

BRAWN

SCORE **14**

AFFINITY 1 2 3

DAMAGE

MODIFIER **+4**

TRAUMA

ARMOR **3**

AGILITY

SCORE **9**

AFFINITY 1 2 3

DAMAGE

MODIFIER **-1**

MIND

SCORE **8**

AFFINITY 1 2 3

DAMAGE

MODIFIER **-2**

WEAKNESS

DEFENSE **9**

TRAIT

WEAKNESS

You are conditioned to think in groups rather than individuals. You make decisions that favor the many.

EQUIPMENT					
Chitinous carapace (heavy armor, attached, comfortable)	Handy second pair of arms (attached)	Claws on every limb (light weapon; 1d4 damage, ongoing)	Glaive (heavy weapon; 1d8 damage, forceful, long, exhausting)	Necklace of service "medals"	
1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18

POWERS

GRACE. Your training has made moving and behaving with perfect grace and poise second nature, and your clothing will never hinder you. This often leaves a favorable impression on the people you meet, and it also means your movement never provokes attacks of opportunity, including from long weapons.

RALLYING SPEECH. By appealing to the virtue of your mission, your companions' heroic defiance of all odds, or the myriad wonders experienced, you lift everyone's morale. Once per session, your party gains 4 Wonder points, and all allies who heard the speech, including yourself, heal 3d4 damage. This takes at least 2 actions.

LEAD THE CHARGE. If you perform the charge wondrous action, your close allies can do the same on their next turn for the price of 1 Wonder, instead of the normal 2.

BREADTH OF AGES. You are an expert in warfare strategy, and also unhealthily obsessed with it.

HARD KNOCKS (melee). Add half your Brawn modifier (i.e. 2) to all melee damage.

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