

NAME  
**Philomena Dashwood**

**CONCEPT**  
You are a young explorer, adventurer, archeologist, and philanthropist, heiress to the Dashwood estate. You do your adventuring in style, with panache, and with a smile.

**TRAUMA**

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

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

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

**DEFENSE**  
**12**

**ARMOR**  
**1**

**DRIVE**  
**EXPLORATION.** The Ultracosm is nothing short of miraculous and unpredictable, and exploring it is the one true path in life. Broadening one's horizons is best achieved through experiencing the untold wonders the worlds have to offer.

**WEAKNESS**  
Trouble magnet. If there's ever a question about who falls into the trap or who gets kidnapped, it's always you. But you generally get away with it!

**EQUIPMENT**

1 Stiff corset and victorian gown with all the accoutrements (light armor)	2 Eldritch compass that always points to the nearest source of wonder	3 15 gold coins in cash, and a chequebook that rarely gets accepted out and about	4 Spyglass with multiple zoom levels (medium weapon in a bind; 1d6 damage, blunt, fragile, parry)	5 The journal of explorer Hypathia Dashwood (perhaps the source of your Know Things power)	6 Hand-held ray emitter (light weapon; 1d6 damage; magic, ranged)
7	8	9	10	11	12
13	14	15	16	17	18

## POWERS

**FAVORED.** You are the protagonist of the story, and the world does revolve around you, to a point. While you are far from invincible, the villains tend to explain that little bit more of their dastardly plan to you than strictly necessary. The traps you encounter give you that extra chance at avoidance, and you've never seen a prison from which you could not escape. And when calamity tragically does befall you, you are sure to remind the GM about your favored status.

**KNOW THINGS.** From your training and education, you are versed in history, science (pseudo- or otherwise), and engineering, and perhaps the occult. Once per session you may ask the GM a question about the current situation, and the answer will provide with you with a definite advantage, though not necessarily the knowledge or direct means to enact it. Drinking optional.

**RAY EMITTER.** You possess an advanced, hand-held ray emitter, a very dangerous weapon (light weapon; 1d6; magic, ranged). Perhaps it was standard issue where you came from, perhaps you acquired it through other means. This ray emitter is keyed to you in some way (perhaps locked to your DNA), and will not work for other people.

If you lose it, you can cobble together a new one from spare parts you might have, but it will definitely be bulkier than the original.

**THE STARS ARE RIGHT.** That planetary alignment the cultists are waiting for? It's now! That cosmological event that only happens once a millenium? It's today! That time when the god star Ariella descended from the heavens? It's happening again!

All sorts can be achieved when the stars are right. Just not too often. Like maybe, once an adventure. Unless your story is really good.

**WONDERS NEVER CEASE.** It's one thing experiencing the wonders of the Ultracosm, but it's yet another experiencing them in your presence. Whenever your party gains Wonder, add 1 to the Wonder gained.

# 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