



# HYPERTELLURIANS

## ADDITIONAL BELONGINGS (NOT CARRIED ON PERSON)

Lined area for recording additional belongings.

## 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

Lined area for notes.

## WONDER

TOTAL PARTY WONDER EARNED

TOTAL PARTY WONDER SPENT

Blank area for recording Wonder earned and spent.