

This is your archetype. It gives you 2 starting powers.

One or two sentences describing your general character concept.

You have 3 abilities: Brawn, Agility, and Mind. When the outcome of an action is uncertain, or failure would be interesting, you roll a d20 and add the MODIFIER (which is equal to the SCORE minus 10) of the ability most suited to the action. If you roll equal or higher than the target number, you succeed, otherwise you fail, succeed at a cost, or engender a fun complication. The target number is either an opponent's ability SCORE, or a number set by the GM.

When you take damage, first subtract the value of any AFFINITY you may have in the relevant ability, and then note the damage. When the damage equals the SCORE, you take TRAUMA. Any damage beyond the score carries over to the next ability (i.e. from Brawn to Agility, from Agility to Mind). PHYSICAL damage goes on your Brawn or Agility, PSYCHIC damage goes on your Mind.

If you have a BUFFER here, add it to the ability's SCORE to determine the value at which you take TRAUMA.

TRAUMA is either Physical or Mental, but when you have taken enough damage to exceed a second score, you take CRITICAL TRAUMA instead.

When you take damage that ARMOR could conceivably protect against, subtract its value (1, 2, or 3, depending on type) from the damage, before subtracting any Affinity.

You have EQUIPMENT SLOTS equal to your Brawn SCORE. Each slot holds 1 item, though some large items can take up more, and tiny things (such as coins) can be combined into 1. This equipment is carried and easily at hand. If you carry more than your allotted slots, you're encumbered, and won't outrun anyone!

NAME

CONCEPT

TRAUMA

ARMOR

EQUIPMENT

POWER

BRAWN

SCORE

AFFINITY 1 2 3

MODIFIER

AGILITY

SCORE

AFFINITY 1 2 3

MIND

SCORE

AFFINITY 1 2 3

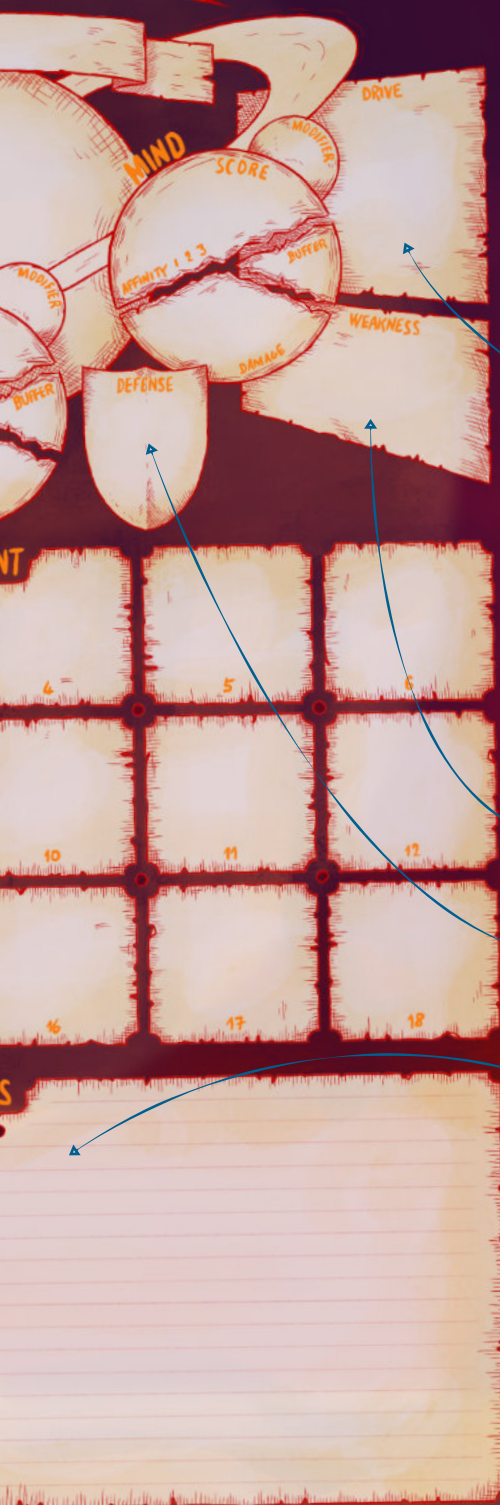
1 2 3

4 5 6

7 8 9

10 11 12

13 14 15



ge. Move a short distance and attack.
attack hits, deal an extra 1d4 points of
ge. Cost: 2

t. Move a long distance. Cost: 2

WONDER

PARTY WONDER EARNED

TOTAL PARTY WONDER SPENT

WONDER is the measure by which your character advances, and it allows you to perform **WONDRIOUS ACTIONS**. Wonder is a communal pool, shared by the whole party. You gain Wonder as you discover amazing things, and you spend it on Wondrous Actions. Total Wonder **SPENT** gains you advances.

DRIVE is your character's reason for adventuring, and facing danger, and gives you a piece of starting equipment too. Use it as a roleplaying cue.

WEAKNESS is also a roleplaying cue, and it informs your GM about the kinds of trouble you'd enjoy getting your character into.

Your **DEFENSE** is equal to your Agility **SCORE**, plus the value of any **SHIELD** you wield, plus bonuses from any spells or powers. It is the value an opponent has to equal or beat on their attack roll to hit you.

POWERS define the extraordinary traits of your character. They are varied and plentiful, and you gain more as your character advances. There are powers restricted to your archetype, and **COSM** powers, which can be taken by any archetype.

The colored character sheet depicted here, as well as a printer-friendly black and white version, and others, can be downloaded at hypertellurians.com.