

HYPERTELLURIANS

NAME

Rodundas "Hunchback" Gnaws

CONCEPT

Loyal caretaker, porter, and extra muscle. You are accustomed to carrying loads that would crush other men, both physically and mentally.

BRAWN

SCORE

13

AFFINITY 1 2 3

DAMAGE

MODIFIER +3

TRAUMA

3

ARMOR

AGILITY

SCORE

11

AFFINITY 1 2 3

DAMAGE

MODIFIER +1

MIND

SCORE

8

AFFINITY 1 2 3

DAMAGE

MODIFIER -2

DRIVE

LOYALTY. One can never tell what the Ultracosm throws at you, but that doesn't mean that you stand alone. Unwavering loyalty to your coven is the only thing between order and total chaos.

WEAKNESS

A pendant for daydreaming—about Dyvonne most likely—at the worst possible (read: dangerous) times.

EQUIPMENT

Tattered many-pocketed waistcoat (1/session has exactly what you need to give a companion a 2nd chance out of a pickle)

1

Chainmail (heavy armor, 3 points, concealable) - Slot 1 of 3

2

Chainmail - Slot 2 of 3

3

Chainmail - Slot 3 of 3

4

Battle pulpit (heavy weapon, 1d10 damage, backswing, brutal; reach short distance when taking 2 actions to swing) - Slot 1 of 2

5

Battle pulpit - Slot 2 of 2

6

Broken pocket watch with slightly cracked glass, on an astonishingly long chain

7

Reading glasses & writing kit

8

Illustrated book of embarrassing love poetry, with many sketches of Dyvonne with flowers in her hair

9

10

11

12

13

14

15

16

17

18

+6 slots

POWERS

FERAL MIND. Let's face it, at heart you're an animal. Going berserk is a free action that can be done once per session, at which point any damage to your Brawn and Agility is wiped away, though you take 1d4 Mind damage. This state of primal rage lasts for a scene, and when it's over you have great difficulty remembering what happened during it. While feral, your thoughts can generally be summarised as: fight, flight, or mate. All your attacks deal an extra 1d6 damage. Occasionally you may also have trouble separating friend from foe.

NATURAL BORN KILLER. Nature, evolution, or perhaps dark magick, has gifted you with a natural weapon. In this case it's your incredible maw of dangerous teeth: medium weapon, 1d8 damage, attached.

FUNNELED FERAL MIND. During your rage, you retain a certain amount of focus, and almost never mistake friend for foe.

PRODIGIOUS PACK MULERY. Double your equipment slots, or pack 2 items into individual slots.

INDEFATIGABLE. You are tough to weary with heavy armor or weapons, rambling poetry, or mind numbingly dull tasks. When you miss in combat in heavy armor, or with a heavy weapon, the damage you take is reduced from 1d4 to 1 Brawn, respectively.

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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.