

HYPERTELLURIANS

NAME
Hollow

CONCEPT

An incredibly ancient bronze automaton, a former machine of war turned nun. Hollow internals, with of space for pilots of the diminutive species of warmongers that built you.

DRIVE

Becoming whole. You desperately wish to be made of goo and flesh and bones, like other animals. Or at least to be filled with such juicy squishiness.

BRAWN

SCORE **13**

MODIFIER **+3**

AFFINITY 1 2 3

DAMAGE

TRAMA

AGILITY

SCORE **10**

MODIFIER **0**

AFFINITY 1 3

DAMAGE

ARMOR **1**

MIND

SCORE **9**

MODIFIER **-1**

AFFINITY 1 2 3

DAMAGE

WEAKNESS

Has a similar sacred regard for plant life as for animal life.

DEFENSE

10

EQUIPMENT					
1 Hempen habit	2 Metal casing (as light armor)	3 Suprising amount of densely packed down feathers in hollow insides	4 Variable volume speech synthesis mouth grill (attached)	5 Mastercrafted shortsword (light weapon, 1d6 damage; attached, precise, parry)	6 Hallowed hand grenade of mucilage (glues targets in place)
7 Halo of quaking (breaks down physical walls)	8	9	10	11	12
13	14	15	16	17	18

POWERS

BATTERY POWERED. You don't eat, you are energized by your internal batteries (or energy source). You don't sleep, but you power down to recharge—a night's recharging brings your batteries back to normal. You don't breathe, but use atmospheric ventilation. And you don't tire, provided your batteries have charge left.

Your batteries can store charges equal to half your Brawn score, rounded down. Use up 1 charge to:

- eschew a regular recharging power down session for the night,
- close down the hatches and stop ventilation for a few hours,
- as an action, reduce your Brawn damage by 1.

If you run out of charges, you power down. If the GM feels generous or other players particularly ingenious, they can maybe jury rig something together to power you for a brief period of time.

SUDDEN DISCHARGE. By accumulating and focussing your energy, you can release a galvanic burst at a close creature. For each action spent accumulating, your discharge pool gains 1d6. If you take any trauma in a round you spent accumulating, the energy dissipates uncontrollably, dealing your discharge pool in damage to yourself and everyone close.

At any point after collecting at least 1 die in your discharge pool, you can unleash its crippling power at one or more close targets, as a free action. Make an Agility check against their defense; if you miss, the energy might do interesting things to the scenery. The accumulated dice can be

spread across valid targets or concentrated on one. For each action spent accumulating, you take 1 point of Brawn damage at the moment of discharge.

KINSHIP. You have an innate connection to other constructed entities you touch. You can feel if they're happy or sad, and you can either assume the same feeling yourself, or copy your current feeling onto them.

PART OF THE WHOLE. You can detach one of your limbs as an action and send it off on a mission. While detached, your Brawn score is reduced by 3: this is the amount of damage the limb can take before breaking down. The limb also breaks down if it's ever more than a long distance away from you. Once reattached, your Brawn is restored by 3, minus any damage the limb has suffered in the meantime.

If you close your eyes and concentrate, you can see and hear through the limb, albeit in a fuzzy, distorted kind of way. The limb crawls, rolls, or slides, but slowly. It takes 2 actions for it to move a short distance, unless, you know, it's rolling downhill, or falling.

AMATEUR SURGERY. You make do with what you've got in difficult situations. It may not be pretty, but it might mean the difference between life and death. Remove physical trauma with time, some equipment, and a successful Mind roll against a difficulty based on the trauma, determined by the GM.

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

Area for tracking Wonder earned and spent.