

HYPERTELLURIANS

NAME
Genevieve Gallas, Mother Superior

CONCEPT

Militant, veteran leader of the Gallas coven in the Order. Regal, stern, and powerful, despite advanced age. Wears satin habit as reminder of previous life as seamstress to murdered noble family.

DRIVE

JUSTICE. You are possessed of a pure sense of justice, and it guides you in all things.

BRAWN

SCORE: **13**

MODIFIER: **+3**

AFFINITY: **0 2 3**

DAMAGE: **2**

ARMOR: **2**

MIND

SCORE: **11**

MODIFIER: **+1**

AFFINITY: **1 2 3**

DAMAGE: **11**

ABILITY

SCORE: **9**

MODIFIER: **-1**

AFFINITY: **1 2 3**

DAMAGE: **11**

WEAKNESS
Defaulting to violent solutions to bring about peace.

EQUIPMENT					
<p>Gorgeous satin habit</p> <p style="text-align: center;">1</p>	<p>Polished half-plate (medium 2-point armor) - Slot 1 of 2</p> <p style="text-align: center;">2</p>	<p>Polished half-plate - Slot 2 of 2</p> <p style="text-align: center;">3</p>	<p>Medium shield (+2 to Defense) emblazoned with the symbol of the order - Slot 1 of 2</p> <p style="text-align: center;">4</p>	<p>Medium shield - Slot 2 of 2</p> <p style="text-align: center;">5</p>	<p>Wicked mace (medium weapon, as M.A.C.E., 1d6+2 damage; backswing, brutal, painful to hold by others)</p> <p style="text-align: center;">6</p>
<p>Bag of alms for the poor and innocent</p> <p style="text-align: center;">7</p>	<p>Rosary style utility belt (contains reasonable, useful tiny things)</p> <p style="text-align: center;">8</p>	<p>Little book of blessings: Good taste (mildly improves a meal) and Abstinence (dulls impure sensations)</p> <p style="text-align: center;">9</p>	<p>Hallowed hand grenade of Humility (target prostrates self in front of you for between 1 round and 1 scene)</p> <p style="text-align: center;">10</p>	11	12
13	14	15	16	17	18

POWERS

GRACE. Your training has made moving and behaving with perfect grace and poise second nature, and your clothing will never hinder you. This often leaves a favorable impression on the people you meet, and it also means your movement never provokes attacks of opportunity, including from long weapons.

RALLYING SPEECH. By appealing to the virtue of your mission, your companions' heroic defiance of all odds, or the myriad wonders experienced, you lift everyone's morale. Once per session, your party gains 4 Wonder points, and all allies who heard the speech, including yourself, heal 3d4 damage. This takes at least 2 actions.

LEAD THE CHARGE. If you perform the "charge" wondrous action, your close allies can do the same on their next turn for the price of 1 Wonder, instead of the normal 2.

SATIN LOVER. Whenever you are clad in a significant amount of satin, you are brimming with confidence. This makes you especially hard to intimidate, frighten, or put down.

HARD KNOCKS. Your swings hit harder than average. Add half your positive Brawn modifier to melee damage, rounded up. (Already included in Wicked mace.)

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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 earned and spent wonder.