

NAME
Dyvonne Deering

CONCEPT

Pilot and soldier, forced to flee from your past life through a time rift. Joined coven to hide and lay low, but you have since fully committed to it. And not just because you're crushing on Genevieve.

DRIVE

EXPLORATION. The Ultracosm is nothing short of miraculous and unpredictable, and exploring it is the one true path in life. Broadening one's horizons is best achieved through experiencing the untold wonders the worlds have to offer.

BRAWN

SCORE: 9

MODIFIER: -1

AFFINITY: 1 2 3

DAMAGE

MIND

SCORE: 12

MODIFIER: +2

AFFINITY: 0 2 3

DAMAGE

TRAMA

1

ARMOR

ABILITY

SCORE: 11

MODIFIER: +1

AFFINITY: 1 2 3

DAMAGE

WEAKNESS

Your extremely trusting nature constantly gets you into trouble. Luckily you can handle herself.

DEFENSE

11

| EQUIPMENT | | | | | |
|---|--|--|---|--|--|
| <p>Latex form-fitting habit (ultrasuit, also light armor)</p> <p style="text-align: center;">1</p> | <p>Ray emitter on garter belt (light weapon; 1d6 damage; magic, ranged)</p> <p style="text-align: center;">2</p> | <p>Single jump heeled thruster boots (long distance, 1/scene)</p> <p style="text-align: center;">3</p> | <p>Throwing manacles, pink edition</p> <p style="text-align: center;">4</p> | <p>Belt pouch with quick disguise kit</p> <p style="text-align: center;">5</p> | <p>Wrist-mounted compass that always points to the nearest source of Wonder</p> <p style="text-align: center;">6</p> |
| <p>Ampule of the waters of the wild growth (make nature sprout with vicious alacrity and wild abandon)</p> <p style="text-align: center;">7</p> | 8 | 9 | 10 | 11 | 12 |
| 13 | 14 | 15 | 16 | 17 | 18 |

POWERS

FAVORED. You are the protagonist of the story, and the world does revolve around you, to a point. While you are far from invincible, the villains tend to explain that little bit more of their dastardly plan to you than strictly necessary. The traps you encounter give you that extra chance at avoidance, and you've never seen a prison from which you could not escape. And when calamity tragically does befall you, you be sure to remind the GM about your favored status.

KNOW THINGS. From your training and education, you are versed in history, science (pseudo- or otherwise), and engineering, and perhaps the occult. Once per session you may ask the GM a question about the current situation, and the answer will provide with you with a definite advantage, though not necessarily the knowledge or direct means to enact it. Drinking optional.

RAY EMITTER. You possess an advanced, hand-held ray emitter, a very dangerous weapon (light weapon; 1d6; magic, ranged). Perhaps it was standard issue where you came from, perhaps you acquired it through other means. This ray emitter is keyed to you in some way (perhaps locked to your DNA), and will not work for other people.

If you lose it, you can cobble together a new one from spare parts you might have, but it will definitely be bulkier than the original.

ULTRASUIT. You possess an advanced suit from your homeworld or timeline. While it doesn't protect you against attacks, it does to some extent shield you from inclement atmospheric influences. It also allows you to adjust your gravitational exertion, making you either light as a feather, or heavy as an anvil.

Most important of all though, it shows off your great physique or curves, and is super swish. Probably shiny or stripey too.

WONDERS NEVER CEASE. It's one thing experiencing the wonders of the Ultracosm, but it's yet another experiencing them in your presence. Whenever your party gains Wonder, add 1 to the Wonder gained.

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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 earned and spent wonder.