ALIEN ⊘ BEAST ⊘ CONSTRUCT

HYPERTELLURIANS

REVENANT ⊘ ROYAL ⊘ ULTRANAUT

NAME

Olgen the Ox

PORTRAIT

CONCEPT

Once a man, now a beast. Daemons turned you into an oxen minotaur for their own amusement.
Forsaken by your family and friends, you roam the wilds looking for a violent end. Whether for Daemons or yourself doesnt matter.

DRIVE

Revenge. Daemons made you this way, and you will stop at nothing to end them all. You start with a memento of your wrong-doer, and, if applicable, their victim. Once per session, when you fail a save that would compromise your revenge, clutch the memento and succeed at the save instead.

BRAWN

SCORE 13

MODIFIER +3

AFFINITY ① 2 3

BUFFER

DAMAGE

MIND

SCORE 9

MODIFIER -1

AFFINITY 1 2 3

BUFFER

DAMAGE

AGILITY

SCORE 10

MODIFIER 0

AFFINITY 1 2 3

BUFFER

DAMAGE

TRAUMA

WEAKNESS

Single minded. You tend to grasp onto concepts and not let them go, allowing yourself to get tunnel vision and blind to nuances or alternative solutions

ARMOR 3

DEFENSE 10

EQUIPMENT

1. Cobbled together Heavy armour. 3 points. slot 1 of 3
2. heavy armour slot 2 of 3
3. heavy armour slot 3 of 3
4. Heavy glaive (Heavy weapon, 1d10 damage, backswing, Brutal, Reach short distance when taking two actions to swing.) Slot 1 of 2
5. Heavy Glaive Slot 2 of 2
6. Writing kit and collection of half written letters to family never sent.
7. Custom made large cotton pants, with ever fraying cuffs dragging thread behind you
8. A pet goose named Honk that follows you everywhere and watches over you while you sleep. Occasionally lays eggs
9. Pouch containing 50 gold
10.
11.
12.
13.
14.
15.
16.
17.
18.

POWERS

FERAL MIND
Let's face it, at heart you're an animal, with animalistic tendencies and desires, despite your best efforts to dress yourself up in humanity. This can range from specialized cleaning rituals to extreme sniffing, or improbable contortions. Sometimes, however, it can feel great to let the inner animal off the leash and just go full frenzy.

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 your case, your massive horns act as a Heavy Weapon. (1d8 damage; attached, blunt)

TERRIFY
By reaching deep into the beast within you, you can let out a terrifying roar that shakes all that can hear it, and strikes fear into the hearts of those also witnessing it. As an action, roll 1d4. You take that much Mind damage, as do all who hear you. Additionally, those who can also see you must make a Mind check against your Brawn or lose their next 1d4+1 actions to cowering or running away.

You can protect companions from both effects by demonstrating your power to them in advance; henceforth they will be immune to it for as long as you wish.

DIFFERENT DOWN THERE
You know how, when most most people look down, they see their two legs? With you, not so much.For you its two thick, hairy reverse knee oxen legs. It makes you fast and stable. And great at climbing. You have advantage on checks suited to your mutant propulsion system.

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.

ADDITIONAL BELONGINGS
(NOT CARRIED ON PERSON)

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

WONDER

TOTAL PARTY WONDER EARNED

TOTAL PARTY WONDER SPENT