ALIEN ⊘ BEAST ⊘ CONSTRUCT

HYPERTELLURIANS

REVENANT ⊘ ROYAL ⊘ ULTRANAUT

NAME
The Ivory Lover

PORTRAIT

CONCEPT

A forlorn lover stranded in this earth. Noone knows what happened to Ivory nor when, only that she was bound to the coast, soaked through in her wedding gown crying for a lost husband. The party convinced Ivory that there was more to the unlife, and she's creepily followed them since

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 companions, friends, family, or superiors is the only thing between order and total chaos. You start with a many-pocketed coat that—once per session—has exactly what you need to give a companion in need a second chance out of a pickle.

BRAWN

SCORE: 9
MODIFIER: -1
AFFINITY 1 2 3
BUFFER
DAMAGE

MIND

SCORE: 10
MODIFIER: 0
AFFINITY 1 2 3
BUFFER
DAMAGE

AGILITY

SCORE: 13
MODIFIER: 3
AFFINITY 1 2 3
BUFFER
DAMAGE

DEFENSE

13

ARMOR

TRAUMA

WEAKNESS

Cant help but be creepy. Doesnt easily make friends and generally scares people away, no matter how good your intentions are.

Afraid of running water

EQUIPMENT

1. Etheral wedding gown, permanently soaked through, covered in detritus from the sea. From this detritus Ivory can pull out a single item once per session that is useful to a companion.
2. Wedding ring worth 50 gold
3. Hellish Psychic Scream

   Light Weapon, 1d6 psychic damage to target in short range.Fated.Spread
4. Ghostly Features. As an action can make someone Fear her for remainder of the scene
5. A bad smell of sea junk and rotten seaweed. Causes surroundings to become damp if stays in one place too long.
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POWERS

DRAWN
You are drawn to fear and love. You can sense it in your general surroundings, and you can sense when you are getting closer, though you cannot pinpoint it until you see the source. You are powerfully attracted to the emotion and wish nothing more than to relieve the source of it, though you have no special means to do this.

UNLIVING
You do not eat, breathe, or sleep (though you can fall unconscious). Depending on the state of your body and organs, you may or may not be able to even attempt it. Similarly, you feel no pain—and unless you still possess skin, you feel no physical sensations at all. Furthermore, you are immune to damage from exhaustion. You simply never tire.

On the other hand, this lack of sleep takes its toll mentally, over time. You are far more likely to develop obsessions and phobias, and very old unliving have generally picked up several already. You start with 1 additional weakness, like a fear, irrational or otherwise.

GHUL TOUCH
Once per session, if you succeed at an Agility check against the target's defense, you paralyze them with fear for the remainder of the scene—providing they can sensibly be frightened by you.

UNHOLY SUSTENANCE
The mere touch of the targets of your Drawn power is exhilarating, but it is the special quality you're drawn to in them that you seek above all else. Specifically, you seek to remove and consume it.

If they are willing, or unable to resist, you may draw it from them as an action. This immediately heals all your Brawn damage, and gives you the equivalent of a 3-point magical armor for the rest of the scene.

MURDER OF CROWS
You have a super creepy but extremely loyal, little bird friend. The bird almost seems to be able to read your mind. It doesn't do much, besides creeping people out, unless you feed it an eyeball. Once per session, after being thusly fed, the bird gathers a large group of similarly creepy avians. Enough to cover your vicinity in shadows, make a hell of a racket, and scare the shit out of people.

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