ALIEN ⊘ BEAST ⊘ CONSTRUCT

HYPERTELLURIANS

REVENANT ⊘ ROYAL ⊘ ULTRANAUT

NAME

Ephemera The Curious

PORTRAIT

CONCEPT

An angel on sebatical from an outer plane, inhabiting a statue of its likeness. Between smiting the unholy and bringing the good word to the masses, Ephemera wishes to learn from the mortals and find their flaws for judgement

DRIVE

FAITH
You trust in a power greater than yourself, and share its goals. You might live by a strict belief system, and although your actions may not always live up to its ideals, you accept its punishments and rewards in this or another life. You start with a holy or unholy relic that grants a random spell, like a spell tome, and a book detailing the faith's philosophy.

BRAWN

SCORE 11

MODIFIER 1

AFFINITY 1 2 3

BUFFER

DAMAGE

MIND

SCORE 11

MODIFIER 1

AFFINITY 1 2 3

BUFFER

DAMAGE

AGILITY

SCORE 11

MODIFIER 1

AFFINITY 1 2 3

BUFFER

DAMAGE

DEFENSE 11

2 ARMOR

TRAUMA

WEAKNESS

Soft hearted. Cant help but help those who you see as in need. Also ignorant to nuance. Right is right and wrong is Wrong.

EQUIPMENT

1. Stone Body. Attached Medium Armour 1 of 2 slots
2. Stone body 2 of 2 slots
3. Pocket Dimension. Allows 5 storage concealed. Takes 2 slots.
4. Pocket dimension slot 2 of 2
5. Kind Soul. Attached. Charming and kind, fills others with warmth.
6. Stone Wings. Allows you to fly mind x 2 metres a turn per expended power
7. Staff of purity. Medium weapon 1d6 damage, Long, Parry. Grants Circle of Protection Spell.
8.
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18.

POWERS

BATTERY POWERED
You're different from the average meatbag. You don't eat, you are energized by your inner light, whatever shape they may take. You don't sleep, but you power down and return to your home plane to recharge—a night's recharging brings your inner light back to normal. And you don't tire, provided your batteries have charge left.

Your batteries can store 5 charges. Use up 1 charge to:

eschew a regular recharging power down session for the night,
Fly mind x 2 metres,
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 your accumulation actions are spaced out by more than 1 other action, or you choose not to discharge after all, the gathered energy harmlessly redistributes across your body. On the other hand, 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.

For example: You spent 3 actions accumulating, spaced out with one movement action in between each. The last move action puts you right next to 3 opponents, and you unleash the discharge, deciding to deal 1d6 damage to each of them. You take 3 points of Brawn damage. You could have instead decided to deal 3d6 damage to one opponent, or 2d6 to one and 1d6 to another.

INSIGHT
Your sight is special, and lets you see things other people can't. Perhaps your eyes are pure technomancy, or possessed of a mysterious magic. Either way, the spectrum of light that they recognize is enhanced, which among other things means that sometimes you perceive things that were perhaps not meant to be glimpsed. Additionally, you see clearly twice the distance of regular humans, and need far less light to move about confidently in the dim.

BIOLUMINESCENT
You can emit a soft glow, comparable to a torch, at will.

BYRONIC
You are dark and mysterious, perhaps moody. You are of course handsome or beautiful, what with that rugged chin or those piercing eyes. Also you are deep, and often come up with very profound observations. Many people find these qualities irresistible, and as such, if it's even remotely feasible, you can rustle up a group of sycophants or groupies who would do almost anything to be near you, touch you, or smell you. Or get a lock of your hair.

CIRCLE OF PROTECTION (MEDIUM SPELL)
Supernatural creatures of hit dice less than or equal to the caster's Mind score may not cross the circle boundary. A number of people equal to the caster's Mind score may shelter within the circle. The circle must be immobile and drawn prior to casting as an action, with chalk or salt. Keeping the circle active costs 1 Mind damage and one concentration action per round.

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