ALIEN ◎ BEAST ◎ CONSTRUCT

HYPERTELLURIANS

REVENANT ◎ ROYAL ◎ ULTRANAUT

NAME

Vintalass Black Soul

PORTRAIT

CONCEPT

Cold black eyes stare from the slender face of this immortal Elven sorcerer, whos long flowing robes obscure a body warped from dark rituals

DRIVE

Vintalass seeks out long forbidden knowledge. He will do anything to get his hands on even the most corrupt of tomes

BRAWN

SCORE 9

MODIFIER -1

AFFINITY 1 2 3

BUFFER

DAMAGE

ARMOR

MIND

SCORE 13

MODIFIER +3

AFFINITY 1 2 3

BUFFER

DAMAGE

AGILITY

SCORE 10

MODIFIER 0

AFFINITY 1 2 3

BUFFER

DAMAGE

DEFENSE 10

TRAUMA

WEAKNESS

Poorly hidden contempt. Vintalass' black emotionless eyes betray his lack of empathy for all non Elves. Why would the master care for the Ant?

EQUIPMENT

1. STAFF OF SECRETS (MEDIUM WEAPON; 1D6 DAMAGE; LONG, MAGIC, PARRY)
2. Scroll of the Curse of Torment
3. Flowing Black robes that seem to constantly billow regardless of breeze. Theyre quite stuffy
4. Black felt shoes, with bright colourful socks hidden underneath, that cannot, ever, get a hole in them.
5. A coin collection of now extinct currencies, worth 56gc
6.
7.
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17.
18.

POWERS

◎ ◎ ◎

LEVEL PLAYING FIELD
Literally, to an extent. You can lower or raise small, natural landscapes, such as small hills, ponds, or even parts of an incline. You do this by calling upon Earth Daemons bound to your will.

As an action, with a successful Mind check, you can affect a structure within a short distance. The difficulty of the check ranges from 5 to 20, depending on the material. The GM will tell you before you use the power.

You take Mind damage equal to the largest of the height/depth or width dimension of the affected landscape in meters. For example, to flatten a hill that is 3 meters high and 5 meters wide, you would need to succeed at an Mind check, and take 5 points of Mind damage.

If you fail the Mind check, the affected landscape will instead alter in interesting ways.

PHASE
By using dark magicks, you can co-inhabit the same space as other matter for short periods of time. This allows you to walk through walls, or to stay still but essentially become insubstantial. For each 1 meter that you travel out of phase, you take 1 point of Mind damage. Alternatively, you may remain insubstantial and immobile for 1 round (approximately 6 seconds) per point of Mind damage.

If you become insubstantial for shorter times or smaller distances, you will still take 1 point of Mind damage.

BREADTH OF AGES
You are possessed of vast skill. Your unnaturally long life has seen governments fall, heroes pass into legend, or mountains getting washed into the sea.

Become an expert on a topic of your choosing, and the weakness that you are unhealthily obsessed with it. This can be chosen in play.

ZAP
Your left hand counts as a natural weapon that can emit an arc of corrupted magic as a ranged attack, at a target up to a short distance away. It deals 1d6 psychic damage.

VOX FURORE DEI
Your voice possesses an otherworldly might, and it can compel reality. With but a thunderous word you lash out at an enemy and lacerate them, up to a long distance away, so long as they can hear you. Make an opposed Mind check. If you succeed, take 1 Mind damage to inflict 1d4 psychic damage, and—if it makes sense for their size and physiology—they drop to their knees.

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

CURSE OF TORMENT (MEDIUM SPELL, 1D6 MIND)
Casting this spell lays a curse on a target within short range. For the duration of the spell all damage the target takes gains the excruciating tag. Each time the target loses an action because of this spell they may make an opposed Mind check to end the curse.

STAFF OF SECRETS (MEDIUM WEAPON; 1D6 DAMAGE; LONG, MAGIC, PARRY)
Black wood. Starts straight, but becomes more gnarled each time a secret is whispered into it.

Action. 1 Mind. Opposed Mind check. Success: Know what an observed creature—whose language you understand—desires or fears (your choice) most right now.
Action. Whisper a secret into the staff to let another secret loose, which causes discord among an observed couple or group of people, who can understand your language, over the course of a scene. 1 in 6 chance of unforeseen consequences (violence, repressed love coming to the fore, etc.)
If the staff is ever broken, it explodes in a burst of realization, dealing 3d6 psychic damage to everyone within a short distance.

WONDER

TOTAL PARTY WONDER EARNED

TOTAL PARTY WONDER SPENT