

HYPERTELLURIANS

FANTASTICAL THRILLS THROUGH THE ULTRACOSM

☐ ALIEN
 ☐ BEAST
 ☐ CONSTRUCT
 ☐ REVENANT
 ☐ ROYAL
 ☐ ULTRANAUT

MOTTOKROSH.COM

BRAUN

DAMAGE

BUFFER

SCORE

AFFINITY

MODIFIER

ARMOR

AGILITY

DAMAGE

BUFFER

SCORE

AFFINITY

MODIFIER

DEFENSE

MIND

DAMAGE

BUFFER

SCORE

AFFINITY

MODIFIER

1X Ⓢ = ROLL TRAUMA
 2X Ⓢ = CRITICAL TRAUMA

NAME

PLAYED BY

CONCEPT

DRIVE

WEAKNESS

TRAUMA

POWERS

EQUIPMENT

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18

WONDROUS ACTIONS

Brutal blow [2]. Attack gains brutal or deal +1d4 damage if already brutal.

Called shot [2]. Target specific location for GM determined, extra effect.

Charge [2]. Move short distance and attack. +1d4 damage on hit.

Marvelous adaptation [3]. Become expert on a chosen topic for 1 scene.

Sprint [2]. Move long distance.

Recall memory [3]. Roll with advantage on next action, executed as part of this one.

Manifest memory [6]. Physically manifest experienced, wildly beneficial memory for 1 scene.

Push fate [6]. Re-roll a just made roll. If made with disadvantage, re-roll without disadvantage. Expect a future a complication.

PARTY WONDER

UNSPENT

SPENT