



HERO NAME:

TESSERACT

ALIAS:

PROF. JULIUS HEISENBERG

WHEN FIELD-TESTING HIS THEORIES ON SPATIAL ENTANGLEMENT LED HIM TO EVENTUALLY INVENT A PRACTICAL QUANTUM UNCERTAINTY GENERATOR THE WORLD WASN'T QUITE READY FOR, PHYSICS PROFESSOR JULIUS HEISENBERG DECIDED TO GIVE HIS SCIENTIFIC EFFORTS A SECONDARY USE IN CRIME-FIGHTING. HE RE-WORKED THE ENGINE INTO A PORTABLE SPACETIME OSCILLATOR, ALLOWING HIM TO MANIPULATE THE CURVATURE OF SPACETIME, AND PERSONALLY ACHIEVE MACROSCOPIC QUANTUM STATES THEREIN. WITH HIS INVENTIONS AND RESOURCEFUL KNOWLEDGE COMPENSATING FOR HIS SOMEWHAT UNTRAINED PHYSIQUE, TESSERACT IS READY TO CONFRONT ANY VILLAIN IN TOWN - THOUGH PREFERABLY WELL OUTSIDE OF HIS LECTURING HOURS.

PRINCIPLE OF SCIENCE:

YOU ARE UP TO DATE ON AND UNDERSTAND MOST MODERN SCIENTIFIC THEORIES AND RESEARCH AND CAN QUOTE FROM THEM DURING CONVERSATIONS.

MINOR TWIST:

WHAT WERE THE SURPRISING EFFECTS OF LEVERAGING THAT SCIENTIFIC PRINCIPLE IN THIS SITUATION?

MAJOR TWIST:

OH HECK! WHAT JUST BLEW UP?

PRINCIPLE OF CLOCKWORK:

YOU ARE GOOD AT UNDERSTANDING HOW PIECES OPERATE IN TANDEM AND CAN IDENTIFY FLAWS IN ORDERED SYSTEMS.

MINOR TWIST:

WHAT TOOL JUST BROKE?

MAJOR TWIST:

WHAT FARAWAY LOCATION ARE YOUR TOOLS NOW OCCUPYING?

PAST APPEARANCES

COLLECTION: QUANTUM ORIGINS

1. A MOMENTARY LAPSE OF TIME
2. ENTROPICAL ISLANDS
3. PRESENT INTENSE
4. THE UNIVERSE IN A NUTBALL
5. IF/ELSE
6. THE SOLACE OF QUANTUM

BUILT:

ACADEMIC - COSMIC POWER - REALITY SHAPER - INQUISITIVE

POWERS

SPACE/TIME OSCILLATOR (COSMIC POWER)	12
SPACIAL TRANSITION (TELEPORTATION)	6
INTANGIBLE SUPERPOSITION (INTANGIBILITY)	10
HEURISTIC EXTRAPOLATION (DEDUCTION)	8

QUALITIES

SCIENCE	12
LEADERSHIP	8
APPLIED RESEARCH (INVESTIGATION)	8
SPACETIME TINKERER	8

STATUS: HEALTH



ABILITIES

⚡ PROBABILITY INSIGHT	A BOOST USING <u>SPACE/TIME OSCILLATOR</u> . USE YOUR MAX DIE. IF YOU ROLL DOUBLES, YOU MAY ALSO ATTACK USING YOUR MID DIE.
☆ UNCERTAINTY ABSORBER (NOT QUITE RIGHT)	R AFTER A DICE POOL IS ROLLED, ADJUST ONE DIE UP OR DOWN ONE VALUE ON THE DIE.
➡ PRINCIPLE OF SCIENCE (EXPERTISE)	A OVERCOME WHILE APPLYING SPECIFIC SCIENTIFIC PRINCIPLES. YOU AND EACH OF YOUR ALLIES GAIN A HERO POINT.
➡ PRINCIPLE OF CLOCKWORK (EXPERTISE)	A OVERCOME A COMPLEX PROBLEM WITH A SIMPLE TOOL AND USE YOUR MAX DIE. YOU AND EACH OF YOUR ALLIES GAIN A HERO POINT.

🛡️ RECHARGING QUANTUM BUFFERS (COSMIC RAY ABSORPTION)	I IF YOU WOULD TAKE DAMAGE FROM COSMIC ENERGY, REDUCE THAT DAMAGE TO 0 AND RECOVER THAT AMOUNT OF HEALTH INSTEAD.
⚡ CUSTOM TIMEZONE (MASS EFFECT)	A BOOST OR HINDER USING <u>SPACE/TIME OSCILLATOR</u> AND APPLY THAT MOD AGAINST MULTIPLE CLOSE TARGETS.
☆ CAUSALITY OVERRIDE (HELPFUL ANALYSIS)	R ONE NEARBY ALLY MAY REROLL THEIR DICE POOL. YOU LOSE HEALTH EQUAL TO THE MIN DIE OF THE NEW ROLL.

⏪ AUXILIARY ITERATION (INSPIRING TOTEM)	I WHEN YOU USE AN ABILITY ACTION, YOU MAY ALSO PERFORM ANY ONE BASIC ACTION USING YOUR MID DIE ON THE SAME ROLL.
⏪ MANIFEST HYPOTHETICALS (SUMMON ALLIES)	A USE <u>SPACE/TIME OSCILLATOR</u> AND CREATE A NUMBER OF 6 MINIONS EQUAL TO YOUR MID DIE. CHOOSE THE ONE SAME BASIC ACTION THAT THEY EACH PERFORM. THEY ALL ACT AT THE START OF YOUR TURN.
⏪ SCHROEDINGER'S DANCE (MUTABLE FORM)	A CHOOSE THREE BASIC ACTIONS. USE <u>INTANGIBLE SUPERPOSITION</u> IN YOUR POOL AND TAKE ONE ACTION WITH YOUR MAX DIE, A DIFFERENT ACTION WITH YOUR MID DIE, AND A THIRD ACTION WITH YOUR MIN DIE.

RETROACTIVE ADVICE

-OUT- CHOOSE AN ALLY. UNTIL YOUR NEXT TURN, THAT ALLY MAY REROLL ONE OF THEIR DICE BY USING A REACTION.