Pre Built Characters

OUT OF DATE

These characters are presented as examples to either pick up and play or use as a basis for your own.

Melee Characters

Heavy

- **Background** - Pirate
  - **Fighting Dirty**
    - Once per Encounter you may call YOU: CRUNCH LEG at someone suffering from STRIKEDOWN.
  - **A Little Something For Me (Downtime)**
    - During Downtime you are able to push for a little extra from your Mission
    - Perhaps you're able to get a little more of a reward, or perhaps you know where you might be able to sell that strange shell you picked up on the black market.
    - Discuss with the Ref if you're not sure on ideas, but you should always be able to either get a little something for yourself, or get an idea of why you're being blocked from doing so.
- **Energy Regimen** - Generator
  - **Generator Regimen**
    - You start every Adventure with a pool of 5 Energy.
    - You may recover Energy up to your cap by Recouping (spending 30s stationary with uninterrupted appropriate roleplaying of repairing and recharging).
- **Rank 1 Abilities**
  - **Sweeping Strike [3]** (Melee)
    - Call STRIKEDOWN by Melee.
  - **Blunt Weapon Prowess [3]** (Melee)
    - Call PUSH by Melee.
  - **Padded Armour [2]** (Engineering)
    - Call PING to KABOOM.

Duellist

- **Background** - Unselected
- **Energy Regimen** - Siphoner
  - **Siphoner Regimen**
    - Every 3 hits taken or given produces 1 Energy.
    - "Taking hits" here includes PINGing them but not if they MISSED.
- **Rank 1 Abilities**
  - **Bladed Weapon Prowess [3]** (Melee)
    - Call PING when you block a strike with an effect call
  - **Kinetic Recovery** (Melee)
    - Whenever you take the effect of a call that causes you to move (PUSH or PULL),

produce 1 Energy.
  - **Mass Driver [3]** (Melee)
    - Call CHAAAAARGE.

Ranged Characters

Pathfinder

- **Background** - Explorer
  - **Favoured Terrain**
    - Pick a favoured terrain type (e.g. Forest, Cave, Swampland).
    - When you are in your favoured terrain you gain an extra use of MISSED per cover.
  - **Cartographer (Downtime)**
    - During Downtime you are able to provide detailed maps of areas you have visited during the Mission that can be handed over to various factions e.g. to aid future Missions.
- **Energy Regimen** - Generator
  - **Generator Regimen**
    - You start every Adventure with a pool of 5 Energy.
    - You may recover Energy up to your cap by Recouping (spending 30s stationary with uninterrupted appropriate roleplaying of repairing and recharging).
- **Rank 1 Abilities**
  - **Iron Sights** (Ranged)
    - By taking 5s to aim a shot after charging (rather than the usual 1s) you may extend your range for a ranged weapon to 20m.
  - **Use the Land** (Navigation)
    - You may gain an additional use of MISSED from the cover you are currently in.
  - **Patch Up**
    - With 30s of uninterrupted roleplay you may call HEAL on a target in reach who is incapacitated.

Gunslinger

- **Background** - Pilot
  - **I'll Drive**
    - You are capable of piloting or driving a functioning transport.
    - You can use this in uptime or downtime and means you don't need to find or employ a pilot for a vehicle you may have access to.
  - **Evasive Manoeuvres**
    - Once per Encounter you may call MISSED to a YOU call targeting you regardless of whether you are in cover.
- **Energy Regimen** - Channeller
  - With 5s of uninterrupted roleplay emphasising the connection between yourself and your Ship Heart, you produce 1 Energy.
  - You may perform this roleplay at the same time as uninterrupted roleplay for other effects.
  - Examples: chanting, dancing, silent meditation.
- **Rank 1 Abilities**

- **Dual Pistols** (Ranged)
  - You may charge these independently of each other.
- **Firewall [5]** (Systems)
  - While you are standing still, you may call YOU: PUSH at the first 3 enemies to enter within 5m of you.
  - If you move, you lose any remaining PUSHes.
- **Scatter Shot [5]** (Ranged)
  - Call YOU LOT: PEW with a charged ranged weapon.

Mystics

Control Mystic

- **Background** - Mystic Acolyte
  - **Intervention**
    - Once per Mission you may instantly generate 5 Energy by loudly proselytising the values of your Mystic Sect or associated Ship Heart.
  - **Mystic Contacts (Downtime)**
    - During Downtime (or before a Mission) you may ask a question of the Mystic Sect you are connected to.
    - You will receive an answer, if they know, or a hint as to how you might go about finding out.
- **Energy Regimen** - Channeller
  - With 5s of uninterrupted roleplay emphasising the connection between yourself and your Ship Heart, you produce 1 Energy.
  - You may perform this roleplay at the same time as uninterrupted roleplay for other effects.
  - Examples: chanting, dancing, silent meditation.
- **Rank 1 Abilities**
  - **Firewall [5]** (Systems)
    - While you are standing still, you may call YOU: PUSH at the first 3 enemies to enter within 5m of you.
    - If you move, you lose any remaining PUSHes.
  - **Power Shot [3]** (Ranged)
    - Call YOU: STRIKEDOWN with a charged ranged weapon at a target in range.
  - **Space Within Space [5]** (Navigation)
    - Call VWORP.
    - You may not move, but remain hidden until you choose to reappear or are subject to a YOU LOT or MASS call.

Battlefield Technician

- **Background** - Stowaway
  - **Make Do And Mend**
    - Once per Mission you can immediately fix a piece of equipment within melee reach that has suffered from CRUNCH.
  - **Vent Crawler (Downtime)**
    - You may choose to eavesdrop in on the Downtime briefing or question of another

character who hasn't taken sufficient precautions against someone listening in.
- They will not know you have done so.

- **Energy Regimen** - Detonator
  - **Detonator Regimen**
    - You cannot store Energy.
    - When you use an Ability that costs Energy, you may use it immediately for free but cannot use another Ability for 10 seconds per Energy afterwards.
    - e.g. Spend 3 Energy to call STRIKEDOWN, cannot use another Ability for 30s.
    - If a call would cause you to gain Energy then your current cooldown is reduced by 10s per Energy you would have gained.
- **Rank 1 Abilities**
  - **Battlefield Repairs [3]** (Engineering)
    - You may instantly repair an item damaged by CRUNCH.
  - **Fixation [3]** (Medical)
    - Call HEAL <X> for a limb X an ally is suffering a CRUNCH on.
  - **Hacker** (Systems)
    - You are capable of interacting with Hacking terminals at a faster speed (~1 minute instead of ~3 minutes).