

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OUT OF DATE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**
 - Your Energy Cap is 10.
 - 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 [2]** (Melee)
 - Call STRIKEDOWN by Melee.
 - **Blunt Weapon Prowess [2]** (Melee)
 - Call PUSH by Melee.
 - **Padded Armour [2]** (Engineering)
 - Call PING to KABOOM.

Duellist

- **Background** - Unselected
- **Energy Regimen** - Siphoner
 - **Siphoner Regimen**
 - Your Energy Cap is 5
 - Every 3 melee hits taken or given produces 1 Energy.
 - "Taking hits" here includes PINGing them but not if they MISSED.
- **Rank 1 Abilities**
 - **Bladed Weapon Prowess [2]** (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 [2]** (Melee)
 - You make an impassioned charge toward the enemy.
 - For 10s, while moving directly toward a target, you may call MISS to any “YOU: PEW” call.
 - You cannot generate energy while charging a target.
 - The effect ends early if:
 - You make a call other than PEW or a reaction
 - You stop moving directly toward the original target
 - You are subject to a multi-target “YOU LOT” or “MASS” call
 - You are subject to a “YOU: DRAIN” call

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).

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