2025/08/08 19:57 1/4 Pre Built Characters

Pre Built Characters

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: BREAK 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.
- 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
 - 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
 - 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
 - In combat, and with 30s of uninterrupted roleplay you may call HEAL FULL on a target in reach who is incapacitated.
 - Out of combat, and with 1 minute of uninterrupted roleplay you may call HEAL FULL on a target who is not 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

2025/08/08 19:57 3/4 Pre Built Characters

 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 [3] (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 [2] (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 [3] (Systems)
 - Mark the ground.
 - 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 [2] (Ranged)
 - Call YOU: STRIKEDOWN with a charged ranged weapon at a target in range.
- Space Within Space [2] (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 BREAK.
 - 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 [2] (Engineering)
 - You may instantly repair an item damaged by BREAK.
 - Fixation [2] (Medical)
 - Call HEAL <X> for a limb X an ally is suffering a BREAK on.
 - Distribute [X] (Systems)
 - Spend X Energy to call GAIN X ENERGY to a target within reach.

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