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# **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

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 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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