Final Chance [DRAFT]

Initial Brief

Copy the IC Part of your emailed Mission Brief here

Characters

- List of Player Characters
- [Example Character Name](#) - Player First Name

Summary

- Crabs
- Crabs in warehouse
- Office, chat to Pentagonal, Imminent and Shining Star, 23rd Century, and a mega-crab
- Follow search party, quicksand pit, parrot, tinkerings, retrieved hat
- Armourdillos
- Mind-meld tinkering with parrot
- Hibiscus View village
- Bolthole, items
- Cliff eels
- Clearing, skitters, shack, Chorister
- S-eagulls
- Violet Afterburn's ship
- Travel to Plundarr Island, tinker Scrum, Third Time broadcasting thoughts
- Elegy showdown and intervention
- Politicking
- Tinkerings:
  - Languid Relaxation:
    - Tinkering previous [box scanner] into generic object scanner. Loses ability to see inside boxes but can now detect objects of significantly varying density within other objects (e.g. metal weapons inside quicksand), with a 10m radius. For one encounter per adventure. SCAN: OBJECTS once per 10s or so (brief GM ahead of adventure). Every third SCAN call MASS CURSE as you irradiate everyone including yourself. It vibrates sufficiently when used that anything sensitive to vibration will notice (GM discretion).
    - Gambit to gain adoption from Pentagonal Pectoral: Major success with 2 Consequences. -2 Clout with Altarians for
  - Heightened Serendipity:
    - Sandshark Capsicin - does burn, had consequences of getting it on her hands
    - Mind-meld with parrot, using squeeple juice from drone: consequence losing second mind-meld with drone: major success, able to read and be mind-read for 5 minutes, parrot learned more than it wanted to
    - Psychic broadcast, using crystal scrum purchased from Languid Relaxation for ??

Clout with ?? - cannot create receiving, but amps up broadcasting massively such that the person who drinks it broadcasts their thoughts to anyone within MASS range for the next minute.

- Star systems defined: Solus System with binary stars, reachable from Keter System via Lightning Gate/Cloud Gate pair. Other system: ??

Aftermath

- Bullet points of what characters did in the aftermath of the mission

Consequences

- Breakdown of consequences for characters - rewards, effects, contacts.
- Also mention any wider consequences for the world

All Characters

- Consequences

Character 1

- Consequences

Character 2

- Consequences

Be sure to add tags for the characters

mission, character 1, character 2