

# Dr Deepest Fathom

Player: James

Pronouns: he/him

**Note: XP is up-to-date but other areas are pending debrief updates from the missions of 25/02/23 (played) and 18/03/23 (not played but other PC action has consequences affecting this character)**

## Background / Bio

Dr Deepest Fathom works for Aspexx as a researcher, though he finds it deeply frustrating that the work he is given is so *mundane*, when what he really wants to research are Ship Hearts.

Time for some extracurricular activities...

## Stats

- **Species:** Qiate
  - Once per encounter MISS
  - Take BREAK on limbs for 3 seconds longer
- **Class:** Specialist
  - 30 seconds of uninterrupted roleplay to SELF HEAL FULL
  - 3 uses of Tinkering per Mission
- **XP:** 8 (+1 unspent)
- **Rank:** 1
- **Hits:** 8
- **Background:** Researcher
  - May procure a laboratory to analyse a sample during downtime, to answer one question about it
  - May ask GM three questions about the capabilities of a creature you are able to study, once per Mission out of combat

## Abilities

- Armourer (Engineer 1)
  - +2 hits (already folded into total)
  - Once per encounter, out of combat, may grant +2 hits to someone else for duration of encounter
- Battlefield Repairs (Engineer 1)
  - Three MENDs per encounter on target in reach
- Bolster (Engineer 1)
  - Three GAIN PING STRIKEDOWNs per encounter on target in reach
- Mark II (Engineer 1)

- Convert one Tinkering result into a permanent effect in downtime
- Blind Steal (Operative 1)
  - Once per Tinkering may Draw 3 Pick 1 for the next draw
- Hacker (Operative 1)
  - Extensive general knowledge of computer systems and software, which may be applied in a freeform manner
- Communicator (Scientist 1)
  - May establish a communication link with an unresisting entity capable of communicating within the same star system
  - May communicate at any distance so long as not blocked by something powerful
  - Others will still hear talking
  - May only have one such link at a time but may end at will
- First Aid (Scientist 1)
  - Three HEAL FOURs per encounter on target in reach

## Factions

- Aspexx: 3
- Mytenean Industrial Core: 3
- Ace's World: -1

## NPC Relations

- Dark Water
  - Nemesis
  - Currently thinks I'm dead; will be unhappy to discover otherwise

## Ship Heart Knowledge

- An understanding of the material composition of *Infinite Energy's* casing

## Other Stuff

- Access to the Ship Heart *Infinite Energy* in a vault on Ace's World
  - And a basic laboratory established at this location
  - Also accessible to MSC, MIC, Firebrand/GC, ZRD; should any faction lose access, -2 Clout with that faction
- Data drive containing holodeck simulation data of Coruscating Beam

## Missions

- [Delivery Request](#)
- [Finite Existence](#)
- [What Remains However Improbable](#)

pc, deepest fathom

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