

# Dr Deepest Fathom

Player: James

Pronouns: he/him

## 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:** 12
- **Rank:** 2
- **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
- Bastion (Engineer 2)
  - Three PINGs per encounter when blocking a strike
- Mechanic (Engineer 2)

- 5s interrupted roleplay to call MEND
- Good general knowledge of mechanics and engineering that can be applied freeform out of combat
- 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
- Personal Forcefield (Operative 2)
  - Once per encounter PING to anything
- 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
- Adaptive Scanner (Scientist 2)
  - Once per encounter, 10s scanning roleplay to pick a property from a downed enemy
  - May now SCAN for that property until you scan a new one

## Factions

- Aspexx: 3
- Mytenean Industrial Core: 3
- Ace's World: 2
- Unquiet Journey: 5

## 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.
- Some understanding of the limits of Ship Heart perception...
  - Limited by Ship Hearts in vault being limited by the presence of *Ace's World* - would need to take Ship Hearts out on their own to analyse this further.
  - Some implication that systems exist that could improve or refine the perception of a Ship Heart?

## Other Stuff

- Access to a vault on Ace's World, shared with some others
  - Contains Ship Hearts:
    - *Infinite Energy*
    - *Snow Piercing*
    - No longer contains *Fractured Dawn!*
  - A basic laboratory is established at this location, with bolstered security
  - Vault 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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