

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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