Delicate Harmony

Pronouns:

Background / Bio

Add a description of your character and their backstory here

Stats

- **Species:** Human
- **Class:** Various
- **XP:** 16
- **Rank:** 4
- **Background:** Explorer (Forest)
- **Experimental Trees:** Gatekeeper, Ouroboros

Abilities

Transcendant: 6

- Tr1: Hulking Form
- Tr2: Raw Power
- Tr2: Crush
- Tr2: Untraceable
- Tr3: Apex Predator
- Tr4: Moving Mountain

Technomancer: 6

- Te1: Repurposed Munitions
- Te2: Targeting Array
- Te3: System Assimilation
- Te4: Enter the Matrix
- Te4: Emergency Countermeasures
- Te4: Overclock

Scavenger/Other: 11

- Sc1: Hardpoints Mean Prizes
- Sc1: Weapon Preigniter
- Sc2: Jury Rig
- Sc2: Interference
- Sc2: Resilience
- Sc3: Cyborg Specialist: Mark 2

- Sc4: Perfectly Balanced
- Sc4: All Trades: Behind Enemy Lines
- Sc4: Unstoppable
- GTK: Additional Privileges
- GTK: Reprogram
- GTK: Total Perspective Vortex
- Gen: Smart: Knowlegeable: Gatekeeper civilisation/pentapods
- Gen: Social: Making Friends X2: Gateway Research Team

L5

- Synthesis
- Polymorphic Assumption
- Morbid Panolpy

Synthesis:

- Subject Analysis (Package management)
  - You have synthesised the ability of a Forge Augmentation Machine to have some understanding of the subject it is about to augment.
  - Once per encounter out of combat, you may ask a single yes/no question to the GM, and receive for each of the creatures you HARVESTed in that encounter the answer from the perspective of that creature. N.B. this is the same question applied to all monsters, not a different question for each monster.
- Worm Time
  - Once per encounter, you may call SLOW. However, when you do, bringing the cavern worm's icy blood to the surface is not without consequence - you also take a 3-second SLOW.

Free:

- GTK: Initialise gateway
- GTK: Direct Crypt Guardians

Abilities Summary

- **Base hits:** 18
- **Harvest Triggers**
  - **Any**: 1x PING and reflect call
  - **Any**: 3xPEW
  - **Any**: MASS SLOW
  - **Any**: BREAK
  - **Target w/ weapon**: Gain 3 ZAP
- PING: ZAP, BURN, STRIKEDOWN
- 5 Seconds: BREAK on body
- Respond to DRAWIN with a 10s stationary WARP
- Choose whether to call or ignore scans

- 2/enc, 10s WARP and reposition, WARP on return
- Regain PEW if MISSED, 1/cover/enemy

- +1 MISS in cover if in Forest

- 1 use Tinkering
- STRONKER
- Knowledgeable: gatekeeper/pentapod civilisation (to the extent discovered)
- Out of combat, you may meld your mind with an active or inactive mechanical or computer system in order to discover its secrets.
  - You must ask three "yes or no" questions of the system, which will be answered by the GM.
- In or out of combat, you may meld your mind completely with an active or dormant mechanical or software system in order to communicate with it.
  - Lasts 60s, +60s if you take a severe injury, you are unconscious for the duration.
  - Call TIME FREEZE if done in combat
- With 10s of roleplay, can activate a dormant Gateway, to either:
  - Synchronise - the Gateway becomes aware of and connected to any Gateway that you are aware of and it is not. You become aware of the location of any connected Gateway that this Gateway knows of that you do not.
  - Delete - you may remove the knowledge of one Gateway from this Gateway. It is no longer connected to it.
  - Initialise - a dormant Gateway becomes active and reconnects to any Gateway it is aware of.
- with 10s uninterrupted roleplay, YOU: PUSH or YOU: PULL on any inhabitant of a pentagonal crypt
- For crypt guardians:
  - Out of combat, you may ask the GM to describe the commands that an inorganic entity operates by.
  - These should be three straightforward rules (e.g. "attack all intruders", "intruders are identified by blue keys", "sound alert when you are damaged").
  - You may use Tinkering to modify the commands that an inorganic entity (an enemy, a system, or otherwise) operates by.
  - If the Tinkering is a success, you may change or introduce 3 words to its instructions.
  - If it is a perfect success, you may change or introduce 5 words.
  - This permanently alters the system being worked on.
- 1/mission, polymorph into a creature you just harvested, until you lose all the hits it would have.

Downtimes:

- Synthesis - Pick an entity you have HARVESTed from during the mission. You gain a permanent ability that that entity displayed at the cost of 1XP. You cannot gain the ability to call FATAL using this. Attempting to synthesise with powerful entities such as powerful Startouched or Ship Hearts may carry additional consequences - discuss these with the GM.
- MK2

MK2:

- Flamethrower: can charge weapon for BURN, but call MASS BURN if hit while charging.
  - Can use Weapon Preigniter for one use of this, 1/enc free, second use inflicts burn
- Crystalline Carapace: HARVEST for one use of PING and then reflect the call
- Grave Dust (Negative): Whenever you HARVEST a creature, you immediately take EFFECT: whatever-this-creature-was-last-feeling. This roleplaying effect is overwhelming, and likely to distract you as you forget your surroundings for a moment. (Always bad, can be tinkered further)

Ref-checked options

- Thingamajig
  - Carapace armour that forces Harmony's body into a ball shape to roll around - "Call HARVEST to charge this. You may spend the charge to activate this: for 10s, you can call PING to all calls except for PUSH and PULL during this time. "

Level 5

- Synthesis
  - *Downtime Ability*
  - Pick an entity you have HARVESTed from during the mission. You gain a permanent ability that that entity displayed at the cost of 1XP.
  - You cannot gain the ability to call FATAL using this.
  - Attempting to synthesise with powerful entities such as powerful Startouched or Ship Hearts may carry additional consequences - discuss these with the GM.

- Polymorphic Assumption
  - *Once per Mission Ability*
  - *Call HARVEST on any valid target*
  - You assume the form of the creature you have targeted. You gain its shape and abilities it would have had at the start of the Encounter until such time as you lose all the hits that this entity would have, at which point you revert to your previous form.
  - You do not gain the knowledge or memories of the target.
  - You may choose to drop the form at any time.
  - Call TIME FREEZE when you assume the form in order to be given the stats of the entity.
  - Call TIME FREEZE again when you lose the form.

- Integration
  - *Utility Ability*
  - You may swap out components of a biological or mechanical system with the opposite type of component from yourself (for example, swapping a security camera with your eyeball, or a creature's veins with your wiring).
  - This may be used for repair or medical purposes in order to circumvent a related CURSE.
  - Out of combat, you may attempt to focus and receive sensation from any of your replaced components out in the world.
  - You may not re-replace components of yourself that have already been swapped out (you only have two eyes, etc.)

- Morbid Panoply
  - You may carry around a dead body in a specially designed pack on your back, in order to HARVEST it later as if you had killed it in the same Encounter.
  - You may only store one such body at a time.

Factions

- [Unquiet Journey](#): 4
- [True Siruta](#): 1

- Mytene Industrial Corps: 6
- Borderland Botanists, gateway research team: 15
- Aspexx: -5

Missions

- A Rare Day Out
- Five There Were
- Gatekeeping
- Grinding Gears
- Nothing Is Alive On Hive 5
- Operation: Beachhead (36hr)
- Package Management
- Ritual
- The Man In The Moon
- Trailblazers

pc, delicate harmony