

Gathering Flow

Background / Bio

Pilot, Ship Class Gathering Flow was born to a long line of Startouched of the Sects of Divinity, and showed an aptitude for communing with and drawing power from the Ship Hearts from her youth. But as she grew, she felt more of a calling to do something a little more active and direct with her abilities, and learned instead to fly, first personal transports, then shuttles, and later whole ships, and in time, felt that the Sects of Divinity didn't reflect her understanding, or lack of understanding, of how Ship Hearts and their Personalities interact with technology and the world.

So, when she attained her majority, she left her Sect, and moved away to the Sects of the Mechanical, principally the Fjenix Academy, where she took up work alternating between piloting for the shipyards, and studying how the Ship Hearts interacted with technology, and with sapient beings. But her abilities were in much more demand than that, as she developed a closer affinity to the Ship Hearts, and with it her ability to faultlessly navigate even in unfamiliar space and on novel planets.

This saw her taking up a role on a research and exploration ship, the *Endeavour* as it roved the Borderlands, seeking out potential planets for the Cooperation's continued expansion, and the secrets of the Ship Hearts - and found herself stranded, with the ship and Hearts knew how many others in the Keter system.

She has contacts therefore from several Mystic Sects, principally the Mechanical and the Fjenix Academy, the Zeitgeist Research Department, and is a member of the Guild of Spacefarers.

Stats

- **Species:**Human
- **Class:**Startouched
- **XP:**21
- **Background:**Pilot
- 5 hits, 8 barrier hits

Abilities

Class abilities

Rank 1: Ship Heart Affinity

- Startouched are inherently linked to Ship Hearts, and as such are capable of using that link to power their impressive abilities. Startouched power up their abilities by opening that connection to amass power before unleashing it in the form they prefer. Further nurturing this connection has reportedly presented opportunities to Startouched - as well as being a possible source of destruction.
- Startouched have a base 5 hits.
- Startouched power their abilities using a single empty hand (unless you have abilities that allow

otherwise) in a specific gesture throughout and accumulating power for a number of seconds before the ability is ready.

- For accessibility you may choose to forgo the gesture. However, you must still choose which ability you are charging ahead of time. Where possible, still keep one hand empty and visible, such that others can see you are charging an ability.
- They can only power up one ability at a time in this way.
- Charging up the ability is broken if:
 - The Startouched is subject to DRAIN
 - The hand being used to charge the ability is subject to BREAK
 - The Startouched chooses to stop

Rank 1: Solar Barrier

- You are capable of manifesting a protective energy barrier of 4 Hits.
- Any damage you take will come off your solar barrier before you lose Hit Points.
- This barrier may be restored with 5 minutes of concentration between encounters.
- This barrier is not restored by healing.

Rank 3: Intervention

- Once per Mission you may perform an improbable feat when out of combat by loudly proselytising the values of your Mystic Sect or associated Ship Heart.
- Discuss with the GM what feat you would like to perform and they will determine what effect occurs.
- Multiple Startouched can combine their Interventions to achieve greater effects.

Rank 5: Deus Ex Machina

- Gain an additional use of Intervention.
- You may perform an Intervention mid-combat. Call TIME FREEZE when this happens, and explain (quickly) to the GM what Intervention you wish to receive.
- You may take Severe Injuries to use additional Interventions during a Mission (once per Severe Injury).

Background abilities

I'll Drive - Utility Ability

- You are capable of piloting or driving a functioning transport.
- You can use this in uptime or downtime and means you don't need to find or employ a pilot for a vehicle you may have access to.
- Discuss with the GM when this would be relevant to provide an advantage to you and your party in the Mission.

Talisman - Utility Ability

- You have a small intricate object which you can use to determine the level of Decay influence on an area. (a small bottle, on a chain, with a working miniature of the *Endeavour* in it)
- Inform the GM of this, and when you check it - you can use this to be prewarned of entering Decaying areas or Decay-heavy encounters.

Channel abilities

Airblast

- 15 seconds
- Gesture: Clenched fist held to your side
- You create a wall of force to push your enemies away.
- Call YOU: PUSH against a target within 5m.

Concussion Bolt

- 15 seconds
- Gesture: Hand held overhead
- You create a bolt of force to hurl at an enemy.
- Call YOU: STRIKEDOWN.

Repairing Barrier

- 10 seconds
- Gesture: Hold hand flat to chest
- You imbue your barrier with more power.
- You restore 1 hit to your Solar Barrier.

Restoring Barrier

- 15 seconds
- Gesture: both hands over chest
- You must be uninterrupted during this time.
- Your barrier completely repairs itself, regaining all its hits.

Mind Blade

- 15 seconds
- Gesture: flat hand slicing through the air
- You conjure a razor sharp blade from the air around you and hurl it through your enemies.
- Call YOU: BREAK.

Damage Control

- 5 seconds
- Gesture: flick of the wrist
- Call MEND to a target within reach.

Starlight Fade

- Instant
- Gesture: snap your fingers
- Once per Mission you may call MONSTERS: CURSE
- You may take Severe Injuries to use Starlight Fade additional times during a Mission (once per Severe Injury).
- If successfully used twice on the same Monsters within the same encounter, the full effect of Curse will cause Monsters to slowly fade from existence.
- This Ability cannot be modified by Overload nor granted with Meditate or Guidance.

Utility abilities

Starfinder - Utility Ability

- You have an inherent sense of direction and can always find your way to a destination you have had described to you.
- If you wish to apply this knowledge, talk to the GM and describe how you would like to use your innate ability to help your party.
- This may result in a bonus to an upcoming encounter, or enable progress past difficulties.
- You may also always tell the direction to the nearest Ship Heart within range.

Vessel

- Utility Ability
- Twice per Mission you may connect to your Ship Heart and its power on a deeper level.
- You may ask your Ship Heart two questions relevant to your current Mission. It will answer to the best of its ability.
- The GM will tell you this answer OC and you should then IC roleplay the delivery of this as your character is temporarily used as a vessel for the Ship Heart's answer.
- Guidelines for GMs:
 - Ship Hearts have personalities and interests of their own. If you are comfortable, deliver an answer that would fit this.
 - At minimum, if asked a question relevant to the Mission you are running, provide an answer that will give some hint to the players - maybe of something that may occur in a future encounter. They should always get something.
 - If you are asked a question that is not relevant to the Mission, tell the player that the Ship Heart cannot answer and that they may use this ability again after the next Encounter has passed.

Reality Check

- Utility Skill
- You have an uncanny sense for what is physically as it seems.
- You may apply this to see through holographic ruses, or to determine once per an encounter when someone is lying to you.
- When you wish to apply this sense, talk to the GM.

Versatile Barrier

- Utility Ability
- Requires: Granted Barrier
- You may use your Barrier as a mobile structure in a freeform manner.
- Out of combat, discuss with the GM what you would like to achieve with it, and you may use your barrier as a floating disk that can support up to 5 people's weight for that purpose.
- You may apply this in advance for combat use if you so wish, the GM should provide an appropriate buff.

Non-channel combat abilities

Visionary

- Twice per encounter you may call MISS for free out of cover.

Solid Barrier

- Your Solar Barrier increases in strength by 2 hits.

Impenetrable Barrier

- Your Barrier increases in strength by another 2 hits.
- While your Barrier has hits remaining in it, you may spend 1 hit of it to PING effects that strike it in melee.

Dimensional Gradient

- Twice per encounter you may call MISS even when not in cover.
- You may then call the call that MISS'd you at target other than the original source.

Overload

- If you use two hands while preparing a Startouched Ability that normally only requires one hand, you may make the YOU call as a YOU LOT call.
- e.g. holding both hands together above your head for Concussion Bolt you would call YOU LOT: STRIKEDOWN instead of YOU: STRIKEDOWN.

Duality

- You may prepare different Startouched Abilities with each hand.

Star Pact

- Once Ever Downtime Ability
- You foster a deeper connection with your Ship Heart which grants you additional powers and an insight into its motivations.
- Discuss what sort of pact you're looking for with the Ref Team - you will gain a per encounter ability, and an Agenda from your Ship Heart.
- 3x PING DRAIN/Encounter

Star Pact Gift

- Requires: Star Pact
- Once Ever Downtime Ability
- Your Ship Heart manifests for you a powerful item. This will be a weapon, armour, or a shield.
- Effect:
 - Armour - 3x PING DRAIN/encounter
 - Emergency space manouevring pack - 1x WARP per encounter, repositioning within 10s, flight.

Granted Barrier

- Outside of combat you may grant your Solar Barrier to another character.
- Explain how it works to them (Commandos do not spend hits from the Solar Barrier to use Abilities, it is strictly a shield for them).
- You may use Repairing or Restoring Barrier to call YOU GAIN X BARRIER HITS to maintain the

barrier for the grantee.

- You may call YOU EFFECT: LOSE BARRIER to reclaim it at any point.
- You may not use abilities that require you to have a Solar Barrier with hits on yourself while it is granted (such as Reactive Barrier or Solar Flare)
- You may only grant your barrier once per encounter.

Reincarnation

- Upon suffering your final Severe Injury, you vanish in a blinding flash of light.
- Your character will survive this Injury, but will undergo changes.
- They will not be playable for the rest of the Mission.
- Speak to the Ref Team about what happens.

Factions

- Endeavour - 10 Clout - retained clout with Endeavour-the-ship rather than with the crew/ZRD.
- Her Glorious Command - 5 Clout
- Aspexx - 1 Clout
- ACE Organisation - 1 Clout

Nemesis

- Impact from Zero hiding's instance of Overworld.

Serious Injuries

- Severe Injury - you have been brutally attacked by the Honey Beetle Queen and this has left its mark on you, making your bones sticky. Whenever you suffer a BREAK on a limb, that limb is unable to move for the duration (meaning you cannot move your leg from the spot if taking a BREAK LEG).

Missions

- 15 Jan 2022: Trailblazers: 2 XP, 1 clout with Endeavour
- 22 Jan 2022: Monstered: 1XP
- 5 February 2022: Sub Zero: 1XP, 1 clout with Endeavour
- 12 February 2022: Co-GMed: 2XP
- 26 February: GMed, 2XP
- 5 March 2022: The Call: 1XP, 4 clout with Her Glorious Command
- 12 March 2022: Picking Up The Pieces: 1XP, 1 clout with ACE, 1 clout with Her Glorious Command, -2 clout with Aspexx
- 19 March 2022: Damage Control: 1XP, net +3 clout with Aspexx, +2 with Endeavour.
- 26 March 2022: Co-GMed: 2XP
- 20 May 2022: Beetle Drive: 1XP, +3 clout with Endeavour
- 3 September 2022: Monstered: 1XP

- [A Tune From The Deep](#)
- [Beetle Drive](#)
- [Damage Control](#)
- [Five There Were](#)
- [Gatekeeping](#)
- [Picking Up The Pieces](#)
- [Procedure](#)
- [Sub Zero](#)
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