Heightened Serendipity

Pronouns: She/they

Background / Bio

Add a description of your character and their backstory here

Stats

- **Species:** Qiate
- **Class:** Specialist
- **XP:** 12
- **Background:** Spectre (NB: This is not public knowledge)
    - Current target: Overstayed Guest

Abilities

Operative

Level 1

- Behind Lines
- Hacker
- Hidden Blade

Level 2

- Tradecraft
- Infiltrator

Engineer

Level 1

- Armorer
- Mark II

Level 2

- Bastion

Level 3

- Advanced Armour

Scientist

Level 1

- First Aid
- Communicator
- Expertise (Pharmaceuticals)

Level 2

- Experienced Tinkerer

Misc. Equipment

- 3 vials of concentrated "Scrum+"
  - You may spend 5s consuming Scrum+ to gain for the rest of the Mission a use of MISS that you can recharge with 5s of meditation (sitting on the ground out of combat, no weapons in hand).
  - There is no bonus to consume multiple vials.
  - Once you consume your third vial you will gain the following effects (0/3 consumed):
    - Psychic Power - you may call YOU: PUSH once per Encounter and always have a use of MISS that recharges with 5s of meditation; OR you may choose the ability to communicate silently with your allies (put two fingers in the air when talking to them).
    - Reliance - you NEED more Scrum+. If you are unable to access Scrum+ during a Mission then you will lose 2 maximum body hits.
  - If you start taking Scrum+ and then stop before taking a third vial, you will gain the following effect:
    - Withdrawal - you have a stonking headache for the duration of your next Mission.
- Stun gun
  - You may use a charged ranged weapon to call YOU: CLUNK against unaware enemies

Factions

- Elegy - 8
  - Spectre Vyix 9a - +5
- Azuria - 3
- Craruan Defense Force - 2

Missions

- [Conflict Resolution](#)
- [Final Chance](#)
- [Ill Branches](#)
- [Pirates Of The Azuraean](#)
- [The Hunt For Crease's Bulk](#)
- [What Remains However Improbable](#)

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