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Heightened Serendipity

Pronouns: She/they

Background / Bio

Add a description of your character and their backstory here

Stats

Species: QiateClass: Specialist

• **XP:** 13

• 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

- 2 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.
- 2 vials of New Improved Scrum+
 - As Scrum+, plus:
 - Once per vial of Scrum+ you may call MASS SLOW as you move incredibly fast for 10s
 - Fire In Your Veins When you have a MASS SLOW stored from New Improved Scrum+, you take BURN at a 3s shorter duration.
 - Dependence for every Encounter where you do not have a MASS SLOW from New Improved Scrum+ stored, you take BURN at a 5s longer duration.
- Stun gun
 - You may use a charged ranged weapon to call YOU: CLUNK against unaware enemies

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• Squintessence drone: You may sacrifice your drone for the rest of the mission, locking out all drone-related skills, in order to call HEAL 3 on yourself. This may be used even when downed.

Factions

- Elegy 8
 - ∘ Spectre Vyix 9a +5
- Aspexx 3
 - Aspexx Experimental Pharmeceuticals and Weapons Lab +2
- Azuria 3
- Craruan Defense Force 2

Missions

- Conflict Resolution
- Final Chance
- III Branches
- Pirates Of The Azuraean
- The Hunt For Crease's Bulk
- What Remains However Improbable

pc, heightened serendipity

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Last update: 2023/05/24 13:49

