

# Heightened Serendipity

*Pronouns: She/they*

## Background / Bio

*Add a description of your character and their backstory here*

## Stats

- **Species:** Qiate
- **Class:** Specialist
- **XP:** 14
- **Background:** Spectre
  - Current target: Ninth Life

## Abilities

### Operative

#### Level 1

- Behind Lines
- Hacker
- Hidden Blade

#### Level 2

- Tradecraft
- Infiltrator

#### Level 3

- Decoy Drone

### 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

- 1 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 (2/3 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
- 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 Pharmaceuticals 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](#)

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