Temporary Impulse

Pronouns: she/her

Background / Bio

An engineer of no particular affiliation, Temporary Impulse arrived in the Keter System on Muse IX. If you ask her, she came here to check out employment opportunities on Mytene.

[Note: Temporary Impulse's name is a bit of an, er, temporary impulse. She has already gone by Transient Impulse and is likely to keep changing the adjective whenever she thinks of another one she likes better that day.]

Stats

- **Species:** Human
- **Class:** Specialist
- **XP:** 9 [Impulse has 2 specific extra XP to spend and can now access Rank 3, and Susannah has an additional 18 XP banked in general]
- **Background:** Stowaway
  - 1/downtime - Vent Crawler
    - Downtime Ability
    - You may choose to eavesdrop in on the Downtime briefing or question of another character who hasn't taken sufficient precautions against someone listening in.
    - They will not know you have done so.
  - 1/encounter - Make Do and Mend
    - Once per Encounter you can call MEND on a piece of equipment within melee reach.

Abilities

- Armourer
  - Your base hits are increased by 2. [Total hits: 8.]
  - Once per encounter, out of combat, you may grant someone else two additional hits for the duration of the encounter (tell them this).
- Mark II
  - Downtime Ability
  - You may convert one Tinkering result from during the Mission into a permanent feature. Discuss with the GM what you would like to achieve and they will give you an appropriate permanent effect.
- First Aid
  - Three times per encounter you may immediately call HEAL 4. The target must be within reach.
- Hidden Blade
  - Once per encounter you may call WARP.
  - You may choose to reappear and call BREAK by melee at the same time, or may reappear

without calling WARP.
- You may not move until you reappear and cannot make any other calls.
- If you are subject to a MASS or YOU LOT call while in Hidden Blade you must either leave WARP or take a point of damage
- Bastion
  - Three times per encounter you may PING an effect when you block a strike.
- Infiltrator
  - You may move slowly when you are hidden using Hidden Blade.
- Blind steal
  - Once per Tinkering - yours or someone else's - you may choose to Draw 3, Pick 1 for the next draw. The character Tinkering gets to pick.
- Lifeform scanner [inorganic]
- Adaptive scanner
  - Once per encounter you may pick a property from a downed enemy by spending 10s roleplaying scanning it over. You may now call SCAN for that property until you pick a new one.
  - Mark II Thing Repulsor attachment for her Adaptive Scanner: after scanning a downed enemy using Adaptive Scanner you gain 1 use per encounter of YOU: PUSH against any target matching the attribute you chose - though you will need to SCAN to determine what you can target. You can gain a further use of YOU: PUSH against such a target by spending 10 seconds loading your Thing Repulsor, at the cost of losing your scan data, meaning you will not be able to SCAN for that property for the rest of the encounter, and will have to re-use Adaptive Scanner to re-start the Thing Repulsor.
- MkII Deployable Scaffolding: With 30s of uninterrupted roleplaying you can set up or take down the temporary scaffolding. When deployed, the scaffold will allow you to safely cross gaps up to 10m wide. Additional tinkering can help to provide additional options at the risk of damaging the scaffold until you can take it home to repair it.

Also owns a small, lead-lined sample box with some air holes, which can be used to safely carry non-Decayed samples which fit into about a 1 foot cube without deterioration or risk of damage to her or the sample.

Factions

- Mytenean Industrial Corps - 8 Clout
- Craruan Defense Force - 3 Clout and some name recognition for fighting Admiral Wiggles
- [1 clout held in reserve to spend later]

Missions

- A Rare Day Out
- A Slug's Life
- One Of Our Mechs Is Missing

pc, temporary impulse

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