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:** 4 [Susannah has an additional 5 XP banked and is noting this here before she forgets it]
- **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.

Factions

- Mytenean Industrial Corps - 1 Clout
- [2 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