

Startouched

Startouched have a particular connection with the universe, and in particular Ship Hearts. Those more powerful are able to utilise their connection with Ship Hearts to rip holes in space - to bring down fire on their enemies, or to twist the world to their advantage. **Mystics** bring down elemental fire and raw power from their hearts, **Voidhearts** twist space around them to their advantage, while **Bulwarks** create powerful shields to protect themselves and their allies.

Class Feature: Ship Heart Affinity

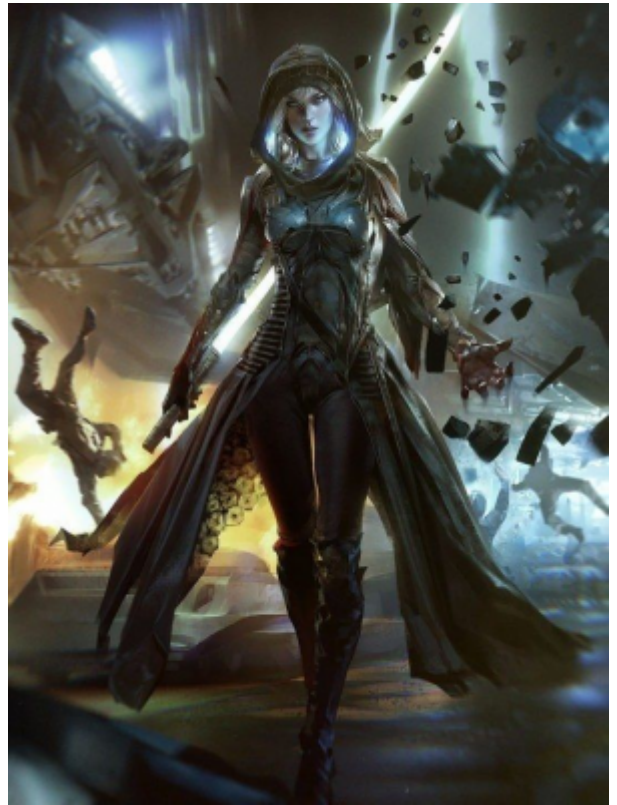
Startouched are inherently linked to Ship Hearts, and as such are capable of using that link to power their impressive abilities. Startouched power up their abilities by opening that connection to amass power before unleashing it in the form they prefer. Further nurturing this connection has reportedly presented opportunities to Startouched - as well as being the source of some of their destruction.

- Startouched have a base 5 hits.
- Startouched power their abilities using an empty hand in a particular gesture throughout and accumulating power for a number of seconds before the ability is ready.
 - For accessibility you may choose to forgo the gesture, provided you select the ability you are charging ahead of time
- They can only power up one ability at a time in this way.

Solar Barrier

- You are capable of manifesting a protective energy barrier of 4 Hits.
 - This barrier may be restored with 5 minutes of concentration between encounters.
 - This barrier is **not** restored by healing.
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Mystic



Rank 1 Mystic Abilities

Airblast

- 20 seconds
- Gesture: *Clenched fist held to your side*
- You create a wall of force to push your enemies away.
- Call YOU LOT: PUSH.

Concussion Bolt

- 10 seconds
- Gesture: *Hand held overhead*
- You create a bolt of force to hurl at an enemy.
- Call YOU: STRIKEDOWN.

Deflection

- You may spend a hit point of your barrier to call PARRY.

Heartburn

- 10 seconds
- Gesture: *hovering hand along length of weapon*

- You ignite the air around your weapon.
 - Call BURN on your next melee strike.
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Voidheart



Lightlance

- *10 seconds*
- *Gesture: throwing a lasso*
- You spear the enemy with a lance of energy and pull them toward you.
- Call YOU: PULL.
- You may keep moving after calling PULL by continuing to power this (keeping a hand free and powering up no other abilities).

Space Between Space

- *5 seconds*
- *Gesture: waving through the air around you*
- You blur the light around you to hide yourself.
- Call WARP.
- You may not move or make calls but remain hidden until you choose to reappear or are subject to a YOU LOT or MASS call.

Use the Land

- *5 seconds*
- *Gesture: pulling upwards from the ground*
- You twist the physical world beneath you to your advantage.
- You may gain an additional use of MISS from the cover you are currently in.

Pathfinder

- You have an inherent sense of direction and can always find your way to a destination you have had described to you.
 - If you wish to apply this knowledge, talk to the Ref and describe how you would like to use your innate ability to help your party.
 - This may result in a bonus to an upcoming encounter, or enable progress past difficulties.
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Bulwark



Rank 1 Bulwark Abilities

Firewall

- *20 seconds*
- *Gesture: Drawing a line in the air*
- Mark a line on the ground and plant yourself there.
- Gain a pool of three uses of YOU: PUSH provided that you do not move from that spot.

Heartbeat

- *10 seconds*

- *Gesture: Hand outstretched in the direction of your target*
- You focus on your connection to a Ship Heart to restore your allies.
- Call HEAL to a target within 10m.

Repairing Barrier

- *5 seconds*
- *Gesture: Hold hand flat to chest*
- You imbue your barrier with more power.
- You restore 1 hit to your Solar Barrier.

Shattering Barrier

- The first time during an encounter that you lose your hit from your Solar Barrier you may reactively call ZAP back at them.

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