

General Information

Name: Plasma Heart

Race: Unicorn

Level: 3

Credits: 1209

Medical Upgrades: N/A

Inventory

Headphones and music player

A portable wrist bound holo-pad (complete with a mini-computer and phone add-on)

A modified plasma pistol.

(You don't quite recognize the mod on it... But, you think you could get it looked at or just use it to find out what it does.)



PLASMA HEART

Equipment

Weapons: Ballistic Pistol, modified plasma pistol

Armor: Basic Light armor

Misc:

Known Spells

Combat grade: fireball (Lets you shoot a fireball that hurt)

Combat grade: lightning bolt (Lets you shoot Electricity)

Basic TK (You can lift normal weights with your mind)

Light spell (Creates a Ball of light to follow you around)

Dopplganger spell: Lets you make a copy of yourself to perform septate actions. (Limited to simple tasks at the moment.)

Plasma control: You can ignite Plasma gases from a distance and augment Plasma blasts.

Racial Traits

Cutiemark- You have a buttmark of destiny that gives you a special talent.

(Your special talent is: Crosshairs with a heart: You're a crackshot in love and in firing range)

Magical- Unicorns are naturally magical, giving you a +3 bonus to the magic stat. You get basic combat spells (Fireball and Lightning Bolt), telekinesis and light spell.

(Learn new magic by upgrading the magic stat and buying spellbooks)

Magical Batteries- Your magic can be used to make energy based weapons more powerful by channeling magic into the gems inside energy weapons. (be careful not to charge for too long)

Skills

Ranged Combat- Your skill at ranged combat. (Your sharpshooting abilities with guns and ships)

Points Allocated- +4

Melee Combat- Your skill at melee combat. (Your ability to handle yourself with melee weapons and hoof to hoof combat.)

Points Allocated- 0

Explosives- Your skill with explosives. (Allows you to make your own explosives.)

Points Allocated- 0

Magic- Your magical skill. (Affects your race's main trait e.g. earth ponies become stronger and Unicorns/Changelings can cast more powerful magic.)

Points Allocated- +5

Engineering- Your ability to repair and maintain everything from ships to personal gear. (Allows for ship/weapon upgrades. Also assists with some stealth actions Ex: lockpicking, Hacking, etr.)

Points Allocated- 0

Medicine- Your ability to deal with all sorts of injuries.

Points Allocated- +2

Speech- Your ability to talk your way out of situations and to haggle for better prices.

Points Allocated- +3

Piloting- Your ability to drive/fly many kinds of vehicles/ships.

Points Allocated- 0

Stealth- Covers everything from sneaking to lockpicking.

Points Allocated- +2

Perks

NUR citizenship: NUR won't be immediately hostile to you if you're trespassing in their territory and you'll be able to get better deals from their merchants. They specialize in powerful magic.

Perk: Good Genes: Your good genes are the result of tons of selective breeding and because of this you are more athletically suited than the normal unicorn. (Pick one these skills to add +2 points in. Sneak, Melee, or Range)

Perk: Arcane Ancestry: The magic of generations of mages flows in your blood. Plasma can tap into this to perform astounding feats of magic. (Add +2 to magic skill and Spell: Plasma control magic)

Contacts

Mystic Spice: Delova Resistance recruiter (She offered to give you work...and maybe a date.)

Ship Stats

Ship Name:

Type of Ship: Stealth runner

Crew Capacity: 6

Shielding: 5

Armor: 5

Offensive Weaponry: Twin Linked Laser Repeaters and Light Plasma Cannon

Defensive Weaponry:

Cargo Capacity: 9

Cargo:

Other Upgrades: Hidden compartments

Note:

Current Crew

Daisy Chain

Age: 22

Gender: Female

Race: Diamond dog

Perks:

The noses knows: Years of your species protecting their property has given them keen senses. With your sense of smell you get a warning of incoming biological organisms, materials (Won't work on mechs or robots) and even smell through changeling disguises. Not to mention you can sniff out gems like nobody's business.

Gem superiority: In the past Diamond dogs were viewed as gem crazy idiots, in the space age they have become very adept Gem engineers, working on the most complicated of Gem based tech and mechanics. If its gem related they probably know everything about it. + 3 in engineering.

Occupation: Battletech pilot

(Expert pilots who make up for their lack of combat expertise with advanced custom weaponry)

Skills: Melee Combat:+10

Engineering:+5

Piloting:+10

Loadout: Kinetic gauntlets (aqua gem equipped), High impact body shield, Hardlight Attack drone.

Red Dive

Age: 24

Gender: Female

Race: Unicorn

Occupation: Cook/Blast technician

(Red may not look it but she's a rather excellent cook. But more importantly she knows how to blow stuff up.)

Skills:

Speech- Your ability to talk your way out of situations and to haggle for better prices.

Points Allocated- +5

Ranged Combat- Your skill at ranged combat. (Your sharpshooting abilities with guns and ships)

Points Allocated- +3

Explosives- Your skill with explosives. (Allows you to make your own explosives.)

Points Allocated- +10

Perks:

Bionics (Front legs): Red dive can equip and augment her arms to do different things.

Magical discharge: With a broken horn Red dive can't use magic at all and trying to do so actively harms her but she can still channel her magic into objects other than her horn.

Loadout:

Bionic arm(Right): Cheap Flamethrower.

Bionic arm(Left): Arm blade

Name:

Age:

Gender:

Race:

Occupation:

Skills:

Loadout:

Perks:

Quests

Get more crew

Get waifu/husbando