Roaming Vendor

Pronouns: He/him

Background / Bio

Roaming vendor is a travelling salesman and product development technician of the Aspexx Corporation, currently working on and selling Dr GUTS MD, the Gun-shaped Universal Treatment System, Medical Delivery device. We're workshopping the acronym.

Stats

- **Species:** Ziline
- **Class:** Specialist
- **XP:** 8
- **Background:** Starsighted

Abilities

Rank 1: Specific Toolset

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  Specialists cannot leave well enough alone, and inevitably find themselves
tinkering with what they know. Outside of direct combat, Specialists can
apply their expertise to attempt to tinker with something - to bend its
purpose or create something new. This can be dangerous, and often has side
effects for the Specialist themselves.
  Specialists have a base 6 hits
  Specialist Abilities grant a number of uses per encounter and reset at the
end of the encounter.
  With 30s of uninterrupted roleplay, Specialists may recover all of their
hits.
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Rank 1: Tinkering

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  Three times per Mission, out of combat, Specialists may attempt to
improvise work on something they've found.
  Inform the GM that you are attempting some Tinkering.
  They will present you with the Tinkering Deck to determine the success and
power of your Tinkering in time for the next encounter.
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Hearing Things

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  Downtime Ability
  During Downtime (or before a Mission) you may hear things relevant to
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understanding the world around you.
   You cannot pick or choose what you're hearing about, but should be provided with something relevant to the aftermath of the Mission you have undertaken or may become relevant during the Mission you are about to undertake.

Impossible Knowledge

   Utility Ability
   Sometimes you receive impossible visions of the future which aid you.
   Once per Mission, outside of combat, you may call over a GM and explain that you impossibly received visions of this exact moment and may describe one (plausible) preparation you have made to advantage yourself.
   This may be, for instance, packing an item you would have otherwise left behind that you need right now, or perhaps if you're setting an ambush you knew to leave a trap just where an enemy is about to walk.

Armourer

   Your base hits are increased by 2.
   Once per encounter, out of combat, you may grant someone else two additional hits for the duration of the encounter (tell them this).

Communicator

   Utility Ability
   You may use a piece of technology to establish a communication link with an unresisting entity capable of communicating within the same Star System.
   While this link exists, you may communicate at any distance with them unless there is something powerful blocking you.
   Those nearby will still hear you talking.
   Call a GM over if you need to communicate with someone far away.
   You may only have one such link at a time and you may end the link at will.

First Aid

   Three times per encounter you may immediately call HEAL 4.
   The target must be within reach.

Battlefield Repairs

   Three times per encounter you may call MEND.
   The target must be within reach.

Mark II

   Downtime Ability

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   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.
   AspExxpo: 3 times per mission, call Mass Zap when doing healing with
MediGun on a downed character.
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Blind Steal

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   Utility Ability
   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.
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Personal Forcefield

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   Once per encounter you may call PING to anything.
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Expertise (engineering)

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   Utility Ability
   Pick a reasonably broad area of expertise (e.g. geology, astrophysics,
law)
   You are well versed in this area and may apply your knowledge where
appropriate with discussion with the GM.
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Factions

- Aspexx Corp: 6 Clout
- Aspexx Advanced Weapons Division: 1 Clout
- Mytenean Industrial Corps: 3 Clout

Missions

11 June: Co GMed, 2 XP 18 June: Monstered, 1XP

- A Slug's Life
- A Spaceport In A Storm
- AspExxpo

pc, roaming vendor