

# 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:** 10 +1 floating
- **Background:** Starsighted

## Abilities

Rank 1: Specific Toolset

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.

Rank 1: Tinkering

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.

Rank 3: Drone

At Rank 3, Specialists have access to special powered drones that can accomplish small tasks for them such as scouting or carrying small objects.

You may use your Drone out of combat in a freeform manner, or may acquire Abilities that give it a combat use.

## Hearing Things

### Downtime Ability

During Downtime (or before a Mission) you may hear things relevant to 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

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.

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

## Blind Steal

### 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.

## Personal Forcefield

Once per encounter you may call PING to anything.

## Expertise (engineering)

### 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.

## Experienced Tinkerer

Requires: Expertise

### Utility Ability

Once per Tinkering, if that Tinkering is within your area of Expertise, you may advise the Tinkerer how they should have done it better and they can start the Tinkering Deck again. (If you are the Tinkerer, give yourself a stern talking to on why you ought to have seen that coming, then start again.)

## Bastion

Three times per encounter you may PING an effect when you block a strike.

## Mk2 Abilities

- Enhanced Defibrillator: 3 times per Mission, while healing a character on 0 hits with your

medigun, you may call MASS ZAP.

- Frog Juice Capsule: Once per mission, free HEAL FULL even whilst downed (take the Ziline penalty as normal)

## Factions

- Aspexx Corp: 9 Clout
- Dark Water: 5 Clout
- Aspexx Advanced Weapons Division: 1 Clout + Connections enough to make a Player Request
- Mytenean Industrial Corps: 3 Clout

## Missions

4 June: Monstered, 1XP 11 June: Co GMed, 2 XP 18 June: Monstered, 1XP 9 July: Monstered, 1XP

- [A Slug's Life](#)
- [A Spaceport In A Storm](#)
- [AspExxpo](#)

[pc, roaming vendor](#)

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