

Wretched Export

Player: James

Pronouns: he/him

Character originality: beyond low

Background / Bio

Conspicuously heavily armed for a mechanic, Wretched Export set out from Vyix IX to see the galaxy and go on adventures, always armed with the right tool for the job.

Stats

- **Species:** Vyixian
 - Backup daggers (claws) that are immune to BREAK
 - Take BURN for 3 seconds longer than usual
- **Class:** Commando
 - 30 seconds of uninterrupted roleplay to SELF HEAL FULL
 - 2 uses of Determination per Mission to immediately SELF HEAL FULL
 - If reduced to 0 hits, may continue fighting for 10 seconds, ignoring all damage; take a Severe Injury to extend this by 1 minute
- **XP:** 34 (+2 unspent)
- **Rank:** 5
- **Hits:** 30
- **Background:** Mechanic
 - 1 use of Tinkering per Mission
 - Disassemble something in Downtime

Abilities

- Fancy Footwork (Enforcer 1)
 - 2 hits for melee PARRY
- Melee Weapon Prowess: Blunt Weapon (Enforcer 1)
 - 2 hits for melee STRIKEDOWN with blunt weapon
- Melee Weapon Prowess: Daggers and Claws (Enforcer 1)
 - 2 hits for melee BREAK with daggers or claws
- Sweeping Strike (Enforcer 1)
 - 3 hits for 'melee' YOU LOT: STRIKEDOWN
- Combat Roll (Enforcer 2)
 - 2 hits and take a STRIKEDOWN to PING a single-target effect call
 - Only works if not already under effect of STRIKEDOWN
- Hold the Line (Enforcer 2)
 - 2 hits to PING to PUSH or PULL

- Melee Finesse: Blunt Weapon (Enforcer 2)
 - 2 hits for melee BREAK with blunt weapon
- Melee Finesse: Daggers and Claws (Enforcer 2)
 - 2 hits for melee SLOW with daggers or claws against target's legs
- Combat Tactician (Enforcer 3)
 - While flanking (attacking enemy also engaged with an ally), gain one free use of a Melee Prowess or Melee Finesse call
 - Blunt Weapon: STRIKEDOWN, BREAK
 - Daggers and Claws: BREAK, SLOW to legs
- Swashbuckler (Enforcer 3)
 - Every 3 strikes blocked with melee weapon, gain PARRY (may only store one at a time)
- Incredibly Hardened (Enforcer 4)
 - +4 hits (already folded into total)
- Grenadier (Gunslinger 1) + Bombardier (Gunslinger 2) + Demolition Expert (Gunslinger 3)
 - 5 grenades per encounter
 - Grenade: call YOU: BLAST at one target within 2 metres of landing spot; complete misses do not use up the grenade
 - Once per mission, out of combat, discuss with GM to use demolition expertise to blow something up (that is accessible) or to otherwise apply nous.
- Ranged Weapon Prowess: Single Pistol (Gunslinger 1)
 - 2 hits for PING to a blocked melee strike in other hand to single pistol
- Ranged Weapon Prowess: Two Handed (Gunslinger 1)
 - 2 hits for next successful charge to be 3 charges instead of 1
- Power Shot (Gunslinger 1)
 - 2 hits for ranged YOU: STRIKEDOWN
- Scattershot (Gunslinger 1)
 - 2 hits for ranged YOU LOT: PEW
- Elemental Ammunition: Fire (Gunslinger 2)
 - 2 hits for YOU: BURN with charged weapon
- Elemental Ammunition: Ice (Gunslinger 2)
 - 2 hits for YOU: SLOW with charged weapon
- Elemental Ammunition: Electric (Gunslinger 2)
 - 2 hits for YOU: ZAP with charged weapon
- Iron Sights (Gunslinger 2)
 - 2 hits and 3 seconds aiming to increase range to entire encounter space
- Ranged Weapon Finesse: Two Handed (Gunslinger 2)
 - 2 hits to YOU: PUSH within 5 metres
- Recon Sniper (Gunslinger 3)
 - Once per encounter, out of combat, may spy on targets in vision and find out what they're saying.
 - Once per mission, out of combat, may use position and range to fire a devastating sniper shot - state what you're shooting and GM will determine effect.
- Spray and Pray (Gunslinger 3)
 - 2 hits to instantly charge weapon
- Tactical Cover (Gunslinger 3)
 - When in cover with an ally within 1 metre also in cover, may charge weapon twice as fast
- Flamethrower Attachment (Gunslinger 4)
 - 3 hits for YOU LOT: BURN
- Rocketeer (Gunslinger 4)
 - 3 hits for YOU: BLAST

- Tesla Coil (Gunslinger 4)
 - 3 hits for YOU LOT: ZAP
- Tactical Reload (Gunslinger 5)
 - Charge 2 shots instead of 1
- Burly (Tough 1) + Beefy (Tough 2) + Brawny (Tough 3) + Mighty (Tough 4)
 - +8 hits (already folded into total)
 - 1 STRIKEDOWN per encounter
 - May apply incredible strength out of combat
 - May take a Severe Injury to continue fighting 60 seconds post unconsciousness

Factions

- Unassigned Clout: 3
- Ace's High: 8
- Zeitgeist: 3
- Her Glorious Command: 1
- Altarians: 6
- Private Enterprise, 509: 5
- Epicureans: 3
- Firebrand: 2

NPC Relations

- Die Loaded
 - Friendship: getting arrested is just a risk of doing business, and they did kinda betray you first so fair game.
 - Nemesis: But y'all did still get them arrested, so...

Other Stuff

- Fableland Knighthood
- 55gp (tradeable for 1 Clout with anyone who has a use for gold)
- Fought and helped name the Scourge Admiral Wiggles
- Natter
 - A robot companion on a tripod that cannot move but can remember and regurgitate information:
 - It can recall 3 pieces of information at a time
 - It can answer simple questions about its information if sufficiently well defined
 - It has an annoying personality when spoken to, but only speaks when it is spoken to

Missions

- [Deep Cover](#)
- [Heist Heist Baby](#)
- [Mayday!](#)
- [Menagerie Project](#)

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