

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
- **XP:** 8
- **Rank:** 1
- **Hits:** 14
- **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
- Grenadier (Gunslinger 1)
 - 1 grenade per encounter
 - Grenade: call YOU: BLAST at one target within 2 metres of landing spot; complete misses do not use up the grenade
- Ranged Weapon Prowess: Single Pistol (Gunslinger 1)
 - 2 hits for PING to a blocked melee strike in other hand to single pistol
- Power Shot (Gunslinger 1)

- 2 hits for ranged YOU: STRIKEDOWN
- Scattershot (Gunslinger 1)
 - 2 hits for ranged YOU LOT: PEW

Factions

- Unassigned Clout: 3
- Ace's High: 4

Other Stuff

- Fableland Knighthood
- 55gp (tradeable for 1 Clout with anyone who has a use for gold)

Missions

- [Deep Cover](#)
- [Heist Heist Baby](#)
- [Mayday!](#)
- [Menagerie Project](#)
- [One Of Our Mechs Is Missing](#)
- [Orbital Decay](#)
- [Saving Private Ryegrass 514](#)
- [The Tournament](#)

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Last update: **2022/04/08 22:20**

