

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:** 17 (+1 unspent)
- **Rank:** 4
- **Hits:** 18
- **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
- Melee Finesse: Blunt Weapon (Enforcer 2)
 - 2 hits for melee BREAK with blunt weapon
- 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

- Swashbuckler (Enforcer 3)
 - Every 3 strikes blocked with melee weapon, gain PARRY (may only store one at a time)
- 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
- 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
- Spray and Pray (Gunslinger 3)
 - 2 hits to instantly charge weapon

Factions

- Unassigned Clout: 3
- Ace's High: 4
- Zeitgeist: 3
- Her Glorious Command: 2

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](#)
- [One Of Our Mechs Is Missing](#)
- [Orbital Decay](#)
- [Saving Private Ryegrass 514](#)
- [The Tournament](#)

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