

Pusfume, the Under-Empire Reject



Version 2.0

- received feedback from Qwertdd and Nategore

The gist of things:

Pusfume is a universal Skaven character that borrows ideas from all great clans. Gas bombs and weapons from Skryre, prosthetics and body modification from Moulder, stealth and daggers from Eshin, poison resistance and plague prevention tools from Pestilens. His initial career is ranged-focused with bonuses benefitting the use of ranged weapons. Due to his versatility and uniqueness as the sole Skaven character, I chose to only design one career for him. You can totally make up new ones for him, there's plenty of room for that.

Personality-wise (for reference when voice acting):

"Pusfume is kinda like a kid in my eyes. He likes to play with his tools, he's got "work" to do, he's constantly just blunt about things and doesn't get man-thing expressions/habits. I think absolutely he wouldn't be able to keep himself composed while mocking someone or making a joke."

Character interactions mostly come from the team keeping watch on Pusfume in his quarters.

Kruber

They're on the least aggressive terms with each other, fueled mostly by Kruber's curiosity.

Pusfume gets asked many questions and appears to be the most talkative with him by his side. Many of the questions are annoying, asking about Skaven culture or theories about cheese. Pusfume once got caught stealing Kruber's alcohol and got promptly "convinced" with a boot up the ass not to do that anymore. Despite that, he was allowed to keep the drink because he already sullied it with his touch. It was used to partially fuel the mini warfire thrower.

Bardin

They're on bad terms. Bardin often laughs at Pusfume's weird ideas, never humoring them but definitely having fun listening to them.

Pusfume spies on Outcast Engineer's machinery, reads his blueprints and studies how his creations work behind the dwarf's back. He openly criticizes them for banal and egotistical reasons and tries to convince Bardin to let Pusfume "fix" his work.

Kerillian

Pusfume fears her, she doesn't get involved except when she has to.

Despite knowing she's one of the more volatile characters from the group ready to outright kill him, Pusfume is not afraid to tell Kerillian off. He tries to get in her good graces but she just sees this as an opportunity to mock him (alongside Bardin, two birds with one stone lol). He once said he'd wear her cape if she didn't go away. The idea was comical but promptly shut down.

Saltzpyre

They're on terrible terms and will never get along. He's kept alive by Saltzpyre out of obligation to Lohner's plan.

Saltzpyre spends a fair amount of his time openly standing behind Pusfume's back and keeping a close eye on his antics. When he can't, he requests the rest of the team. And when they can't, he asks Olesya to do it using her shadow magic. She mocks him and says she doesn't want to get involved in Lohner's little idea. Pusfume growls at the Skaven slayer, complains about the smell of his coat or asks him dumb questions just to annoy him.

Sienna

They're on obviously one-sided terms. She's practically untouchable to Pusfume unless he wants to be burnt to smithereens.

Sienna rarely passes through Pusfume's quarters. When she does, Pusfume usually doesn't come out unscathed as she playfully ignites his whiskers or "cauterizes" his tail. Kerillian calls out her name whenever Pusfume gets too unruly.

Backstory:

Born in the depths of Hell Pit, the home of Clan Moulder deep within Troll Country and at the edge of the Chaos Wastes, the (at the time) nameless Skaven was cursed with weak muscle growth. From that point on his life was destined to be a mere test subject in Clan Moulder's various experiments and vile mutations. What he lacked in agility of even an average Skaven, he made up for in his cunning, evading certain death, tasks and his fellow comrades. His wisdom translated also to his handiwork, reverse engineering the scraps of technology he had found and coming up with contraptions that would eventually allow him to escape the Hell Pit. His source of wisdom - the technology used to construct the Stormfiends, the trade done between Moulder and Skryre, the genius of Warplock Engineers gleaming in the eyes of an ambitious Slaverat.

A sudden "negligent discharge" caused an entire cave to collapse, killing the influential Skaven scientist residing there and halting production lines. As all hell broke loose and other slaves were fighting for the scraps, he snuck away. However, during that escape, he had to sacrifice his tail and his right leg to make it out alive, as the tunnel he was traversing collapsed above him.

It was obvious to him that from now on, his own kind would want him dead. Merely a matter of time before word spread and the true culprit (out of all made up political ones) was found. A traitor to Moulder? A Skryre spy? In any case, he would do everything to spite their death threats.

He crafted his new prosthetic leg, sewed together his tool bag and marched to the south. His journey through Kislev was tiresome, but it was nothing that the native of Hell Pit couldn't overcome. With an empty stomach and freezing temperature gnawing away at his mind, he barely managed to evade the forces of Chaos and

Kislevites alike, his only rations consisting of corpses preserved in the cold. Always at the brink of Black Hunger, he scraped his way to safety.

Eventually by following the trails of Ostland road merchants, he had found himself one of the wiser, but regardless inferior man-things, oblivious to his true nature. The rat painted himself an intelligent, ancient mutant coming from distant lands, convinced him to secretly grant him sanctuary for the promise of knowledge and his technology (which he naturally lied about just to bide time). In return he was kept safe from danger for the time being. During this time, he gave himself a name owed to his awful stench and green-yellowish fumes that emanated from his contraptions - Pusfume. He pushed his experiments further, reverse engineering the technology he had stolen from Skryre and Moulder.

Having enough time to focus, his thoughts would eventually wander. He had heard of Clan Skryre and their great engineers. If it wasn't for his birth defect, perhaps he'd find respect in their ranks? Surely they would be intrigued by his ability to make armor and equipment out of nothing, to have understood the intricacies of warpstone without any assistance... It was all for naught now. He could only wish he had more resources to salvage... and processed warpstone to sharpen his cunning. Always wanted some, even if he had gone days without it. Yes, he wasted all of the miniscule scraps he had during his road trip.

Pusfume soon caught on that Clan Eshin assassins were after him, most likely coming from the Middenheim lair below him. To get himself out of the sticky situation, he warned the man-thing of the incoming threat and persuaded him to take him elsewhere in the Empire. And the noble did make an agreement with someone. That person was Franz Lohner.

The manthing's life was saved by the Übersreik Five, who were tasked with protecting him and the noble from the Gutter Runners stalking the area. When time came for the second part of the deal, they had to be told very loudly and multiple times not to shoot the ratman that was about to come out of the basement.

Pusfume, whether he liked it or not, was placed in the caring hands of the Übersreik Five, who hated his guts, but were forced to let the putrid rat live, whether they liked it or not.

Lohner struck himself a deal of a lifetime and was ready to drill the ratman for every single ounce of information there was to be had. In return the noble they had taken the rat from would forget anything ever happened, lest the Inquisition straighten his mind.

Naturally Lohner would invite Saltzpyre to every single interrogation session. No mercy was given and Pusfume was swiftly shown his place in the hierarchy - and he was more than willing to “accept” this turn of events, the fearful creature that he was. From those discussions a deal was struck - Pusfume would be allowed to join the Übersreik Five on their escapades. He would take revenge on Clan Moulder, Eshin, Skryre, Pestilens, loot their corpses, their warpstone and gather knowledge. And eventually through these escapades, using the insider knowledge of Pusfume, they would have a way to get inside Skarrik Spinemanglr’s nest and deal with him once and for all.

This Lohner understood - Pusfume was considered a traitor to Skaven. The Slaverat himself knew it, too. The order placed on his head would not be negated by the five heads of the Übersreik Five, even if he brought them to the Seers on a silver plate. The man-things were his only chance for survival and he would rather keep them alive than dead.

What would actually clean Pusfume's name, though, is murdering and taking over the commanding position of one of the Great Clans. Naturally the choice was Skarrik himself. He had to admit, the Witch Hunter and ugly moustache man were almost as cunning as he was. Little would they know that once he had his desired seat in the Council of the Thirteen, he wouldn’t appease them any longer. The time for that would come later, though. For now, he would keep them alive, yes-yes.

THE STATS

100 HP

ULT COOLDOWN - 1:30 MIN

THE SKILLS

Career Passive Concept - **Aggressive Iteration** - Killing a Special empowers Pusfume's next ranged attack with a minor form of its power.

- Gasrat: Next attack explodes with a minor AOE dot/stagger (Moonfire/Hagbane)
- Warpfire Thrower: Next attack lights up target for a heavy flame DOT
- Ratling: Next attack fires twice for the cost of a single shot.
- Gutrunner: Next attack has greatly increased stagger power
- Packmaster: Increased shot penetration.
- Lifeleech: Next attack restores 8 THP
- Blightstormer: Next attack lifts the target (?)
- Sackrat: Next shot, should it kill, will cause the target to drop a consumable.
- Wargor: Next shot restores stamina of all nearby allies.

Career Skill - **Moulder Ingenuity** - Pusfume readies his Tool Bag and prepares to augment and use the next consumable selected.

- Healing Draughts grant Pusfume a temporary bonus to THP generation in addition to their usual effects.
- Medical Supplies are used instantly (with a new first-person animation) and grant the target a moderate buff to stamina regeneration for a short time.
- Potions grant Pusfume their usual effects combined with one more Trait than he currently has equipped.
- Bombs become Warpshard Explosives, maintaining their usual effect while also causing a moderate-damage dot on all affected targets who survive the blast.
- Incendiary Bombs become Gas Mines, spraying a cloud of Poison Wind gas upon detonation with a heavy damaging effect of all enemies who enter the cloud before it dissipates. If no targets are nearby when the mine lands, it remains as a proximity charge before detonating for either a short time or when an enemy strays too close.

Passives

Hell Pit Native- Pusfume is immune to poison damage

Scaredy-rat - Pusfume does not receive movement speed penalty upon being hit.

Furthermore, Pusfume gets a 20% movement boost for 3 seconds after taking melee damage.

Swift claws - Pusfume gains an extra 15 percent reload speed.

Weapons (looks borrowed from weapons Skaven enemies already carry + borrowed from the Taal's Horn Keep armory):

Melee: Wrenchy-tool, Packmaster's Whip, Skaven Spear, Dagger, 1H sword, 1H spear

Ranged: Man-thing Crossbow, Man-thing Hunting Rifle, Warplock Jezzail, Warpfire flamethrower,

Weapons like Skaven Spear, Dagger and Swords/Spears have a ton of variation already in the game, can simply recycle the models used for Skaven clan rats as weapon illusions.

Talents:

Different talents change the visual look of Pusfume like the Outcast Engineer.

Maniacal prowess - THP on stagger	Stab-stab where hurts-hurts - THP on kill	Pathetic no-furs - Party Heal
Crafty claws - Special kills grant a stack of 1% reload speed to a maximum of 10 stacks. Stacks are subtracted	Coward at heart - gain a 5% stack of movement speed per every 20 health missing.	Elusive nature - 10% increased dodge distance (Small boosters attached to hips)

by one upon taking damage. (Pusfume wears makeshift metal gauntlets)		
Smiter	Mainstay	Enhanced Power
Opportunism - Upon parrying an attack Pusfume's next melee strike has +100% increased THP gain for 5 seconds.	Enhanced cunning - THP earned over maximum health reduce ult cooldown by 2%.	Run it through a filter- Standing in Globadier Gas and Gas Mines regenerates 3 THP/s. Does not apply to teammates. (Pusfume wears a makeshift ventilator)
Warpstone bullets - enemies killed by ranged headshots explode on death. (Carries a short belt of warpstone shards on his chest)	Open Wounds - Pusfume does 20% more melee damage to targets he's already damaged with ranged weapons.	Last Ditch Effort - When surrounded by 5+ foes and struck to below 35% health, trigger a smoke charge to become invisible and move through units for 2s. Breaking stealth grants a 5s 20% attack speed boost. (Pusfume wears a suspicious bag)
Expert craftsmanship - Moulder Ingenuity can now affect Pusfume's weapons, granting them one additional random trait and property until Pusfume next uses Moulder Ingenuity. Doesn't affect existing properties and traits.	From scraps - Triggering Moulder Ingenuity casts a 5s smoke bomb. Affects allies. The bomb causes a small staggering shockwave.	Make it two-two! - Moulder Ingenuity can augment two items at once.