

Myna Risset: Emblematic

Myna Risset - Patron of the Emblem Warhorse

she/her

Favorite drink: Irish coffee.

Signature play: Falling asleep at second, typically resulting in a double play.

An alumni of the Seattle Garages Lil Roadies, Myna Risset remained with the team for several years as a volunteer to help with shows. She accidentally stumbled into Dark Seattle the night that Farrell Seagull destroyed the Gum Wall for the first time. The vastly different layout of the city confused her and she quickly got lost and became trapped in the city when the Wall reassembled (the streets are the same, she is just bad with directions).

It didn't take long for the Corporation to notice her and her strange behavior. She was quickly detained and interrogated under suspicion regarding recent art crimes. Myna was, for better or worse, completely clueless and thought it was a job interview, answering as such. The Corporation did not learn anything of value, but she did give a heck of an interview and was hired after a brief deliberation on the risk of releasing her. She has proven capable of batting and fielding, if desperately needed; Risset practiced growing up in hopes of being as good as Oliver Mueller someday. When not being fielded as a relief batter, Myna composed elevator Muzak for the Corporation.

Risset displays the telltale signs of Synergy blood, including glowing eyes, arrow tattoos on her body, and occasionally synthetic-sounding vocal patterns. She has a cybernetic spine prosthesis that the Corporation installed to help alleviate her chronic back issues.

After being rescued during a routine mayhem mission into Dark Seattle by the Garages, Risset first encountered the Emblem Warhorse while acclimating to her hometown. The Big Garage initially seemed incapable of recognizing her, possibly due to the lasting influence of the Corporation, and she stumbled into the bar during her search for a place to stay while the issue was resolved. The establishment quickly offered her not only a whole host of new friends, but a place she was welcome to stay for as long as she needed. A new room was found above the arcade cabinets that she now sleeps in. The Big Garage has since recognized her and welcomed her back, but she is still remaining in the Emblem Warhorse for the time being as it's a nice, small place to escape from blaseball for a bit.

For now, she's happy to practice with the team and help with shows again. She still has Synergy blood and has had some trouble readjusting to the relative isolation of being lightside again, but the tight-knit community of Emblem Warhorse has been a much-needed relief for her as she recovers from the lost connection. She misses the nightly cuddle puddles most of all, but she's happy to be home. And happy to have real coffee again.

She wears her emblem on a slap bracelet.

Trivia

She has been known on occasion to indulge in Arrow Cola when TROJAN has some, in safe amounts.

She misses Ron's hugs. She misses them a lot.

Takes many frequent naps. She beeps in her sleep. Third most common source of electronic beep sounds in the bar, following the arcade and TROJAN, respectively.

She plays the Crumhorn.

She does not know what a horse is. If you try to [describe](#) what a horse is to Risset, you will not know what a horse is either.

Childhood friends and cohorts with Oliver Loofah. Risset was very surprised to return from Dark Seattle and find that Loofah had not only joined the team, but been feedbacked to the Shoe Thieves while she was away. As the Dark Seattle Corporates do not lose members to feedback, the last time Risset witnessed this was in Season 4, with Farrell Seagull and Avila Guzman (who she missed playing with by mere days).

She was extremely surprised to find Aunt Jaylen alive and with a body count of 13.

Do not run near Risset. You may activate her Corporate hunting instincts.

Adapted from  Myna Risset Redux

