

Guardant Angel

Pronouns: She/Her

Background / Bio

Guardant Angel strikes an imposing shadow as she descends into the fray to interpose herself between her fallen comrades and the enemies they face. A Second Class Corporal on a voluntary peacekeeping rotation, Guardant Angel is a stalwart defender loyal to the martial forces on *Her Glorious Command*, determined to follow her orders and protect those who need protecting. Finding herself on the wrong side of the Orion Gate, Cpl. Guardant is keen to ensure that she is as useful as she can be in maintaining peace and keeping everyone calm and safe.

Stats

- **Species:** Ziline
- **Class:** Commando
- **XP:** 9
- **Background:** Officer
 - 1 / encounter - Summary Punishment
 - Once per encounter you may call YOU: BREAK against a target that has directly disobeyed your order.
 - The target must have been physically capable of understanding and following the order in order to do this.
 - 1 / mission - Pull Rank
 - Downtime Ability
 - During Downtime (or before a Mission) you may ply a Military Organisation to provide you with information.
 - If you're sufficiently well regarded you'll receive an answer or a hint as to how you might go about finding out.
 - If you are not, you will be given an idea as to who you might need to persuade.

Usual Loadout

- Shield (Heater)
- Rapier

Abilities

- **Kinetic Recovery**
 - For every 3 hits you block with your shield, gain a use of PARRY.
 - You may only store one use of PARRY in this way.
- **Field Medic**
 - Cost: 3 Hits

- Call HEAL immediately on an unconscious character within reach.
- **Covering Fire**
 - Cost: 2 Hits
 - Call YOU: PEW immediately against someone attempting to attack an ally.
- **Portable Cover**
 - Cost: 2 Hits
 - You gain one use of your shield as portable cover for yourself, provided you are stationary for 3s first.
 - Gain 3 uses of MISS before you must move again.
- **Shield Prowess**
 - You may call PING against effect calls that strike your shield, except for BREAK.
- **Triage**
 - Cost: 2X Hits
 - Call HEAL: X to a target within reach.
- **Bladed Weapon Prowess**
 - Cost: 2 Hits
 - Call PING when you block a strike with an effect call
- **Bladed Weapon Finesse**
 - Cost: 2 Hits
 - Gain 1 use of STRIKEDOWN by melee.
- **Hold the Line**
 - Cost: 2 Hits
 - Call PING to PUSH or PULL.

Factions

- *Her Glorious Command* - 3 (Known)
- *Mytenean Industrial Corps* - 3 (Known)

Missions

- [A Spaceport In A Storm](#)
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