Gunnery Sergeant Desiring Peace

Pronouns: They/Them

Background / Bio

Desiring Peace is from a military lineage, and was set to enter Galactic Co-operative Peacekeepers from a relatively young age, following in the footsteps of their broodsire. They are dedicated to their service, and to the avoidance of violence wherever possible - but their philosophy definitely leans heavily on the 'prepare for war' element of the old adage.

They took up a position on the Firebrand long before it entered the Keter system, and have been living on board for quite a long time, advancing to a senior NCO position, and intentionally rising no further, since they like their level of responsibility and ability to stay active in their current stage.

They are not huge for a Chirrid, and usually seen dressed in a relatively traditionalist manner, with a long sleeveless coat in the Peacekeeper colours, a range of webbing, belts, and bandoliers containing supplies and weaponry, and a hardwearing unitard underneath, with their arms and legs free of clothing and usually painted in long-wearing paint in PK colours with their service symbols and rank insignia painted on their shoulders.

Their legs from mid-thigh down are surrounded by a mechnanical exoskeleton, which is glued onto and screwed directly into their carapace.

Stats

- **Species:** Chirrid
- **Class:** Commando
- **XP:** 6
- **Background:** Cybernetics - Cybernetic Knee Replacements
- * **Hits:** 16

Abilities

Rank 1: Tactical Recovery

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  Commandos keep themselves in the fight by maintaining rechargeable energy
sources which allow them to unleash powerful abilities, then make a tactical
withdrawal to resupply and recover their resources before charging back into
the fight.
  Commandos have a base 14 hits.
  Commandos can spend hits to power their abilities.
  With 30s of uninterrupted roleplay, Commandos may recover all of their
hits.
```

Rank 1: Determination

> Twice per Mission, through sheer force of will, a Commando may immediately HEAL FULL themselves.
> If they choose, they can do this in response to being reduced to 0 hits.

Ranged Weapon Prowess

> Cost: 2 Hits
> Select a Weapon Type, you may use its ability when using that weapon
>   Two Handed - when you next successfully charge your weapon charge it for 3 shots instead of 1.
> You may pick this Ability multiple times for different weapon types.

Scatter Shot

> Cost: 2 Hits
> Call YOU LOT: PEW.

Grenadier

> Gain a single Grenade per encounter.

Bombardier

> Requires: Grenadier
> Gain 2 more Grenades per Encounter.

Covering Fire

> Cost: 2 Hit
> Call YOU: PEW immediately against someone attempting to attack an ally.

Triage

> Cost: 2X Hits
> Call HEAL: X to a target within reach.

Ranged Weapon Finesse

> Cost: 2 Hits
>   Two Handed - gain 1 use of YOU: PUSH against a target within 5m.

Elemental Ammunition

> Cost: 2 Hits
> Pick one of the following calls. You may use this Ability to make that call instead of YOU: PEW with a charged weapon.
> Options:

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      YOU:  BURN
```

Cybernetics

You gain a Minor and a Major effect from this at the penalty of taking a BREAK on the relevant part of your body whenever you suffer from DRAIN.

Minor Enhancement

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   You may utilise your Minor Enhancement once per Encounter.
   Cybernetic Knee Replacements - call PING to STRIKEDOWN.
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Major Enhancement

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   Once per Mission you may utilise your major enhancement.
   Cybernetic Knee Replacements - you launch into the air! Call WARP as you
fly through the air, reposition, and crash land calling MASS STRIKEDOWN.
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Factions

- Firebrand - 3 Clout
- Aces High - 3 Clout
    - 45 chips from Aces' casinos.

Missions

29 Janury 2022: High Time - 1XP,3 clout with Aces High

9 April 2022: co-GMed, 2XP

17 April: GMed, 2XP

- Another Yondering
- Conflict Resolution
- Fatal Voyage
- Heist Heist Baby
- High Time
- Mayday!
- Overkill

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