

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 mechanical 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

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:

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

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

Major Enhancement

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.

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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