

# 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:** 14
- **Background:** Cybernetics - Cybernetic Knee Replacements
- **\* Hits:** 26

## 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.

## Rank 3: Combat Mastery

At Rank 3, Commandos become even more hardened.

Commando base hits at Rank 3 are increased by 4.

## Rank 1 - Burly

You have trained and have become tougher and more resilient.

Gain +2 max HP.

## Rank 2 - Beefy

Requires Burly

You've been at the weights! You're stronger and tougher than before!

Gain +2 max HP and 1 STRIKEDOWN per Encounter.

## Rank 3 - Brawny

Requires Beefy

You didn't miss leg day - you are now very strong and built like a house.

Gain +2 max HP.

Utility Ability: You are incredibly physically strong and can apply this out of combat by discussion with a Ref.

## 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

### Demolition Expert

Requires: Bombardier  
Gain another 2 grenades per encounter.  
Utility Ability  
Once per mission, when out of combat, you may use your demolition expertise to destroy something you have access to - or otherwise apply your nous. Discuss what you would like to do with the GM and they will determine the outcome.

### Recon Sniper

Utility Ability  
Once per encounter, provided you are not in combat, you may spy on targets that are within your vision. Ask the GM what they're saying.  
Once per mission you can make use of your position and range in order to fire a devastating sniper shot. Discuss with the GM what you would like to hit and they will determine the effects.  
E.g. blowing up a fuel canister to injure a bunch of enemies, taking out a commander from a distance.

### Hazard Suit

You always take BURN, SLOW, and ZAP at a maximum of 5s.

## 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 - 6 Clout
- HGC - 4 Clout

## Missions

6 August 2022: Mayday (2) - 1XP, 4 Clout with HGC, -4 Clout with ACE

28 May 2022: Overkill - 1XP, 3 Clout with Firebrand

14 May: Monstered, 1XP

17 April: GMed, 2XP

9 April 2022: co-GMed, 2XP

29 Janury 2022: High Time - 1XP, 3 clout with Aces High, +45 Chips (later agreed as 1 Clout)

- [Another Yondering](#)
- [Conflict Resolution](#)
- [Fatal Voyage](#)
- [Heist Heist Baby](#)
- [High Time](#)
- [Mayday!](#)
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