

# PARALLAX: DARA KRAVCHENKO

## ID

Name: Dara Kravchenko

Age: 33

Gender: Female (she/her)

Orientation: Lesbian

Place of Origin: L-004, Kraemerdorf Sector

## CAPABILITIES/SKILLS

Primary Class: Scout (Soldier)

Secondary Class: Intelligence (Strategist)

Traits:

- [ATTACK] RED HOT: Roll 1d20 to burn/melt a target. If successful, the target will be afflicted with the burn status. Limited to 3 uses per event.
- [ATTACK] Locked on: Enemies cannot evade close range or long range attacks for two turns. Only applies to this user.
- [DEFENCE] Thick Skinned: +5 on defensive rolls against attacks; consequence if hit, an additional -2 HP to injury
- [ATTACK] Sniper: +2 to all attacks using guns, causes bleed if successful. Does not have a cooldown time.
- [ATTACK] [ACTION] Slasher: +2 to all attacks using blades; causes bleed if successful. Does not have a cooldown time.
- [ATTACK] [STATUS] High morale: +3 to combat based rolls until HP falls to 20 or below. This trait becomes unusable for the remainder of the event.

Equipment & Weaponry:

- Flamethrower gun - One of Niraya's chaotic creations. Pull one trigger, and a jet of flame will shoot out. Pull the other, and it functions like a regular gun. Unfortunately, with this dual setup, there isn't a whole lot of room to store fuel, so the flamethrower half only gets about three uses per mission...
- Giant sci-fi axe - Commissioned from Rei. A weapon of almost silly proportions with a huge, sharp blade. Dara doesn't need a special exoskeleton to lift it, thankfully, but it can be a bit cumbersome on certain outings

- Friendship bracelet - A simple handmade accessory given to her by Niraya. Dara doesn't typically like to wear any kind of jewelry, but she'll occasionally make an exception for the sake of matching with a bestie
- Lucky charm - A gift from Calypso. A cute translucent phone charm Dara keeps attached to her comms device. It tends to draw attention, being quite the departure from her usual aesthetic. She claims that it brings her good luck
- Challenge coin - A gift from Felix, commemorating their time together in the Mars military. It is of great sentimental value to her
- Vintage Barbie VHS - An authentic copy of the 2004 cinematic masterpiece *Barbie as the Princess and the Pauper*. She originally picked it up as a present for Niraya, but kept it for herself upon finding out that Niraya already owns every Barbie movie ever made

Additional special training or skills:

- Military training - Dara spent ten years in the L-004 equivalent of the Air Force. She is a skilled fighter and knows her way around a variety of weapons. She additionally knows how to survive in extreme environmental conditions
- Parachuting - She is an expert skydiver with years of experience, able to reach remote locations and provide assistance when needed
- Underwater - She also has plenty of training and experience with scuba-diving, and can swim long distances
- General health/fitness - She's taken courses and done significant independent study relating to nutrition and fitness in her spare time
- Leadership - Though Dara's people skills are not the best overall, she is able to communicate well in professional settings, stays calm in high-stakes scenarios, and is pretty good at directing/mentoring others
- Childcare - She is an attentive, protective, and kind mother, and a very responsible babysitter

**CW: Brief mentions of limb loss, injury, military/combat, anxiety disorders and panic attacks, over-exercising, parent leaving in childhood, avoidance of therapy, vehicle crash**

### PHYSICAL PROFILE

Height: 6'0"

Weight: 170 lbs

Blood type: A+

Appearance: Dara is tall, thin and muscular. She has short black hair, with a fade haircut featuring a pattern of concentric triangles. She has warm-brown skin, and brown eyes with a crimson tint. Her presentation typically leans butch, but she will occasionally wear clothes considered traditionally feminine when she is in the mood. She generally does not wear any makeup or jewelry, and dresses in lightweight, athletic outfits, preferring shades of gray, black and red. She will only wear boots or sneakers with decent arch support, no exceptions.

Sometimes she secretly paints her toenails in bright colors. One of her arms is cybernetic, with a metallic, intricately sculpted appearance.

Medical Notes:

- Right arm was replaced with a cybernetic prosthesis eight years ago
- Experiences persistent pain in scars from various injuries received in combat
- Long history of tendonitis, pulled muscles, chronic fatigue, etc. from over-exercising
- Vitamin D deficiency from several years spent mostly indoors/underground

Psychological Notes:

- Diagnosed with GAD with depression symptoms
- Suffered from frequent panic attacks throughout childhood and teen years
- Highly perfectionistic and routine-oriented
- Prone to black-and-white thinking, follows a very strict moral code
- Uses physical activity and self-isolation as coping mechanisms
- Has trouble opening up to others and forming connections with most people

## PERSONALITY PROFILE

*“Do you need something...?”*

Likes: Peace and quiet, working out, scouting, driving, reading, helping others, spending time with close friends and family, watching old Barbie movies apparently

Dislikes: Surprises, practical jokes, parties/big gatherings, excessive noise, music, most forms of fiction media, wasting time, people who lie often, people who are rude or don't take things seriously, Jo in particular is the worst

Personality Description:

- + DEDICATED | THOUGHTFUL | RESPONSIBLE
- = INTROVERTED | STOIC | PREDICTABLE
- PERFECTIONIST | GUARDED | INFLEXIBLE

#### Interesting Facts:

- She's a certified air traffic controller
- She can drive a snowmobile
- She's *almost* fluent in German
- She's really good at ballet
- She can do 20 pull-ups in a row
- She is the only person on the entire planet Earth who knows Jo's full name

## HISTORY

#### TL/DR:

- Grew up in Kraemerdorf
- Idolized one of her moms, who was in the Air Force. Enlisted at 18
- Over the next ten years, met wonderful people such as Felix and Calypso, and took a dumbass kid named Jovi under her wing
- Five years ago, Jovi betrayed her, stranding them both on Earth. She and Jovi separated shortly after
- She was rescued by Salusians out in the desert, was able to move to the settlement and reunite with Calypso, and later Felix
- Mostly kept to herself at first, but managed to make a few friends
- When Jo arrived in Salus, she began venturing out into common areas and attending events more frequently, to keep an eye on him
- Grew very close with Rhys and Aggie, is now Aggie's mom

Extended History: Dara was born into the idyllic natural landscapes and tight-knit communities of the Kraemerdorf sector. In some ways, her childhood was incredibly peaceful. She was an only child, living in a beautiful house, with a mother who absolutely adored her. She was blessed with many fond memories of ballet classes, gourmet bakery items, events in the community center, and visits to the local waterfall. But her childhood was also defined by a deep, unending stress at the very core of her - no matter how tranquil her surroundings, no matter how solid her support system.

She was able to continue completing school assignments and participating in some semblance of daily life. Her mom did notice, though, that she intensely avoided interacting with anyone around her age. Instead, Dara spent her free time practicing her

ballet exercises, jogging, or otherwise working out alone as part of an entirely self-motivated, strict daily schedule. Hiding as much of her anxiety as humanly possible became an unfortunate part of Dara's routine, especially when it grew more severe in her teens. Instead of seeking out help, she developed a single-minded focus on becoming a soldier. Her other mom, who left when she was very young, was in the Air Force. Dara fantasized about the idea of military service long before she really knew what it meant, drawn in by the mystery surrounding her mom as this valorous, powerful figure whom her other mom loved, but Dara never really got to know.

With the help of extensive self-researched coping strategies, Dara was able to get through school. She enlisted as soon as she graduated, inspired to follow in her mom's footsteps. During her initial training, she found that the intense workouts were something she could really get into. She excelled at just about everything that was thrown at her, and carved out a solid place for herself. Soon enough, she was encouraged to set her sights on a more specialized position, directing air traffic in combat and providing support in other ways. She was being molded into someone she considered to be truly strong, with a clear purpose, and people relying on her. At the time, it appeared to be a magical solution, practically a perfect fit for her. She could forget everything else, devoting herself entirely to specific, meaningful goals.

Of course, she still didn't make many friends. Most found her to be too cold and serious, often making fun of her or ignoring her outright. There were a few people she managed to connect with, though. There was Calypso Peradze, who became a sort of mentor to her and encouraged her to lighten up a little, and Felix Wagner, who was every bit as serious and invested in this as she was. Felix was pretty much her first real friend. They were always eager to work together, and respected each other. Later on, Dara ended up befriending an incredibly chaotic young man named Jovi, whose sheer irreverence toward anything and everything left her downright appalled. She imagined that she was taking on an unofficial mentor role for him, wanting to help him like Caly helped her, but he never quite seemed to look up to her as she'd hoped. They ended up with more of a brother-and-sister dynamic, annoying each other to no end, but caring very much about each other.

During one operation that took place on the resource planet R-001, they managed to survive a seemingly inexplicable explosion (it must have been the work of those rumored definitely-not-human aliens...). They were in recovery together, which only served to strengthen their bond, though Dara was a bit concerned by how Jovi kept making jokes to her about running away following the event. Months later, Jovi proved that he wasn't joking. The two of them were riding together when he staged a

crash, dragged Dara out of the burning vehicle, and carried her off into the unknown. When she came to, she was in a small Earth settlement, and there was no going back.

It was incredibly difficult, at first, for Dara to adjust to her new circumstances. Jovi stayed by her side through it all, though his pathetic excuse for support was the last thing she wanted. As soon as she felt steady enough to leave that settlement, she did so, walking out into the empty desert with no plan, just a bag of supplies and an extremely strong desire to get away from Jovi Cruz Solis. She would not have made it to another settlement. Fortunately, a scouting team from Salus that happened to be in the area came to the rescue. Salus allowed her to stay, despite her background as pretty much their worst enemy. She still doesn't quite understand why.

Her first few years in Salus, she mostly kept to herself, still having trouble processing everything. When she wasn't on a specific scouting mission or completing a required objective in Intel Tower, she was isolating herself in her room, or going to the training grounds and cafeteria at off hours, where she could minimize the chances of human interaction. She did reunite with Caly, and later on found an unlikely friend in Niraya, whose proficiency in both making and using weapons impressed her. Felix also ended up in Salus, much to Dara's surprise. She wanted to spend more time with him and the others, but found herself wholly incapable of reaching out most days. This motivated her to finally try therapy, which helped her a great deal.

When Jovi of all people - now going by just "Jo" - appeared in her wonderful new home, she couldn't believe it. She began making a concerted effort to spend more time in public, attending parties and sending messages in comms, making sure Jo *knew* he would never get away with screwing Salus over the way he screwed her over. One unexpected result of this more frequent socializing was meeting Rhys, an android whom Dara quickly found herself becoming very close friends with. The two of them could communicate and relate to each other in ways Dara had never experienced before. Dara was also introduced to Rhys's daughter, Aggie, who instantly took a liking to her. Dara began babysitting Aggie more and more frequently, and Aggie soon started calling her "Mom." Rhys and Dara recently made the decision to have Dara recognized as Aggie's mother officially, and they've been co-parenting her ever since. At this point, Dara is feeling pretty optimistic about her future on Earth.

## HANDLER

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Preferred Name: Loki

Pronouns: they/them

RP Style Preferences: Third-person, paragraph style, present-tense

Fun facts: I have nearly 200 OCs and most of them are edgelords. I'm a huge fan of sci-fi, especially the cyberpunk subgenre. I've been doing art since 2014.