

# PARALLAX: REI KANE

## ID

Name: Rei Kane

Age: 35

Gender: Female (she/her, they/them also acceptable)

Orientation: Bisexual

Place of Origin: L-004, Gagarin Sector

## CAPABILITIES/SKILLS

Primary Class: Scout (Fighter)

Secondary Class: Mechanic (Armor and Weapons Specialist)

Traits:

- [DEFENCE] Power Armour: Armour gives Scouts 10 temporary HP during combat and a +3 to strength. However it gives them -4 to SPD. Takes up two trait slots, and cannot be paired with Light/Heavy Armor Traits.
- [ATTACK] [STATUS] High morale: +3 until HP falls to 20 or below. This trait becomes unusable for the remainder of the event.
- [ATTACK] Double Whammy: This scout can roll to attack (and only attack) twice rather than just once. The opponent may use the one defence roll against both attacks. However, once used, the next opponents attack action cannot be defended against.
- [STATUS] Impressive Constitution: Additional 10 bonus HP for a total of 40 HP; consequence takes up two trait slots (Cannot be paired with High Constitution)

Equipment & Weaponry:

- Custom armor - A passion project that took many years, designed and built back on Mars. It originally contained a strength-enhancing mechanical exoskeleton that would allow Rei to wield impractically large and/or heavy weapons. Since then, her armor has undergone many makeshift additions and replacements from Earth, with reduced capabilities. She typically fights using this armor alone, punching enemies with her metal-encased fists or stomping them with her reinforced wedge heels
- Sword-shaped shield - Something she's been working on for fun. A giant sheet of metal she's fashioned into a Buster Sword-sized monstrosity that's generally more successful as a shield than an actual swingable

blade. Maybe someday she'll bring it along on a mission, if she ever manages to fix up her armor properly, but it's really not likely...

- Shotgun - Not her preference, but sometimes she doesn't have time to put on the armor
- So, so many tools - Mostly for metalworking and general repairs, she's managed to amass quite a collection over the years
- Expensive earrings - A gift from someone special. She likes to wear them around Salus when she's in a trusting mood
- High-heeled shoe collection - She's only salvaged two so far, she'll be keeping an eye out for more as she goes along!

Additional special training or skills:

- Weapon/armor design - Rei can always be found experimenting with materials on hand to accomplish both practical and personal goals. She'll replace a gun part for you, or put literal blades on your ceiling fan, all you have to do is ask
- Fighting - She's had some high quality training and is pretty strong from carrying lots of heavy objects around
- Surveillance - Despite her more flashy, action-oriented tendencies, she's pretty skilled at keeping watch over particular areas and people
- Cooking/baking - She has a knack for taking limited materials and producing something that actually tastes pretty good!
- Interior design - She's picked up quite a few tips over the years on how to best arrange and decorate a space. This, of course, has not come up in her line of work, but her room in Salus is very pretty

## PHYSICAL PROFILE

Height: 5'9"

Weight: 170 lbs

Blood type: O+

Appearance: Rei is tall, with a muscular build. She always wears high heels, so she appears closer to 6'0". She has short black hair with a slight curl, frequently disheveled after long days of work and training. Her skin is a natural tan. One of her eyes is a warm brown. The other is cybernetic, with a bright red pupil. She likes to wear a little makeup, usually a nude lipstick and subtle eye shadow, and curls her eyelashes. Her favorite clothes are generally more casual than functional, she loves cute sweaters, dresses and yoga pants/leggings especially. While out in the field, she wears a thick, heavy suit of worn-looking metallic

armor, the remnants of a sleek Martian design augmented and patched up over time with salvaged components found on Earth.

Medical Notes:

- Allergic to peanuts and tree nuts
- Catches colds frequently
- Chronic neck, back and foot pain

Psychological Notes:

- No formal diagnoses as of yet
- Tends to get extremely absorbed in projects
- Rarely wants to be alone, unless she is working on a particular project
- Seems to possess a desire to be some sort of superhero, has spent considerable time and resources attempting to live out these fantasies
- Views herself as inherently “special”
- Unresolved rage and hatred with no clear outlet
- Highly competitive mentality, struggles to cope with failures and losses

## PERSONALITY PROFILE

*“Respectfully, I’m going to kick your ass. I’m going to kick your ass so many times, you’ll probably have to get it replaced by the end of this. If you survive, I’ll be sure to get you in touch with someone who can build you a cybernetic ass <3”*

Likes: Working with her hands, long-term challenging projects, meeting new people, group-oriented activities, well-decorated spaces, fashion, mythology, giant weapons, Guards when they aren’t trying to kill her, archived media

Dislikes: Sitting still, doing nothing, silence, closed-off/cold people, pacifists, sweet foods, nature, non-robotic animals, Guards when they are trying to kill her

Personality Description:

- + UPBEAT | SUPPORTIVE | DEDICATED
- = GOAL-ORIENTED | AMBIVERTED | WHIMSICAL
- STUBBORN | BITTER | SELF-INDULGENT

Interesting Facts:

- She has also made a giant axe, scythe, and trident, unfortunately she does not have any of these anymore :.)
- She used to play tennis recreationally
- She and her bestie almost got married as a joke, once
- She is secretly *super* interested in Earth history, especially the origins of different religions and mythologies

- She knows four languages (English, Japanese, Swedish, and ASL)

## HISTORY

### TL/DR:

- Relatively humble beginnings in Gagarin, had a passionate interest in fantasy armor and weapons from a young age, began coming up with her own designs
- At college she met an eccentric, wealthy student named Rohan, whom she became friends with after they showed her their big collection of cool weapons
- Rohan hired Rei as a personal guard once she graduated, and began funding her more “frivolous” interests so that she’d make more cool weapons for him to add to his collection
- Rohan started sending her out on “missions” to sabotage business rivals, she likely would have gotten in trouble with the law if not for their money
- Their scheming eventually got Rohan put in charge of a biome, Rei got to come along. The biome was raided shortly after their arrival, and they learned about the reality of Earth from these raiders
- They escaped together and have lived in a couple different settlements since then. Recently, Rei convinced Rohan to seek out Salus with her. It was a challenging trip through the desert, but they arrived just in time for S2 Event 0

### **CW: Mention of violence, murder, and manipulation**

Extended History: Rei was the middle child of four siblings, raised in one of the oldest settlements on all of L-004. Her upbringing seemed to reflect the industrial nature of the Gagarin sector, a regimented, purely functional approach to life. In Rei’s household, everything had to be done for a productive purpose, or not be done at all. Both of her parents used to be in the service, now working at the power plant. They planned from the beginning to equip their children with the mindset and skills needed to follow in their footsteps.

Despite this, Rei was a bit of a dreamer. She loved losing herself in games of pretend, imagining herself as a superhero or a goddess, escaping her gray, dreary reality as often as she could get away with. She became fascinated with the fantasy genre, which led to a particular interest in fantastical battles, armor and weapons. From a young age she studied, categorized, and designed armor of her own, a hobby that quickly became an obsessive passion. When she grew up, she didn’t want to be a soldier, or police. More than anything, she just wanted to turn her designs into reality.

But she had no clue where to even begin. So throughout many dull years of school, sports, and sibling rivalries, her interests remained nothing more than a fantasy.

Everything changed in college. For the first couple of years, Rei was just going through the motions, her future career practically mapped out for her in advance. But then, at a party, she just so happened to meet a rather strange, eye-catching individual named Halie. They started flirting, and Rei learned that Halie had an interest in unique weapons as well. The two of them went back to his place, which turned out to be in Zaratán. Rei discovered that “Halie” was actually Rohan Halifax, the child of a very rich inventor. With Mom’s money, Rohan had bought themselves a collection of expensive, impractical, fantastical, probably illegal weapons - exactly the kind of thing Rei always longed to see in real life. Their friendship was sealed right then and there. (The two of them also kissed a lot, but that’s less important.)

As they continued to hang out and got to know each other better, Rei and Rohan hatched a plan: when she graduated, Rohan would hire her as a private guard. Not only would all of her financial needs be taken care of, but Rohan would also provide her with the various resources and connections she needed to finally pursue her interest in armor/weapon design - as long as they would be able to keep anything she made at no further cost to them, if they so desired. It was an amazing deal, a dream come true. But everything has a catch. Rei graduated and was hired as planned, but things quickly took a couple of unexpected turns. Being a ‘private guard’ apparently meant being Rohan’s therapist. Rohan would shamelessly complain and complain about her family, her job, her hobbies, her rivals, day in and day out, and expect Rei to validate and agree with her nonstop. And then came the ‘special missions.’ Sabotage, intimidation, assorted dirty work that continued to escalate over time, culminating in arranging an “accident” for someone who had dirt on Rohan.

Rohan had ambitions, and there were people standing in his way. As Rei continued to make better armor and weapons, Rohan continued asking her to put them to use against his business rivals. They framed it as heroism, as being special, a force of justice keeping the bad guys in line. At first, Rei believed her, so badly wanting to cling to that fantasy of living her dream. She completed her best project yet, heavy armor with built-in enhancements that would allow her to actually wield some of her favorite huge weapons... but of course, Rohan immediately asked her to go scare somebody with it. Rei nearly got in trouble with the authorities a few times due to these ‘missions,’ but Rohan was always right behind her with wallet in hand, ready to smooth it all over and reassure her she’s doing the right thing.

All that scheming and playing dirty eventually paid off for Rohan, and they managed to land themselves a new job as the head of a biome specializing in mind

uploading and simulated environments. As Rohan's trusted bodyguard, Rei was permitted to come along (he also might have lied and said they were engaged). Rei didn't necessarily want to move to R-001, but she didn't want to end up unemployed, either, so she decided to hang in there and see what it'd be like. It was... fine, for the one day or so she actually got to live there. But so soon after Rohan finally achieved their goal, the biome was raided. So much was stolen, or outright destroyed. Rei defended Rohan from the raiders for as long as she could, but her special armor was severely damaged, losing its strength-enhancing properties. The partners in crime were briefly captured by these raiders, and the truth about Earth was revealed to them. Rohan believed it much quicker than Rei. Taking pity on them, one raider eventually let them go, giving them a chance to survive out in the wasteland. By sheer luck, they were picked up by a friendly team out on an expedition, and taken back to the nearest settlement.

Over the next few years, Rei and Rohan lived in several different settlements. Rei learned so many fascinating things about Earth history and cultures, and began repairing her armor using metalworking techniques that would be considered antiquated on L-004. As much as she loved a couple of these settlements, none of them ever felt like home. At one point, she learned about a place called Salus from a nice-seeming stranger named Daci. It sounded amazing, so she decided she wanted to try moving there. For a long while, Rohan wasn't on board, but she finally managed to convince them after pointing out how they never would've gotten stuck on R-001 if not for Rohan's plans. The journey was incredibly rough, longer than it should have been. They were chased by Guards, Rohan had to leave a lot of their possessions behind, they ended up on foot part of the way. But eventually, they made it, welcomed by a field of beautiful flowers...

#### HANDLER

Discord ID: velli#9505

Relevant social media ID: [https://www.instagram.com/l\\_lynderoth](https://www.instagram.com/l_lynderoth)

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.

#### ROLE PLAY SAMPLE:

## STARSTRUCK [NOVA]

The growl of an engine, the flash of neon lights, like a shooting star she appears with a dusty cloud of sand to match. Flying overhead, she lands with a slide, bike wheels grinding against the grains below her. Determined eyes with a wild grin seem to be vaguely visible behind the darkened helmet that covers her face. As reckless as she seems, the massive makeshift bazooka she holds perched against her shoulder only furthers the accuracy of this assumption. The barrel is aimed towards something above you, the area from whence she came from it seemed- a foresight into the chaos that was sure to follow. Only now did she seem to notice you, her features morphed into slight confusion before her attention snapped back to what she deemed the bigger threat.

It was then said threat appeared with a clatter and clank, the scraping of metal claws on sandstone paired with a metallic garbled growl identified the creature to those who would know its terrifying form. A G-Sabre 347, a dangerously skilled predator that stalked the planes of earth, hunting humans like prey. They are the reality of the world humanity struggled to survive in day to day.

“HEADS UP!”

A shout- all that was given as a warning before a sparking trial spirals overhead from the weapon, impacting the lunging sabre with a loud starburst of purples, oranges, and pinks, much akin to a sunset neon sky. It was indeed a sight to see, save for the horrifying crackle of metal grinding against metal that resulted from it. With an enraged growl, the now damaged beast, trains it's flickering eye-lights on you. She perks up in adrenalin aided excitement.

“NOWS YA CHANCE, SUPERSTAR! HIT ‘EM WITH ALL YA GOT!”

**[WHAT WILL YOU DO, TRAVELLER?]**

**[ ROLL A D20 FOR ATTACK, DEFENSE, OR ESCAPE! WHICHEVER IS APPLICABLE FOR YOUR CHARACTER! TRAITS CAN BE USED!]**

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*Whoa!* That was quite the dazzling explosion! “Nice one!” Rei calls out to Nova, giving her a big thumbs-up.

Her hand droops when she hears the ferocious growl of the beast. Aw hell... maybe she shouldn't have shouted...?

Oh well! She smirks beneath her helmet, digging her chunky wedge heels deeper into the sand, standing her ground without the slightest tremble of fear to be found beneath the rusty, dusty metal of her chaotic mishmash of armor. Her well-protected fists curl with a metallic click, and she brings them up in front of her concealed face, taking up a fighting stance. *You heard her, now's your time to be a superstar!* “Alright, kitty, you're going down!” Rei yells, then charges right at the mechanical menace, aiming one fist at each eye. **[DOUBLE WHAMMY USED]**

**[ATTACK: 14] [ATTACK: 17]** She's never tried punching a Guard of Phanes in the face before, but there's a first time for everything!

"If I take this thing out, can I have it?? For parts??" she asks all in a rush as her knuckles go flying toward those creepy lights. She could turn it into a cool shield, or a *bunch* of cool knives, or, she's been wanting to get into sculpture lately...?