

Rising Echo New Winds

Rising Echo is a Dy'Unnar and native of [Damasica \(Neo Kohana\)](#).

Species:	Konanian Dy'Unnar (siamese variant)
Gender:	Female
Age:	14
Height:	4'9" (xxx.xx cm)
Weight:	87 lbs (xx.xx kg)
Organization	none
Rank	Student
Occupation	Alchemist
Current Placement	n/a

Rising Echo in Roleplay

Rising Echo is NPCed by [MissingNo](#).

Relations

Family

- Father: Dusty (deceased) (“Yeah, yeah, Dusty New Winds...laugh it up.”)
- Mother: Hillrunner
- Siblings: Two sisters.

Other People

- Classmate: [Winter Swifteyes](#)
- Instructor: Sister Morning Feather

Physical Appearance

- Height: 4'9 (XXXcm)
- Weight: 87 lbs (XXkg)
- Measurements: XX/XX/XX/A
- Build: Slim and lithe like most of her breed.
- Fur Color: A darker than normal cream color, includes standard siamese markings.
- Eye Color: Light blue eyes.
- Hair color and style: Cream-colored hair that is a shade lighter than her fur, cut to jaw-length save

for a three-foot braid centered in the back. She usually has the braid looped or coiled behind or around her head.

- Distinguishing Features: Sapphire-lensed goggles that she never willingly parts with and the lack of dark fur on her left ear. She is also the runt of her litter.

Psychological Profile

- Personality: Echo is just fun to be around, if you don't mind being her guinea pig from time to time. She is highly physical, always moving or doing something – usually at high speeds – and more likely to communicate through her gestures and expressions than words. But she is most definitely not hyperactive. Everything she does is purposeful, and she is hard to distract when she starts something, a trait which enables her the focus to create some highly complex devices and volatile mixtures.
- Likes: Machines, chemistry, Winter, doing *something*, failure (as long as she learns something from it).
- Dislikes: Being idle, a purposeless machine, leaving something undone or broken.
- Goals: To make a device that takes a day to complete its cycle, meaning someone activates it in the morning and the result arrives by nightfall. She's gotten an eighth of the way there!

History

Skills

Survival

Echo is a practiced survivalist, able to stalk and bring down her own food and survive for weeks without aid. Her skill in devising traps and lures is particularly useful.

Arts and Vocations

While she is mechanically inclined, Echo has a growing interest in chemistry, particularly explosives and gases. She has several binary and trinary explosive components on her person at all times in reinforced containers (wouldn't want an accident, eh?), and is somewhat of a pyro.

Fighting and Physical

She is a beginner in the martial arts, but prefers to rely on her mental traits to get her out more than her claws. If it comes down to it, though, her opponent could find themselves having so many small cuts that they look like they fought a stack of paper and lost.

Knowledge

Her Kee'Awloo schooling has made her well-versed in Kohanian folklore, Dy'Unnar science, and alchemy lore, particularly chemistry.

Engineering

Echo knows how to skillfully create simple and second-level machines with whatever is available. She is educated (but not extensively) in materials and their strengths/weaknesses. She is rather fond of creating Rube Goldberg devices, especially traps. Winter has learned to recognize and disarm these devices simply because she has used them on him so many times.

Technomancy

A species ability. Also helpful for her devices, Echo can see or touch a machine and determine how it works. This is limited by her knowledge of the technology involved (she couldn't "read" a computer system without knowing the science involved) and by the amount of the machine that is in her range of view (i.e. she can't look at a bulkhead and see the power system, she would need to see the entire system uncovered). This applies to diagrams, which she can also decipher. Right now she is limited to understanding basic (levers and pulleys) and second-level (geared) machinery, basic (manually-operated, i.e. crank-driven) engines, and basic computers (analog). Third-level or higher machines, second-level or higher engines (self-powered engines), and second-level or higher computers are out of her range of knowledge.

Zip

A species ability. Her natural quickness is increased by ten times. She can move fast enough to be a blur for ten seconds before needing to stop and rest. (cooldown: 5 minutes)

Character Data	
Character Name	Rising Echo New Winds
Character Owner	MissingNo
Character Status	Inactive Player Character

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