

Gale

Gale is a [Active Player Character](#) played by [Glein](#).

Gale	
Species & Gender:	Female Operator-D
Organization:	New Dusk Conclave
Occupation:	NDC Ghost Occupation
Rank:	Lieutenant 2nd Class
Current Placement:	NDS Ravenaca's Watch (Plot)

Physical Description

Standing at 160.02 cm (5'3), Gale gains an extra 6 inches from her horns. As well as a tail that nearly nearly half her height in length. With platinum hair and scales covering her forearms and lower legs, black horns, amber eyes and a tanned complexion that is sprinkled with more scales on the cheeks, shoulders, and her hips. When unbound, her hair is long enough to reach the back of her knees, though she typically can be found having it tied up in a high ponytail to thusly keep it to the small of her back. Her ears are slightly pointed, almost elf like in fact, which can be seen peeking out from her hair. Her body is curved, not quite hourglass, but definitely on the way there, with a hefty 37E cup bust.

Her normal attire, when not actively on duty (as she wears her issued ["Mithril" Military Bodysuit](#)) usually consists of a selection of crop tops, shirts, t-shirts, shorts ranging from booty to knee, tights, boots of various lengths, gloves, and assorted accessories. Attire that screams urban utility, with colors ranging the full scope, though very rarely does it become eye wateringly bright. On duty, the most she goes for altering her uniform, is the addition of a combat harness in a coyote tan pattern over her ["Mithril" Military Bodysuit](#), which has had the colors altered to a grey and black coloration.

Personality

To many, the personality of Gale was an interesting one for an Operator. While she was not exactly robotic, she seemed more aloof and detached from the functional reality that surrounded her. It was more a calm examination of everything than true detachment though. Sure, she still felt that as an Operator, she was more able to Contribute than others. She was faster, stronger, and better able to sync herself to her designated task than anyone with a Geist system installed. But, she also wanted, more often than not, to 'know'. To look on at the things around her and know why they worked the way they worked. She could still feel all the normal emotions one expected of a humanoid, but for her, true pleasure, too joy came from learning not only the how, but the why a thing worked the way it did.

In some ways, her handling of many social activities are tied to this same cause. She doesn't want to just know how someone can be happy or sad, friend or enemy, companion or rival. She is driven to understand the 'why' of how these relationships arise.

Originating Personality Traits during Initialization:

- Curious
- Inexpressive
- Calm
- Analytical

Musical Themes

Below is a tabled list of musical themes for Gale, that may or may not always be applicable to scenes.

Musicial Themes	
Theme - General	Mellow Sonic - Dreadnought
Theme - Relax	Zone of the Enders OST - Kiss Me Sunlights
Theme - Joy	Johannes Bornlöf - Army of Angels
Theme - Combat	Zone of the Enders OST - Boss (Neves)
Theme - Overkill	Really Slow Motion - Your God is Dead

History

Gale was initialized on 15日 1月, [YE 42](#) in [Dawn City](#). As part of Cohort 968, Gale was raised as any Operators are. Primarily in a VR environment learning how to use the skills she'd been given to help her function. She made friends, as few as those were, she got into fights, she learned and she grew. As she reached the point of choosing her path, she found she wanted to be on a ship. For her, this was a chance to have a smaller environment with which to have variables to parse out, while also getting to explore new things.

To this end, she opted into the Ghost training, learning how to sync herself into the systems of a starship and, in effect, become the ship itself. While she was not the best operator to start with, as her mind constantly had her exploring how it all worked, she did grasp and come to terms with the methods.

It was also during this period that she began to shift away from her starting appearance. She looked at legends of creatures who would horde things, like wealth, and knowing there was the D-model, she began to drift towards a more draconic form. She's created for herself a couple of VR forms she can take, one being of a humanoid female with draconic features, and a full on dragon. She opted to forgo the wings her VR form bore when in her physical body however, as they would clearly be fairly cumbersome and far from convenient.

Completing her training and initialization period, she would 'awaken' to the physical world on 29日 of that same month, with her configured body awaiting her. She had already 'enlisted' into the NDC navy, and since she was opting into a major role on the ship, had also gone through officer training. Now a Lieutenant 2nd Class, she looked forward to her first assignment, which she was informed would be on the NDS Ravenaca's Watch.

Skills Learned

Below is a structured listing of the skills which Gale has been educated and trained in:

Table with alignment		
Skill	Training	Source
Art	Gale has developed a skill with drawing, primarily digitally, often using this skill to create flat artwork for others, or to help create VR avatars for people.	Initialization
Communications	As the nexus of ship operations, the Ghost must be able to effectively manage the communications between ship systems, individuals, nearby ships, the bridge crew, and more. A Ghost that is not skilled at managing communications might feel as though they are being pulled in hundreds of directions at once; a Ghost skilled in communications knows how to effectively prioritize their messages and get their point across swiftly.	NDC Ghost Occupation
Entertainment	Gale has shown a talent for dancing, though she rarely showcases it, feeling that it is something silly she could be teased for, owing the nature of what she was.	Initialization
Fighting	Skill Description	Source
Knowledge	A wide knowledge base and the ability to efficiently manage one's thoughts is crucial to a starship-focused Ghost's ability to work effectively. Ghosts require the ability to form mental constructs to organize the massive amounts of available data, access encyclopedic knowledge of the ship's construction and maintenance routines, and make long-term projections based on their current understandings.	NDC Ghost Occupation
Mathematics	Ballistics, physics, logistics, and more are key to a Ghost's ability to successfully operate a ship during transit or battle. Miniscule miscalculations could cause a round to miss or hit the wrong target or the ship to drift too near to a cosmic hazard - the ability to recognize these risks and know how to correctly calculate a solution is crucial.	NDC Ghost Occupation
Starship Operations	Navigation and general operation of starships, frames, and fighters alike.	NDC Ghost Occupation
Survival and Military	Skill Description	Source
Technology Operation	The most critical skill for any Ghost, their ability to effectively meld their will with the technology that they are possessing is what sets a Ghost apart from a normal pilot.	NDC Ghost Occupation

Social Connections

Gale is connected to:

@@Social Connections@@

Inventory & Finance

Gale has the following:

Clothing

- 1x NDC dog tags with I.D. number and name, metal-tungsten
- 2x NDC black tank tops
- 2x Red jeans
- 8x Black socks
- 1x Black steel-toed boots
- Standard Issue Uniforms (NDC)
 - 1x [NDC Dress Uniform](#)
 - 1x [NDC Workout Uniforms](#)
 - 1x ["Mithril" Military Bodysuit](#)

Weapons & Gear

- [BW-P2 "Wraith"](#)
- [S6-Long Combat Knife "Cross"](#)

Gale currently has 12000 [Duskerian Script \(DS\)](#).

OOC Information

This page was created by glein on 01, 15 2021 at 22:11 using the [Character Template Form](#).

In the case [Glein](#) becomes inactive:

- Can this character be used as an NPC by a GM or FM? Yes
- Can this character be [adopted](#) after I've been gone for a year? Yes

Character Data	
Character Name	Gale
Character Owner	Glein
Character Status	Inactive Player Character
NDC Character Database	
NDC Career Status	Active Duty
NDC Branch	Navy
NDC Rank	O1 Lieutenant 2nd Class
NDC Job Code	WB Bridge Specialist

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