

# Gunbreaker Two Four 24-6827-4866

Gunbreaker Two Four 48-6827-4866 is a [Freemaster Types](#) Freemaster, serving in the [Star Army of Yamatai](#). He is a [Santô Hei](#) Technician in the [21st Squadron - Fighting Diamonds](#). He is a [player character](#) played by [Solaruin](#).

Gunbreaker Two Four 48-6827-4866	
<b>Species:</b>	<a href="#">Freemaster Types</a>
<b>Gender:</b>	Male
<b>Age:</b>	9
<b>Height:</b>	172CM
<b>Weight:</b>	54KG
<b>Organization:</b>	<a href="#">Star Army of Yamatai</a>
<b>Occupation:</b>	Starcraft Technician
<b>Rank:</b>	 <a href="#">Santô Hei</a>
<b>Current Placement:</b>	 <a href="#">21st Squadron</a>
<b>Orders:</b>	<a href="#">Orders</a>

## Physical Characteristics

- Height: 172CM
- Mass: 54KG
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**Build and Skin Color:** Two Four isn't particularly well built, being mostly a maintenance and technology person.

**Eyes and Facial Features:** He has dull, light hazel eyes, and sports a goatee.

**Ears:** Normal.

**Hair Color and Style:** His hair is black, and kept short for the most part. Occasionally he lets it grow out as he simply can't be bothered to get it cut often.

**Distinguishing Features:** He doesn't allow symbiotes to grow on his face, as he doesn't like the added sensitivity in that area, but otherwise allows them to form in whatever shape they please. This gives most of his body a sparse, glittery effect as the symbiotes have spread out in a mostly even fashion.

## Psychological Characteristics

**Personality:** Interestingly enough, despite being a freespacer, he is actually remarkably willing to commit violence, though given the option he would rather refrain. Perhaps this is one of the reasons he chose join with a a combat element, when he was given the option to simply work as ship crew. Aside from that, he tends to be rather informal, as most freespacers are, as well as having a rather sharp tongue, with little fear of exercising it. He is more than willing to fight along side his team, despite not being able to match them physically. in his mind, everyone should jump, everyone should shoot.

- **Likes:** guns, being in space, frozen foods in general (stuff that is eaten while frozen, like a popsicle).
- **Dislikes:** stupidity, being hot, broken things.
- **Goals:**

## History

### Family (or Creators)

Two Four was created on a mothership that operates exclusively in Yamatai space. The fleet primarily trades in salvaged parts.

### Pre-RP

Gunbreaker's home fleet was one that operated exclusively out of yamatai space, salvaging parts from conflicts the Yamataians found themselves in, and selling the parts back to them or various people interested in their technology. Often times the atmosphere around trading with the Yamatai people was tense to an extreme, frequently involving lots of guns and numerous trained fighters on both sides of the fence. He grew up mostly accustomed to it, but always wondered if it was really needed for the two people to distrust each other so much. The fact that they regarded each other with blatant hatred seemed entirely unnecessary to him. From these observations, Gunbreaker decided that, despite their horrific actions, pursuing harmony with them was in the best interest of everyone. As soon as he was of age, he devoted his studies to their technology, social norms, customs, and military hardware, intending to join them in their efforts against those hostile to them in an effort to forge a sense of friendship. Even if he was alone in it.

Due to this he set up his mindware specifically to assist him in serving with the star army, giving him a library of multiple SA weapon systems and spacecraft to help him repair maintain, and even operate them. This puts him in a position to quickly develop the internal muscle memory skills and weapon proficiency required to upkeep and utilize them at a remarkable rate. He took the time to learn about their spacecraft, fighters and weapons before crafting simulations alongside several AI to help him understand their operation. He searched for and internalized copious amounts of knowledge regarding their tactics, social norms, rank structure, and leisure activities to better mesh with them. He also dedicated time to learn the logistics behind simply living away from the fleet, making sure he could keep alive while not exposed to the constant flow of nutrients his body requires from his own ships. His reception by the star army was, as expected, handled extremely delicately. They recognized his efforts for what they were, an effort to forge friendly bonds, but were also very weary of the possibility of it simply being a ploy to do damage internally. After explaining his intentions fully, however, he was finally placed in a Stararmy barracks, under close guard, waiting for his first set of orders. He is now awaiting an assignment from the star army, and has expressed interest in serving with the 21ST fighter squadron

## Skills

### Communication

Two Four is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from other characters through headsets, ships, ground vehicles, power armor, and shuttles in both combat and non-combat conditions. Your character is fluent in Nepleslian, Yamataian, trade, and the machine code spoken by freespacers. He can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. The character is skilled in field communications and is proficient in all rudimentary forms of communication. He maintains a library of several other languages in his mindware chip, allowing him to interpret, given a significant amount of time. among these are Abwehren and Seraphim.

He is capable of wireless communication using internal chip systems, eliminating the need for hand held radio systems.

### Chemistry

Given the requirement to maintain his symbionts with a variety of chemicals, Two Four has been trained hands on to be able to identify, create, and handle industrial chemicals, as well as chemicals found in everyday use.

### Maintenance and Repair

Two Four has been trained hands on to repair and maintain a wide variety of Yamati weapon systems, power armors, small spacecraft, and some radio systems. He also maintains a detailed library of maintenance manuals on the vast majority of the previously stated, as well as craft from Origin industries, where they have been made available. His detailed schematics of these devices can also be

loaded to his junker drones, speeding up the repair process. If the ship is docked or immobile and in close proximity, he can utilize his own ships full sized junker drones to further aid him in the repair of friendly craft. If the situation permits, this allows him to bring up to four junkers to bear on a friendly craft. He is capable of performing emergency DAMCON when on board a larger vessel (firefighting, breach control, etc.).

## Technology Operation

Being a freespacer, he can interface with all computer systems on a detailed level, assuming he can directly communicate with it. Outside of what he can plug directly into or access wirelessly, he is capable of advanced operations on any computer system that uses the Kessaku OS, found on all Star Army starships, as well as those available on freespacer ships. Two Four also has an uplink in his arm used to control drones. The drone must first be assigned to his frequency, however, and he can only control two small drones at a time.

## Combat

Two Four has received the most basic forms of training in hand to hand combat, and procedures to clear structures using small arms. He has been extensively trained to use phantasm gunships by his own people, and has trained himself in the theoretical use of "Kawarime" and Hayabusa Starfighters. In combat, Gunbreaker is capable of strafing targets to outright destroy them, or putting down precise weapons fire to intentionally disable enemy craft, stations, or planetary structures. He can man and operate any computer based shipborne weapon system that he can directly interface with using his mindware chips. Mindware allows him to interface more directly with his fighter, and he tends to displace the onboard AI entirely in favor of his own built in systems.

## Spacecraft operation

Two Four is capable of using V8 "Kawarime" Fighters, Hayabusa V6 Starfighters, and Phantasm Gunships. The Phantasm is the only spacecraft he has received hands on training in. being the primary vessel he used to get around while with his home fleet, he has gathered considerable first hand experience in the use of his ship, allowing for complicated maneuvers and highly precise attacks. He has never used this ship in combat however, and should be expected to experience some difficulty in handling the inertial stabilizers when under fire. All other vehicle training is strictly theoretical, as he has never come in contact with these systems.

Further, while he created and trained in highly detailed VR simulations of the Kawarime and Hayabusa fighters, he still has yet to engage in any real combat scenarios, and his lack of an actual craft forced him to make assumptions about their behavior. In theory, he should be able to pilot the craft effectively, but in reality, he is likely to experience some difficulty in using them effectively.

## Emergency procedures

Two Four has been trained in DAMCON procedures, as well as basic lifesaving skills to include bleeding control, airway clearing, shock treatment, hypothermia treatment, and heatstroke/heat exhaustion treatment. He knows how to give a seven line request for medical care.

## Inventory

Gunbreaker Two Four 48-6827-4866 has the following items:

- [Ke-M2-2D "Mindy II" Power Armor](#) or another armor designated by ship captain.
  - [Ke-M4-W2901 Light Armor Service Rifle](#) (Tier 5 Medium Anti-Armor) with [Ke-M4-W2902 LASR-SLAG](#)
  - [Star Army Butt Pack, Type 29](#) containing:
    - [Type 31A Survival Kit](#)
- [Star Army Duffel Bag](#), containing:
  - [Toiletry Kit](#)
  - [Environmental Suit](#)
  - [2 Duty Uniforms](#)
    - [1 Star Army Cap, Type 32](#)
    - [1 Star Army Coat, Type 32](#)
  - [2 Working Uniforms](#). Includes boots and gloves.
  - [2 Exercise Uniform](#) (can also used as sleepwear)
  - [Undergarments](#)
- [Star Army Utility Belt, Type 32](#), light-blue gray
  - [Communicator, Type 29](#)
  - [Flashlight, Floating, Type 32](#)
  - [Nekovalkyrja Service Pistol, Type 33](#) with 2 BR-28E Battery Magazines (1 in the pistol and 1 extra)
- Small Freespacer backpack containing:
  - Chemistry kit with various required chemicals
  - a pill bottle containing 32 radioactive isotope pills
  - Two collapsable micro-junkers
- Phantasm Gunship with the following modifications to the standard fit:
  - No Modular main guns
- Modified interior, allowing for up to 1 pilot + 3 passengers to survive inside indefinitely (bar food and water)
- One unaware A.I. in control of weapon use

## Finances

Gunbreaker Two Four 48-6827-4866 is currently a Santo Hei in the Star Army.

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds

## OOO Discussion

First time, please be gentle!

### Fighter 8



Character Data	
<b>Character Name</b>	Gunbreaker Two Four 24-6827-4866
<b>Character Owner</b>	<a href="#">Solaruin</a>
<b>Character Status</b>	Inactive Player Character

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Last update: **2024/03/24 07:53**

