

Kira Denere

Kira Constance Denere is a [player character](#) played by [Floodwaters](#).

Kira Constance Denere



Kira Constance Denere	
Species:	Nepleslian
Gender:	Female
Age:	32 (born January YE 08)
Height:	5'5" (1.65 m)
Weight:	120 lbs (54.5 kg)
Organization:	Independent
Occupation:	Ex-Police Officer
Rank:	FO-2 (former)
Current Placement:	Bounty Hunter Series

**Note: Her surname is pronounced "deh-NAIR-uh"*

[Kira's Theme Song](#)

Physical Characteristics



- Height: 5'5" (1.65 m)
- Mass: 120 lbs (54.5 kg)
- Measurements: 34C-25-36

Build and Skin Color: Kira is relatively short for a Neplesian, with a comparatively busty build with firm shoulders and a narrow waist. Her head sits atop a slender neck. While in normal clothing or dressed up, her figure is quite appealing and strikingly feminine, but in combat gear or utilitarian clothing she appears noticeably more stout, owing to her slightly top-heavy build. Her skin is a light Caucasian color.

Eyes and Facial Features: Kira's eyes are a grayish shade of hazel, giving them an almost metallic appearance, and a gaze that is difficult to ignore. They have the hint of an angular, almond shape to them, and her eyebrows are swept upwards slightly. Her somewhat aquiline nose and defined jawline give her a strong, confident presence. Her lips are very full and pronounced, and her skin is unblemished, giving a feminine touch to her face. Her resting facial expression is deceptively stern and intense.

Ears: Kira has normal human ears with hanging earlobes.

Hair Color and Style: Kira's deep brown hair is just longer than shoulder-length. She alternates between wearing it down with a part down the middle axially from her forehead, and pulling it back into a tight bun or a ponytail, depending on the situation.

Dominant Hand: Kira is right-handed.

Voice: Kira's voice is rich and resonant, on the higher end of an alto range, but usually relatively soft and pleasant.

Distinguishing Features: One of the first things noticeable about Kira is her intense, piercing gaze, which can be slightly disconcerting to those who first meet her.

Psychological Characteristics

Personality: Despite her outwardly confident appearance, strong facial features and intimidating gaze, Kira is a kindhearted, sweet woman of modest temperament. She prefers the company of others, and finds herself agitated or bored if left alone for too long.

Her friendly attitude makes her very pleasant to speak with, but she normally allows others to direct a conversation, garnering a reputation for herself as a good listener. She tends to behave, dress, and speak somewhat conservatively, almost never using foul language or charged words.

Most of the time, Kira shies away from confrontation, and dislikes upsetting others. She is extremely likely to withhold her opinion if she feels it would be unwelcome, and will typically go to great lengths to defuse or escape from a conversation if emotions run hot. However, because she rarely gets angry or irritated, if pushed too hard or too far in a topic sensitive to her, she will dig in her heels and push back, which can be very startling to those who are accustomed to her usually affable behavior.

She is a very empathetic and understanding person, and most effectively communicates and bonds through physical contact. This mostly takes the form of a gentle hand on the shoulder, a warm embrace, or a light, friendly pat on the knee or back.

She greatly enjoys slow-paced games that are played with multiple people in the same room and encourage teamwork, thought, and planning.

While normally pleasant and easy to get along with, Kira has little tolerance for those who knowingly cheat a system for personal gain. She also does not speak about her origins, nor does she acknowledge that her alleged parents are not her biological ones. She harbors a deep disdain for those who shirk responsibility, especially when it comes to the responsibility of raising a child.

- **Likes:** Company, friendly conversation, group meals, board games
- **Dislikes:** Confrontation, debate, legal loopholes, poor parenting, dishonesty
- **Goals:** To help those in need, and do her part in combating corruption and crime in the galaxy

History

Family (or Creators)

- Unknown (Biological father)
- Nia Kashev (Biological mother)
- Rafe Denere (Foster father)
- Jessica Denere (Foster mother)
- No siblings

Pre-RP

Kira was born in YE 08, the illegitimate child of a prostitute named Nia Kashev in the urban rezone district of Roger Wilco City on Nepleslia. For the first month of her life she lived with her mother in the gutters, barely escaping the abuses and horrors that came with such a lifestyle, but even as Nia nursed her, she simultaneously nursed a deep grudge against her newborn daughter for making it impossible for her to continue earning a living.

It was by pure happenstance that the good-natured but childless and barren couple Rafe and Jessica Denere came across the mother and child on their way home from work at one of the many cybernetics component production plants. Overcome with compassion for their plight, the couple opened their home to the destitute mother, fed her, bathed her, and clothed her. Their kindness was repaid the next morning by waking up to find that Nia had fled during the night, taking a number of valuables with her, but abandoning Kira to their care.

Although it required Jessica to leave her steady job, placing further strain on the finances of the already struggling household, the couple decided to, rather than seek justice, raise Kira as their own. The new family was poor and struggling the whole way, but there was always food on the table and love to spare, and the three were happy despite their circumstances.

Kira attended a publicly funded primary school during the time of Yamataian rule, receiving slightly above average grades and participating in a hodgepodge of activities with nearby children in her slum neighborhood. She was schooled officially in Yamataigo, but Nepleslian (Trade) was frequently spoken in the classroom as well. By the time she graduated high school, she had learned the Seraphim language via elective as well, due to something of a curiosity about the culture with which her native nation had been repeatedly at war.

Her parents kept her biological mother a secret from her until she was eighteen, and when they decided to tell her the truth, they were surprised when she reacted with heartfelt gratitude rather than resentment. Eventually she went to work at the cybernetics facility to help provide for the family when she came of age, but when a violent break-in to their house very nearly cost Rafe his life, she at that point knew her life's calling.

It was around that time that Nepleslia gained its independence as a sovereign interstellar nation that Kira enlisted in the National Police Force. She served for seven years, first as a dispatcher, then as a security officer in the corporate districts in the nearby Doctorate. She tried repeatedly to get assigned to the Rezone where her family lived, but her requests were denied time and time again because of her psychological profile, and uncertainty from her superiors that she would be able to handle such an assignment. Still, she persevered, and even though she was never granted an official patrol in the rough slums, she always stayed nearby whenever possible, and continued to provide for the only parents she had ever known in gratitude for their kindness.

About three years into her police career, Kira was selected for training in the NPF's special weapons and tactics department due to her exemplary performance on the firearms training range. She passed the course with flying colors, and was placed as a reserve officer in her district for deployment as a spotter/sniper when a situation arose necessitating the use of one. While she was only called to service in said capacity on four separate occasions, only one incident resulted in shots fired by the police: a tense hostage situation at a bank that came to a violent head after a thirty-hour standoff. Kira was given the weapons-free order from her second-story window perch across the street from the locked-down building, and from 68 yards away through two window panes she managed to cleanly eliminate via shot to the head the criminal gang leader a split second before he drew his weapon to start killing hostages. The ensuing chaos and confusion provided the response team the opportunity to storm the building and eliminate or arrest the remaining criminals without a single civilian casualty. However, only a couple of her fellow officers gave her the credit she was due for ending the standoff, and the ordeal weighed rather heavily on her for some time thereafter. She continued to serve in this dual role for the remainder of her career with the NPF, continuing to improve her mastery of long rifles all the while.



While Kira was involved in several brief relationships in her youth, in YE 31 she met Gregory Hamble, a vibrant young medical student, when the two of them accidentally collided in a corridor. After a few weeks of friendly conversations in passing when they saw each other during the course of their respective duties, Gregory worked up the courage to invite Kira out on a date, and the two began a relationship that lasted for nearly four years. Their romance eventually blossomed into a marriage proposal, which Kira accepted, and plans were set in motion. However, the stress of preparations on top of their demanding jobs, and Kira's refusal to distance herself from her adoptive parents, led to resentment and second thoughts between the two. Days before Kira's twenty-seventh birthday, the two of them had an argument that caused Gregory to call off the engagement in the final months of preparation, leaving Kira heartbroken.

In early YE 36, there was a scandal involving an inside job on one of the pharmaceutical company labs, where a known drug distribution ring stole a sizable quantity of various chemical compounds used in the manufacture of illegal narcotics and hallucinogens. The ensuing investigation determined that several National Police Force officers were implicit in the break-in, which was true, but unfortunately Kira was framed as an accomplice. While the evidence pointing to her was too shaky to prosecute her, it was enough to get her dismissed as a police officer in order to appease the prosecution, and Kira was left unemployed.

Facing the threat of crushing financial hardship, as her foster parents were growing too old and infirm to be able to continue working, Kira left Roger Wilco City in search of more gainful employment, vowing to send as much money to them as she could spare. However, with her official record of involvement with the pharmaceutical scandal unjustly blemishing her record, she found it increasingly difficult to find someone willing to hire her.

Skills

Vehicles

Kira excels at handling mechanized vehicles of all types, able to maintain control of them in high-speed or dangerous situations and perform complicated maneuvers with little effort. It takes her very little time to learn the operation of an unfamiliar vehicle, and given less than an hour can utilize it almost to its full capabilities.

Fighting

Kira was trained in several areas of combat during her time with the Nepleslian National Police Force, including hand-to-hand, small arms, and non-lethal weaponry. She is relatively well versed in crowd control techniques, and can fight effectively in armor.

Her foremost martial skill, however, is her dead-eye aim as a sniper. She is an exceptionally talented marksman with rifles with uncannily sharp eyesight, able to hit targets with pinpoint accuracy from staggering ranges.

However, she suffers from a relatively weak constitution and modest amount of physical power. She does not handle physical injuries very well and only possesses average strength for someone of her smallish size.

Humanities (Psychology)

Kira has a competent understanding of human psychology, and has an empathetic gift. She can innately understand what others are going through in most situations, and finds personal gratification in helping others through their problems, although she typically tries to do so in a more indirect manner. She instead prefers to make herself readily available if and when a friend wishes to come forward of their own volition, ensuring that the object of her concern is aware of it and doing all she can to help them feel safe and secure in doing so.

Culinary

Kira is a phenomenal cook, and is very well-read in a wide array of cultural dishes. She is familiar with many different types of ingredients and spices, and can concoct delicious meals off the top of her head with whatever she has available.

Knowledge (Nepleslian Law)

Kira has a working knowledge of basic Nepleslian law. While not fit to serve as official legal counsel, she

knows enough about it to give sound advice on general situations.

Leadership

Kira is capable of leading very small groups effectively, and can effectively make quick decisions to adapt to rapidly changing circumstances. With larger groups, however, she tends to become overwhelmed by the pressure of command and potential repercussions for erroneous judgment.

Communications

Kira is fluent in Trade, Yamataian, and Seraphim. She can speak, read, and write all three with relative ease, although Trade is her primary language. Thanks to her time as a police dispatcher, she is also very proficient at several means of long-distance communication, including operation of radios (and other similar devices) as well as the most widely accepted communication protocols.

Inventory

Kira Denere has the following items:

Clothing

- 2 Pullover shirt, yellow
- 1 heavy leather jacket with zip-up front and full neck collar
- 1 utility vest, black
- 4 [T-Shirts](#), black, low cut
- 3 [T-Shirts](#), grey
- 4 underwear, white
- 2 Khaki cargo pants
- 2 pair snug-fitting black leather pants
- 1 pair gloves, leather, brown
- 1 pair boots, black with gray trim
- 6 pair boot [Socks](#), white
- 1 Belt, chromed metal
- 2 Tank tops, white
- 2 Pairs of ankle length loose pajama pants, white
- 1 Pair of slip-on sandals, red
- 2 pair work-out shorts, black
- 4 pairs white ankle [Socks](#)
- 1 pair grey and white low-top sneaker shoes
- 2 black sports bra
- 1 One-piece bathing suit, gray
- 1 Jendomu (tunic) open front in her size in black with silver trim (S HiddenSun, TC: 56-9, IC:

393-264-64)

- 1 Umatli (kilt) in the person's size in dark red with silver trim (S HiddenSun, TC: 43-36, IC: 1218-921-78)
- 1 heavy brown woolen winter overcoat that buttons all the way to the collar and hangs to mid-thigh

Weapons

- [Styring Silver Special .45 Caliber](#) - two-tone
- 250 .45 hollow point rounds
- Black Leather Holster, carries 1 extra magazine
- Magazine Pouch, attaches to belt, carries 3 extra magazines
- [Styring Longbolt](#) with modified trigger pull, 5 magazines, bayonet lug, and [Steenplast](#) body kit (reduces weight by 4.7 lbs) (1935 DA)
- 2 boxes of 45 Standard Rounds (160 DA)
- 2 boxes of 18 HE Rounds (240 DA)
- HD Zoom Scope, 1-5×50 Zoom
- HD Multi Spectral Scope, 1-12×60 Zoom (1000 DA)
- [Styring Muur Armor](#), full set (1700 DA) - dark blue with dull silver trim
- Combat knife with monomolecular edge and knuckle guard, can be fitted as bayonet (300 DA)

Toiletries

- 1 bottle of shampoo
- 1 bottle liquid body soap
- 1 toothbrush
- 1 tube of toothpaste
- 2 loofas, pink
- 2 towels, white
- 1 hairbrush, square
- 1 pair nail clippers, metal
- 1 metal razor with replaceable triple-bladed head
- 10 razor heads
- 1 can of shaving cream (foam type)
- 1 stick of deodorant (soft solid, floral scent)

Miscellaneous

- 1 [AwesomeCorp DataJockey](#)
- 1 black duffel bag, large
- 1 credit chit
- Silver [Steenplast](#) Rifle Case, foam lining, holds 5 clips
- Pack of [Simmon "Sani-wipes"](#)

Ships

- [Ge-T1-2a - Hikiuma-Class Shuttle](#) (new as of year end YE 36)

Salvage to be sorted

- Crate of Telescopic rifle sights (Halloween, TC: 41-38, IC: 1574-1083-75)
- Civilian explosives, for construction (Halloween, TC: 20-78, IC: 1617-2241-96)
- New laptop navigational computer with interface cable (Halloween, TC: 9-52, IC: 525-1565-60)
- Refurbished [EM-G8 Type 33 Datapad](#) (S Halloween, TC: 79-48, IC: 3770-1353-126)
- 1 HS-PE2-1a Vonata'te Tio (Personal Communicator) programmed for Trade or Yamtago. (S HiddenSun, TC: 71-70, IC: 3749-1877-139)

Finances

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
665 DA		5335 DA	Purchase of combat gear
2665 DA		2000 DA	Payoff from NPF for BH Mission Zero

OOC Information

This character may be used as an NPC by another GM with permission from Floodwaters.

This character may be adopted after Floodwaters has been gone for a year.

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