

# Sacre Ven Sanssinia

Sacre Ven Sanssinia is a [Separa'Shan](#) played by [Soban](#).

## Sacre Ven Sanssinia

**Sacre Ven Sanssinia**



<b>Sacre Ven Sanssinia</b>	
<b>Species</b>	<a href="#">Separa'Shan</a> Pythus
<b>Gender:</b>	Female
<b>Born:</b>	15/06/16
<b>Age:</b>	24
<b>Organization:</b>	<a href="#">Star Army of Yamatai</a>
<b>Occupation:</b>	<a href="#">Star Army Medical</a>
<b>Rank:</b>	<a href="#">Taii</a>
<b>Current Placement:</b>	<a href="#">YSS Kōun</a>

Orders thread: <https://stararmy.com/roleplay-forum/threads/orders-sacre-ven-sanssinia.66747/>

## Physical Characteristics

- Height: 6'7"/2.00m
- **Tail Length:** 13'9"/4.2m
- **Build:** Thinner and longer than an average Separa'Shan. She is often described as 'freakishly tall'
- **Skin color:** Light Peach
- **Eye color:** Emerald
- **Hair color:** Green
- Bra Size: 32C
- **Hair style:** Long braid that she usually wraps under her beret.
- **Tail:** Dull greenish-grey with a dull yellow underbelly.
- **Distinguishing Features:** Her back is heavily scarred from whippings. She also has many seemingly random scars traversing her body. One notable one forms a ring halfway down her tail.



## Psychological Characteristics

- **Personality:** She is typically cold, standoffish, and mildly violent to those who violate her personal space. She seems to enjoy the cutting and blood that comes with her profession. Those who get to know her discover that she is a Tsundere who is violently protective of her friends. She also has a few subjects that she is obsessive about perfecting. Those subjects are healing and knives.
- **Likes:** Knives, Cutting, Cute skirts, Knives, Blood, Vegetarian food, Knives, Making sure everyone is alright, Medical journals, have I mentioned knives?

- **Dislikes:** Slavery, Nepleslia, Human males touching her
- **Goals:** Wants to see slavery erased from the universe, preferably violently, with her doing the violence. Protect the crew of the Kaiyo.
- **Relationships:** Although Sacre cares more deeply than she tends to admit for every member of the Kaiyo's crew. A few members have a special place in her heart.
  - [William](#): First person that she truly bonded with on the Kaiyo.
  - [Kara "Gravity" Sifsdottir](#): Girlfriend.
  - [Abart'huse Theisilis](#): Frequent roommate and the one who introduced her to making knives.
  - [Miles Belmont Emiko](#): Coworker and someone that Sacre has mentored as a Medic.
  - [Mark Oaklen](#): Sacre shares a quiet bond with him because they both have ST copies of themselves running around.
  - [Chlorate](#): Although they do not have much interaction, Sacre views her as a niece of sorts.
  - [TraumaPatcher Care Seven Six 76-6165-3411](#): Coworker and friend.

## Alpha Forks

Sacre Ven Sanssinia has three known alpha forks.

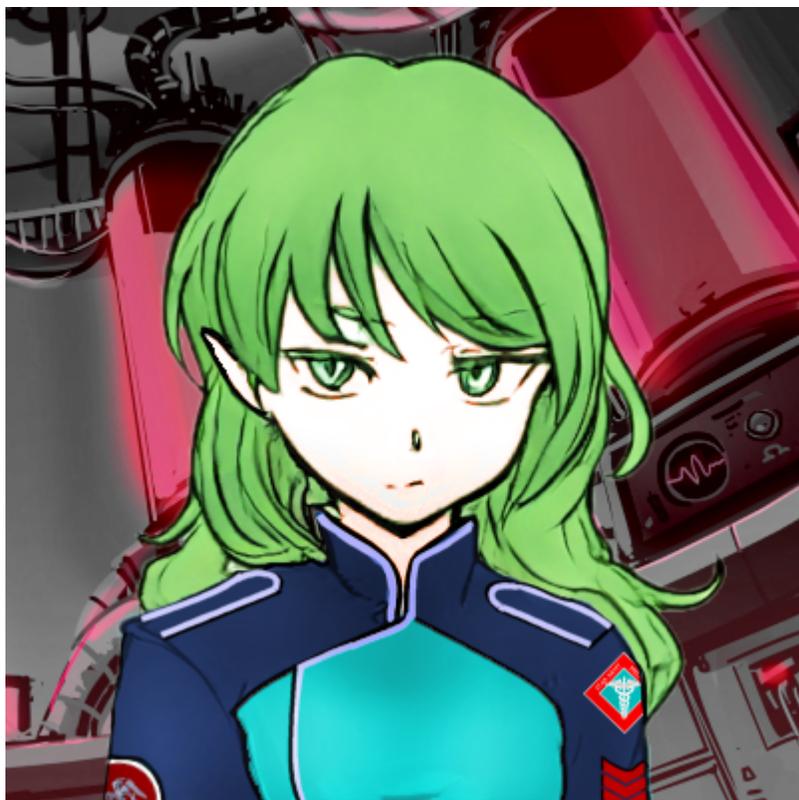
- [Sacre Ven Sanssinia](#)
- [Sacre Sanssinia \(Fork\)](#)
- [Ven Volontary](#)



## Identity

### Sacre to Addaiel in [YSS Kaiyo Pre-Mission 12: The Dragon City](#)

«I am Sacre» Sacre responded, she had meant to use her words, but the forcefulness of her feeling about the question meant that it was spoken in Draconic. There was not just her name, but who she was and what she stood for. There was an element of being someone who had at one point in their life been crushed repeated like grapes used for wine. That was intermingled with a sense of victory. Not victory completed or victory to come, but victory in progress. Tied into this victory was the element of her skill as a healer. Her obsession and the deep reservoirs of empathy that came with it. There was also an element of anger and bitterness that burned deep inside her. There was fear, but it was not a cowering fear, but a fighting one. This was deeply linked to the element of knives. Of how they were used for healing, defense, and offense against those who had hurt her and those she cared about. The four elements of victory over being crushed, of being a healer, of pain and bitterness, and of knives came together to form a single identity. That identity was what she meant when she said Sacre.



## History

Sacre Ven Sanssinia was born in [YE 15](#). She grew up in the jungles of her homeland. It was in the jungles that she learned how to hunt and survive using only her wits. She was a rebellious child, who ran away from home several times. Often spending weeks in the wilderness before returning.

She always knew that her destiny lay in the stars. However, when she first ventured off of [Essia System](#), she was captured by pirates and sold into [Slavery](#) in [Democratic Imperium of Nepleslia](#). Her time as a slave was not gentle. Initially sold as a sex slave, she was often insubordinate. This led to her frequently

being whipped and developing a horrific network of scars. In time, she was sold a extremely cruel pirate captain who broke her completely. He was a true sadist, often inflicting grievous injuries on her just to watch her in pain. It was here that she learned how to patch herself up so that she could survive. He brought her along with him on his cruises and let the crew have their way with her. However, this would eventually lead to her salvation when they were boarded by a Star Army ship and the captain apparently committed suicide by a gunshot to the back of the head.

After being given her freedom, she did not have many marketable skills. What she did have was a burning hatred for slavers and a need to do something about it. Boot camp gave her a new identity, and it was discovered that she was skilled as a field medic. She passed the field medic school with flying colors. She was initially assigned to a ground platoon. She slowly made friends, but then they were attacked. In the ensuing battle, she fought valiantly to keep her platoon alive, but eventually was unsuccessful with most of them. Since then, she has not stayed in positions long. She has several demerits on her records for fighting, usually because a human decided to touch her. She has a long record of bar brawls and the more then occasional knifing. Her comment tends to be that they deserved it.

She fought against the L'Kor with the YSS Kaiyo crew and was promoted to Nito Hei. During the assault on a L'Kor station, she lead the assault during the first stages, clearing a landing zone for the other members of the YSS Kaiyo crew to land. She fought her way on board the station assisted in holding until William was badly wounded in action. While she cared for him on the way back to the Kaiyo, she bonded with him and he became her first friend on the ship. She started to make friends with other members of the crew. While they were on Kyopelinvuori, Sacre had her virginity restored and got Corellian Symbiotics implanted in her arms.

She helped to explore a secret temple beneath the ice caps of Yamatai. She also acquired a healthy amount of knowledge of the Kikyo Sector.

She was then deployed to another universe known as Ayenee. There she would meet new friends, and experience a world that was wholly new to her. During their first mission, she helped rescue some of her teammates that got stuck in various problems. Their second mission took them to a third universe where they assaulted an aether sphere. However, when they got inside of it, they discovered that it was not what it seemed. It appeared to be a idyllic beach location. However, their sensors told them it was not there. The sensors read an empty sphere except for a single life form. Leading a small group of enlisted personnel, they investigated. When the lifeform mysteriously trapped one of them, Sacre opened fire on where the Sensors said that the lifeform was. This resulted in it releasing their teammate. As the rest of the team attempted to make their escape. The lifeform trapped all of the team that had gone into the sphere. Using the data that they gathered earlier, they shot the lifeform, forcing it to release them. As they left the sphere, some of them lost their armor and were vulnerable to enemy fire. Sacre rescued them using teleportation. After their return to Yamatai, Sacre received a promotion to Itto Heisho due to her show of leadership.

## Skills Learned

Sacre Ven Sanssinia has the following notable skills:

- **Star Army Common Skills**

- **Fighting:** Sacre really likes knives. Not including medical scalpels, she is rarely without several on her person and probably a few more hidden. She has taught herself how to throw knives with lethal efficiency. She often wears a knife that she can open like a switchblade on the end of her tail. This extends to knife like weapons, such as swords and to a lesser degree, axes. She is also a practitioner of [Hesskara](#).
- **Medical:** She was at the top of her class in the medic academy. This is partly due to having to patch her self up after her master's sessions. She is interested in surgery. She has proven herself dedicated to learning the healing arts. She often spends hours of her free time learning more about medicine.
- **Rogue:** She has taught herself to escape most forms of restraints. She is very proficient at slight of hand tricks, such as making it seem a knife has appeared from nowhere while wearing a tank top. She also has some training in the arts of seduction, but is loathe to use them.
- **Knowledge:** A small but healthy amount of knowledge about the [Kikyō Sector](#) has been instilled in them by an [AvaNet Avatar](#). This includes laws, cultures, and finite history of the Sector as of late YE 39.
- **Engineering:** Sacre makes and balances her own knives. They often have very intricately carved hilts.
- **Survival:** Sacre grew up in the jungles of her homeworld, forcing her to forage for food and water.

## Inventory

Sacre Ven Sanssinia has the [Star Army Standard Issue Items](#).

Sacre has a large collection of knives, some named, which include, but are not limited to:

- A [Zesuaium](#) monomolecular edged and knit fighting knife with a powered blade named Vera, currently given to Gravity.
- A [Zesuaium](#) monomolecular edged and knit fighting knife with a powered blade named Kusanagi, to replace Vera.
- A Dragonfire forged hunting knife from Ayenee named Gabriel. Very well made. It is made completely out of metal and has a interesting Damascus pattern that transisions into the lines of a dragon carved in the handle. It is named after the man who gave it to her in a trade for one of Sacre's knives.
- A gravity knife.
- [Star Army Survival Knife, Type 40](#)
- [Survival Knife, Type 22](#)
- [Desert Fang Combat Knife](#)
- [Ke-M2-W3703 Special Operations-Derived Combat Knife](#)
- Matching set of [Âdaho'te Veltin \(Duel Blade\)](#), [Gean'sa Veltin \(Shock Blade\)](#), [Sou Veltin \(Death Blade\)](#), [Kâbo Veltin \(Task Blade\)](#), [Gulvisa Gia \(Claw blade\)](#), and [A'ka Veltin \(Mono-blade\)](#)
- [Vial](#)
- [Utility Combat Knife M01A](#)
- Coralian Symbiotics that allow her to build bone throwing knives in her arms. They are almost completely undetectable.

## Sacre's Mindy

### Ke-M2-4S Series "Mindy" Armor

Left Shoulder	Dorsal	Right Shoulder
Ke-M2-W3902 Shoulder-Mounted Scalar Machine Gun	Ke-M2-P4003 Power Armor Teleportation Unit	Ke-M2-W3900 Shoulder-Fired 20mm Gauss Cannon
Leg Pods	utility/cargo	Handheld
Ke-M2-P3002 Leg Energy Cloak Shield Projector	Nodal Support Bits	Ke-M2-W2913 Aether/Scalar Submachine Gun
Left Waist	Wings / Tail	Right Waist
Ke-M2-W3901 Aether Blade Xiphos	(no) / (yes) Tailpack, Type 41: H, I	Star Army Medical Kit, Type 31

## Sacre's Daisy II

### M6-2A "Daisy II" Planetary Power Armor

Left Shoulder	Dorsal	Right Shoulder
Ke-M2-W3902 Shoulder-Mounted Scalar Machine Gun	Ke-M2-P4003 Power Armor Teleportation Unit	Ke-M2-W3900 Shoulder-Fired 20mm Gauss Cannon
Leg Pods	Forearm	Handheld
Ke-M2-P3002 Leg Energy Cloak Shield Projector - Ke-M2-G3001 Leg Capacitor	Daisy Forearm Shield	Ke-M2-W2913 Aether/Scalar Submachine Gun
Utility	Armor	Storage
Nodal Support Bits	Stealth Plating Type II, Tailpack, Type 41: H, I	Ke-M2-W3901 Aether Blade Xiphos

## FATE Character Sheet

**Aspects** High Concept: Tsundere Medic Trouble: Smooth as Sandpaper Aspect: No one gets left behind Aspect: Knife Nut Aspect: The chains that make you, are the chains you break.

**Skills** +4: Will +3: Physique, Lore +2: Fight, Stealth, Resources +1: Shoot, Notice, Athletics, Craft

**Stunts** Combat Medic: Can always take the Recover action. With a fate point or aspect such as a medical kit or med bay, the time for recovery is as one step less severe. (Mild is instant, Moderate is scene, and severe is session.) Hesskara: When you successfully attack someone with Fight whom you are grappling, you inflict 2 additional stress. Coralian Symbiotics: Always has Weapon:2 throwing knives available.

## Reading List

- [YSS Kaiyō II Mission Eight: Hangeki](#)

- [YSS Kaiyō II Pre-Mission Nine: Band-aids and Sass](#)
- [YSS Kaiyō II Mission Nine: Mamemameshi](#)
- [YSS Kaiyō II Post-Mission Nine: Nurse's orders](#)
- [YSS Kaiyō II Post-Mission Nine: Family Tree](#)
- [YSS Kaiyō II Post-mission Nine: Of Gold and Wood](#)
- [YSS Kaiyō II Post-Mission Nine: Tattoos and Taboos](#)
- [Kyope: Genetic Perfection](#)
- [YSS Kaiyō II Post-Mission Nine: Replacement Parts](#)
- [YSS Kaiyō II Pre-Mission Ten: Robot Daughter](#)
- [YSS Kaiyō II Mission Ten: Takaramono](#)
- [YSS Kaiyō II Pre-Mission Eleven: On The Aftermath Of Falls](#)
- [YSS Kaiyō II Mission Eleven: Sakidō](#)
- [YSS Kaiyō II Post-Mission Eleven: Cloning Blues](#)
- [YSS Kaiyō II Post-Mission Eleven: On the Subject of Hearing Loss](#)
- [YSS Kaiyō II Post-Mission Eleven: A Difference in Experience](#)
- [YSS Kaiyō II Post-Mission Eleven: Checkups](#)
- [YSS Kaiyō II Pre-Mission Twelve: The Dragon City](#)
- [YSS Kaiyō II Mission Twelve: Naze Sorairo](#)
- [YSS Kaiyō II Post-Mission Twelve: The Mark of Something Sacred](#)
- [YSS Kaiyō II Post-Mission Twelve: Decantations and Explanations](#)
- [Masterbatory Intermission](#)
- [YSS Kaiyō II Pre-Mission Thirteen: Unforeseen Elevation](#)
- [YSS Kaiyō II Misgivings and Revelations](#)
- [YSS Kaiyō II Pre-Mission Thirteen: Where to Find Blood](#)
- [YSS Kaiyō II Post-Mission Twelve: Checkup the Sleeve](#)
- [YSS Kaiyō II Mission Thirteen: Miyabi](#)

## OOO Information

Theme song: [Medic by Mercedes Lackey/Leslie Fish/Heather Alexander](#)

In the case soban becomes inactive:

- Can this character be used as an NPC by a GM or FM? NO
- Can this character be [adopted](#) after I've been gone for a year? NO

Character Data	
<b>Character Name</b>	Sacre Ven Sanssinia
<b>Character Owner</b>	<a href="#">Soban</a>
<b>Character Status</b>	Active Player Character
<b>Plots</b>	<a href="#">Task Force Piglet</a> , <a href="#">YSS Kōun Plot</a>
<b>Approval Thread URL</b>	<a href="#">stararmy.com/...</a>
<b>Star Army Personnel Database</b>	
<b>SAOY Career Status</b>	Active Duty
<b>SAOY Rank</b>	<a href="#">Taii</a>

Star Army Personnel Database	
SAOY Occupation	<a href="#">Star Army Medical</a>
SAOY Assignment	<a href="#">YSS Kōun</a>
SAOY Entry Year	<a href="#">YE 33</a>
DOR Year	<a href="#">YE 45</a>
DOR Month	<a href="#">3</a>
Orders	<a href="#">Orders</a>

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