



# Maraea Morgan

Maraea Morgan is a [player character](#) played by Gossamar.<sup>1)</sup>

Maraea Morgan	
	
Species:	Nepleslian
Gender:	Female
Age:	36
Height:	5'8"
Weight:	139lb
Organization:	Independent
Occupation:	Looking for work
Rank:	N/A
Current Placement:	

Preferred Plots:

1. The Black Vipers
2. The Fringe
3. Bounty Hunter Series

## Physical Characteristics

- Height: 5'8"
- Mass: 139lb
- Measurements:

**Build and Skin Color:** Maraea's physique could be described as both slender and slightly muscled. Her skin is 'fair'.

**Eyes and Facial Features:** Her face is blessed with a female shapelessness that is both beautiful and deceiving. Behind those calming blue eyes there is a strong, if not frighteningly dominant woman who will not hesitate to punish those who upset her.

**Ears:** Her ears are small, round, and generally average.

**Hair Color and Style:** Maraea's hair reaches just below her shoulders, but is sometimes kept in a bun; accentuating her features.

**Distinguishing Features:**

## Psychological Characteristics

**Personality:** Maraea wears a mask that she believes to be her true face, metaphorically. Time and again she would claim an invulnerability to vulnerability, convinced that her softer and more sensitive side had all but withered into nothingness. The truth, however, is that she feels ashamed for hyper-sensitivity, submissiveness, and anxiety. What she does to counterbalance this part of her is display dominance, unnatural strength of character, and indifference to things that shock, insult, or sadden her.

This has transformed Maraea, reducing her moral compass to ash. It would take years of talk therapy to bring her back, and she has no intention of changing.

- **Likes:** Currency, her trade, biology, her freedom, her independence, her medical knowledge, scientific discovery
- **Dislikes:** The Military, her family, her past, her weakness, losing, ethics
- **Goals:** She wants to live everyday to the fullest, even at the cost of other people's misery.

## History

### Family (or Creators)

Father: Arthur Morgan Mother: Yvonne Antonoff

### Pre-RP

Maraea was raised on Nepleslia to join the Military. The young Morgan's parents, both former soldiers, had aspirations for her that she was too young to combat. Brainwashed since birth, she joined the Star Army at the age of 16 (although she would later be a part of the Nepleslian Military). It was during basic training that her vulnerability was crushed, and stored away to the darkest reaches of her mind. Through physical labor, and challenges that affected her psychologically, Maraea changed from girl to woman, and a fierce one at that. Her instructors noted this, and gave her more obstacles to overcome.

Eventually, once basic training was over, she moved on to become a Medic. Despite Maraea's hard, pragmatic exterior, she wanted to help people—to heal people. Morgan learned the knowledge and skills need to be an efficient military medic and found a true passion in the field. That passion had her study for a year as a military doctor, earning her doctor's license, and bringing her back to the field.

Years went by, and by the time she was 25 years old, Maraea had served on several ships, overseeing their med-bays, moving when a new doctor came into the field. And Maraea like it that way—she could never stay in one place at a time. Eventually, as she became 30 years old, Dr. Morgan had become desensitized towards death. While she did everything in her power to save her patients, losing them did not phase her. Even in the field, when people died, she did not mourn their passing. She had gone from an innocent 16 year old to a woman who would not, and had not hesitated to shoot down enemies of the military—regardless of their age.

And this was her life until she was kidnapped by pirates deep in space at the age of 32. She, and two other soldiers were sent on a mission to retrieve an officer from slavers. A firefight ensued, and at the last possible moment, there was only enough time to extract those that were already on the escape shuttle. Maraean was not on it. Lucia DeSansa, a pirate captain notorious for her sadistic tendencies had decided to make Maraean Morgan her pet. No ship came to save her and no squad attempted to infiltrate Lucia DeSansa's ship, the Peachy Penny. However, this did not break Maraean. Two years went by, and the former Military Doctor had been beaten up, tortured, and worse. This only strengthened the mask of strength that her brain had created: this wall would last as she manipulated the pirates, one by one, into a mutiny. If there was one thing Maraean was excellent at, it was being amorally manipulative.

Amidst the chaos, Maraean had the option to flee-to return to the military a survivor of trauma. Instead, she elected to remain as the Peachy Penny's Doctor and Scientist. The person she set up as captain gave her the resources she needed to pursue her scientific agenda. In other words, those that sided against the new captain and Maraean were used as test subjects.

Through her experiments, she was able to create substances that would sell, heal, and harm. This continued all the way until the 36th year of Maraean's life, when her old team tracked her down and killed her crew.

In return, she locked them in the ship as it self-destructed.

Now, she is looking for a base of operations to continue her drug business.

## **Skills**

### **Communications**

Maraean is fluent in the language of Trade, and can write and speak it efficiently. This includes receiving and making transmissions through comms, radio headsets, power armor, shuttles and the like.

### **Fighting**

As a marine, Maraean worked out daily, and learned how to perform hand-to-hand combat efficiently. What she specialized in was the use of pistols. Maraean has a very steady hand, and is excellent at aiming. On the Peachy Penny (the pirate ship she was initially on), she learned how to fence.

### **Survival**

Maraean learned how to survive (i.e. finding water, setting up camp, finding shelter, discerning herbs, plants, toxicity levels, etc.) in the military.

## Strategy

This is her strongest skill—from everyday conversation, to treating a dying soldier in a firefight, her training and experience is mostly only parallel to orators and strategists.

## Medicine & Science

Having already trained as both a medic and doctor, Maraea's brain is essentially a list of technological terms, procedures, medicines, anatomies, data of all kind, and the like. Dr. Morgan is good at what she does.

## Chemistry

Initially a subset of her medical training, Maraea's knowledge of chemistry has grown exponentially aboard the Peachy Penny. Through extensive testing of subjects, she can produce high-quality drugs and substances.

## Biology

Maraea Morgan was a Marine Doctor. Part of her training included an in-depth understanding of biology. This is further strengthened by her unethical tests aboard the Peachy Penny.

## Inventory

Maraea Morgan has the following items:

### Clothing

#### Uniform

- 2 Pullover shirt, green, with rank patches on shoulder pads and name plate
- 4 [T-Shirts](#), white
- 4 underwear, white
- 2 Khaki cargo pants
- 1 [Beret, green, with flash patch](#)
- 1 [NSMC Field Cap, Type 33](#)
- 1 pair gloves, leather, brown
- 1 pair boots, brown
- 6 pair boot [Socks](#), white

- 1 Belt, dark brown
- 1 [Nepleslian Dress Uniform \(YE 33\)](#) (full outfit with white pistol belt, gloves, pants, and boots)

## Bunkwear

- 2 Tank tops, green, with fleet number on the right chest
- 2 Pairs of ankle length pajama pants, khaki
- 1 Pair of slip-on flexi-shoes, black

## Workout/Swim

- 2 Short-sleeved mocks with fleet number on the right chest, Green
- 2 Work-out shorts, black
- 4 pairs green ankle [Socks](#)
- 1 pair green low-top sneaker shoes
- 2 black sports bra (female only)
- Depends on gender and preference:
  - 1 Pair of trunks, green, fleet number on right leg
  - 1 Speedo, green, fleet number on right cheek
  - 1 One-piece bathing suit, green, fleet number on right breast
  - 1 Bikini, green, fleet number on right breast.

## Weapons and Weapon Accessories

- A choice of one assault rifle
  - 1 [M3 Assault Weapon System](#)
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- A choice of one of the following sidearms (comes with brown pistol belt):
  - 1 Revolver, [HHG 'High Hybrid Gun'](#), with 2 extra HJP magazines

## Accessories

- 1 pair identification tags, metal, with name and hometown
- 1 [Canteen](#), 1 quart
- 1 [AwesomeCorp DataJockey](#)
- 1 Wallet with the Marine Corps Insignia plated on it.
- [Nepleslian Medical Kit \(Type 31/Gen 1\)](#)

## Finances

Maraea Morgan is currently a N/A in the Independent.

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds
Character Data			
Character Name	Maraea Morgan		
Character Status	Adoptable Player Character		
Approval Thread URL	<a href="#">stararmy.com/...</a>		

1)

<https://stararmy.com/roleplay-forum/threads/the-black-vipers-maraea-morgan.16766/>

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