

# Marcus Goodrin

Marcus Goodrin is a [player character](#) played by [Whitehart](#).

Marcus Goodrin



Species:	Nepleslian
Gender:	Male
Age:	36 ( <a href="#">YE 01</a> )
Height:	6' (1.83m)
Weight:	224lbs (101.6kg)
Organization:	Independent
Occupation:	Handyman
Current Placement:	

Preferred Plots:

- 1. Francia

## Physical Characteristics

- Height: 6' (1.83m)

- Mass: 224lbs (101.6kg)

**Build and Skin Color:** Marcus is in good overall condition but slightly overweight. He has a light tan from his off and on time in the sun.

**Eyes and Facial Features:** Marcus has a round and friendly face. He thins his face by keeping a well groomed goatee His brown eyes sit underneath thick, but not unkempt, brown eyebrows.

**Hair Color and Style:** He has an almost shaven head with brown stubble and a slight receding along his forehead.

**Distinguishing Features:** Marcus is decidedly weathered for his relatively young age due to his overly busy work schedule.

## Psychological Characteristics

**Personality:** Marcus is a friendly and hard working man. He believes that working hard truly shows a persons character.

While he generally always charges for his work he has been known to work for trades, reduced prices and charity. He is no fool though and won't be taken advantage of

- **Likes:** hard work, cold beer, being among friends
- **Dislikes:** slackers, dishonesty, corporations
- **Goals:** To work hard as long as he can, provide for others when no one will and one day have a family and children

## History

### Family (or Creators)

- Eric Goodrin (father)
- Pauline Goodrin (mother)
- Bruce Goodrin (1st born, brother, 41)
- Daniel Goodrin (2nd born, brother, 40)
- Barbara Hillicky (3rd born, sister, 37)
- Fred Goodrin (5th born, brother, 35)
- Diane Dressit (6th born, sister, 32)
- Pamela Goodrin (7th born, sister, 29)

### Pre-RP

Marcus is child number four of seven, needless to say life growing up was one part fun, one part hard.

Eric and Pauline Goodrin were constantly working to keep up with the demands of their large family. While money and space were always tight the Goodrin family had love. The children were raised with hard working ethics and none of them resented it. Everyone looked out for each other and provided what they could. Marcus was no exception. He quickly found he was good with his hands and started off at 16 as a mason. From there he worked as a carpenter, a plumber, dabbled as an electrician, a welder, a machinist and more.

Marcus even had a brief enlistment in the Star Army of Yamatai in YE 26 as a mechanic. He wanted to do his part in the first Mishhuvurthyar War. He served in the motor pool as a mechanic until a clumsy fellow soldier caused an accident that sent Marcus home with a cybernetic lung.

To some it seemed like he bounced around not being able to hold a job. This was the opposite as every employer wanted Marcus to stay because of his good work.

The posting for the settling of Francia drew Marcus' eye as a chance to do some good lasting work and plenty of it.

## Skills

### Communications

- Marcus is familiar with basic radio operation and can make transmissions to and receive transmissions from other characters through headsets and handsets. He is fluent in Nepleslian and Trade. He can speak and write them correctly and efficiently.

### Mathematics

- While Marcus has little in the way of 'higher' education he is skilled at basic mathematics. He is able to quickly and accurately sum lengths, square feet, distances and diameters. He understands measuring and the conversions that go along with such.

### Maintenance/repair

- Marcus is a skilled repairman. He has spent a large portion of his career fixing various different machinery. While not specifically trained in any particular skill he is able to grasp basic concepts to maintain and make repairs, though not always a lasting solution.

### Engineering

- Marcus is able to design, plan and execute many different types of projects. In his past he has designed and built houses, office buildings, electrical and plumbing layouts. While not always accurate or exact, his work has always passed standards and lasted.

## Construction

- Marcus is good with his hands. He is an accomplished mason, carpenter and welder. He is able to work with a wide variety of materials from metals to wood to plastics.

## Vocation - Electrician

- One of Marcus' least used skills is his ability to correctly install, diagnose and repair electrical systems. He has mainly used this skill in buildings or vehicles but has done other systems just not as frequently.

## Moonshining

- With abundance of liquor in Nepleslia space it is anyone's guess as to why Marcus got into Moonshine. He credits it because he prefers a stronger alcohol, other's say it is because it is yet another thing for him to make with his own hands. Either way Marcus is proud of his moonshine and happily partakes of it himself.

## Inventory

Marcus Goodrin has the following items:

### Clothing

- Plaid long sleeve button up shirts
- Dark blue undershirts
- Suspenders
- Heavy duty jeans
- Duck cotton insulated Coverall w/leather knee and elbow patches
- Leather work gloves
- Heavy duty work boots

### Tools

- [EM-G17-1a Basic Tool Kit](#) (700DA)
- [Ulti-Tool Multiple Purpose Tool](#) (50DA)

### Weapons

- [Westech Trench Shotgun](#) (400DA)

- [General Service Pistol, Type 28](#) (300DA)

Cybernetics

- Cybernetic right lung

Finances

Marcus Goodrin is currently an Independent.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
5250 DA		750 DA	Tools
4550 DA		700 DA	Self defense

OOC Discussion

IRC- Whitehart

Character Data	
Character Name	Marcus Goodrin
Character Owner	<a href="#">Whitehart</a>
Character Status	Inactive Player Character

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