

Sophie Trang

Sophie Trang is a [PC](#) played by [Cmdr Scotty](#).

Sophie Trang	
	
Species & Gender:	Iromakuanhe Female
Culture:	Ivuori Female
Date of Birth:	AR 931.50
Organization:	
Occupation:	Student
Rank:	Civilian
Current Placement:	

Preferred Plots:

Physical Description

- Eyes: Blue
- Hair: long wavy blue hair
- Skin Color: Flesh
- Height: 5'10

- Female: 150lbs
- Age:17 1/2
- Female Build: slim/lithe
- Bra Cup Size: C
- Horns: Short and slightly curved inward
- Body Hair: none
- Tattoos: None
- Facial Features: Very smooth facial features. Sophia is always annoyed by people misjudging her age. Even though she is now a young adult most people assume she is still an adolescent. Most people get her age wrong by making her at least 4 years younger much to her annoyance.

Personality

Curious to a T. Sophie tends to be a loner except for her relationship with her parents and later in life Specter Ven. When entering her teen years, she was able to stay home with her parents and not go live with her master. This was better for her as she preferred the safety of her to parents to strangers. She is driven and hard-working. She tends to get annoyed easily and likes to be precise and accurate in her statement. Sophie is cautious but uses her smarts to out-think her problems.

- Telepathic Abilities: She tends to use her Empathy more to try to claim people around her as she doesn't like strong emotions and prefers a calm and tranquil environment. The range of her telepathic abilities can reach out about three feet. When she tries hard at a concentrated subject she can reach around five feet for a short period before being existed.

History

was born in [AR 931.50](#) in the city of Mizar Enclave, [Maekardan](#).

Childhood/teenage years

Sophie was born to two Iromakuanhe of the Mizar Enclave. Sophie's parents ensured she had a childhood blend of study and fun. Both of her parents worked as scientists for Solan Starworks in engine design. Her father Toshiro and her mother Hikaru were both CFS engineers. Being the only child, she received lots of attention from her parents who provided her with every opportunity. In her early teens, she was assigned a master, but he died unexpectedly when she turned 16. She was a quick learner thanks to her parents and gained a knack for learning science and technology. She had no friends as she spent all her time with her parents. Sophie could fix just about anything. When her parents were assigned to help test new technology on ships, she could come with them and test her knowledge/skills. Over time she outperformed her peers and sometimes even her parents. Even though her parents were smart they still enjoyed spending time with Sophie. This was easy to do they shared a similar interest.

The Zhang Qian Freighter Incident year and a half ago

Toshiro and Hikaru were assigned to a contact to improve Freighter engine efficiency. These upgrades were easily implemented and could be tested in the field. Sophie was invited to come along as she has done many times before. This time it was an extra treat. The freighter's destination was in DNC space. She had never been outside the Commonwealth before. She felt uneasy to be away from her home system. Her parents convinced her it was an opportunity to see a different country. The freighter was going to leave the Iruotl cluster and spend a week in DNC space delivering cargo/people before returning home. Everything went well for the first three days it was a very peaceful voyage but fate had other plans.

At the end of the 4th day when passing a small asteroid, a pirate ship was sitting on the other side. The pirates couldn't believe their luck. The Freighter tried to flee calling for help but was overtaken and disabled. Her parents told Sophie to hide in the maintenance tubes inside the ship. In Sophie's attempt to flee was unsuccessful as two went crawling after her.

Tube after tube she could hear them "come out little girl we won't hurt you." Which Sophie knew was a bald-faced lie. Suddenly, the whole ship jerked to the left. She and her pursuers were thrown around like ping pong balls. This was bad for Sophie as she was thrown into a room with no way out. It was small with lockers and work tools. Sophie knew she had to bar the door as best she could finding a small handheld blow torch and started welding the door from the top.

The pirates began banging on the door in frustration. This noise could be heard threw out the ship echoing their position to everyone on board. They focused on the door never giving the violent lurch they all experienced earlier a second thought. They assumed one of their dumber compatriots had decompressed the wrong door and was blown into space. "I bet that was Lars he's always been a dumbass." As he swung the crowbar trying to pry open the door. His friend laughed with a low groan being more upset the door would not open. "Hurry up and get this Bitch." Suddenly, his crowbar begun melting to the door as they watched a weld being formed from the top of the door.

Out of frustration, they strapped explosives to the door. "Were coming in small one" the other one banged on the door with a smile "with explosives". His friend shoved him in frustration "why did you tell her? It was supposed to be a surprise dumbass." The two of them pulled back behind a broken bulkhead as she ran for cover. A loud bang rocked the ship as they hi-fived each other.

Sophie only had two options left the blow torch and her horns. First, she waved the blow torch violently only to have one pirate grab it with his robotic hand. He just smiled allowing his hand to melt slightly to get to Sophie ripping it out of her hand. She rammed her horns into the second pirate out of desperation hoping to create a hole to run threw. With her horns in the first pirate, the second grabbed her arm and began bending it hard as both laughed "Finally this is over I never had an Iromakuanhe Be...." Just as he began to tear Sophie's shirt his head exploded. Before the other one could react, a beam cut off his arm. As Specter Ven came into the room both Sophie and the surviving pirate watched as this half human half snake in armor came into the room. Sophie mustered up all of her energy and sprinted forward toward Ven holding her arm which was throbbing in pain. Specter was attracted by the noise the pirates had been making. The other pirate reaped in horror and as she filled the room. Ven executed him with a single shot and took Sophie back to the Raven.

She was rescued by Specter Ven and the NDS Raven who had been hunting the pirates. On the trip back

Ven and Sophie formed a bond. On Ven finding her asked whom she could contact on her homeworld. The reply was grim as she had no living relatives, cousins, or aunts/uncles. Ven offered to take her in. Ven picked up Sophie and Sophie could sense her stern attitude since she entered the room and began leeching calming into Ven. When Ven realized what was going on she immediately put her back down and explained that she shouldn't use her empathic ability without permission. Ven taught her how to fight and other skills the Specter thought would be useful like she did with the other Orphans she took an interest in. She also gained a brother in Ben. She is currently attending Osman university.

Skills Learned

Optional section. Sophie Trang has the following notable skills:

- 1. Technology operations: By just being born an Iromakuanhe she got to learn these skills since birth. Her parents were also quick to show her how to use the technology as they wanted her to have a strong skill set.
- 2. Engineering: Showing an interest in engineering at an early age she would be usually able to go with her parents to work. As she was very well manured and didn't cause trouble for her parents while they were working. Most of her time was spent learning and helping her parents in the course of their work.
- 3. Knowledge: Being a book worm she would read a lot. She loved history and cultural facts to a point her parents thought she might become an archaeologist. As she got older, they came to realize it was more of a hobby for Sophie rather than an occupation.
- 4. Fighting: After the death of her parents and being left alone in the world she turned to the only person she felt was left in her world. Specter Ven unlike her parents was more interested in showing her how to fight and how to defend herself. From this, she learned the basics of battle tactics, knife etiquette, and firearms training.
- 5. Maintenance and Repair: Her natural curiosity drove her to want to pull things apart and put them back together again. Sometimes to the horror of her parents, she would disassemble machines and technology in the house to understand how something worked. Sophie's parent's solution to this was to buy her things to pull apart knowing that with time she could become better at solving the problem.
- 6. Culinary: Adjusting to her new reality she learned how to cook. She felt she had to do something nice for the Vin who saved her life. Also being used to the niceties of her homeworld found Vin's food choices rather blain and unappealing.
- 7. Mathematics: She had a strong will to be right. This led her to learn about statistical probability and outcome. When She was pulled into a debate, she would use statistical facts and numbers. Not only did she want to have the data for the argument she would only pull her information from primary sources such as a think tank or government data.

Social Connections

CHARACTER name is connected to:

- Toshiro Trang NAME (Father) [deceased]
- Hikaru Trang NAME (Mother) [deceased]
- [Ven Volontary](#) (caretaker)
- [Abdullah bin "Ben" Al-hussein](#)

Inventory & Finance

Sophie Trang has the Super Computer Tablet given to her by her mother and dagger are given to her by Vin.

Sophie Trang Will be given her parent's assets upon trying 18.

OOO Information

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In the case cmdr_scotty becomes inactive:

- Can this character be used as an NPC by a GM or FM? YES
- Can this character be [adopted](#) after I've been gone for a year? YES

Character Data	
Character Name	Sophie Trang
Character Owner	Cmdr Scotty
Character Status	Inactive Player Character

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