

# Thomas Smith

Thomas Smith is a [player character](#) played by [dingbat91](#).

Thomas Smith



Species:	Nepleslian
Gender:	Male
Age:	23
Height:	6ft 2in
Weight:	175
Organization:	Independant
Occupation:	Technician
Rank:	N/A
Current Placement:	

Preferred Plots:

## Physical Characteristics

- Height: 6ft 2in
- Mass: 175
- Measurements:

**Build and Skin Colour:** Thomas is of a Slim build, lacking any notable muscle or fat. His Skin tone is a pale white to a level which some might call “unhealthy”

**Eyes and Facial Features:** Thomas has Solid brown eyes and a small scar across his cheek, it's barely noticeable without closer inspection however. Other than that he has a slightly rounded face with a sharp pointed nose that contrasts against it.

**Ears:** Rounded ears that lay flat against his head.

**Hair Colour and Style:** Dark red hair, naturally spiking out, it usually has some visual attempt to be flattened out, but still notably spikes at the tips.

**Distinguishing Features:** The main distinguishing feature is his cybernetic enhancements, his left arm has been replaced completely with a cybernetic equivalent. The cybernetics reaches past the shoulder joint across the top of his back and onto the shoulder on the other side. However the actual right arm itself is still his own, the cybernetics attached to the flesh on top to anchor it. rather than replacing the shoulder.

He cuts out part of the back of his clothes to make sure the back plate is always visible and free so he can use the back part of his cybernetics.

## Psychological Characteristics

**Personality:** A very timid man, used to being an underdog of his homeworld has caused the man to be quiet and doesn't often vocalize what he says unless directly asked. This extends to his work where he is more comfortable working by his own quietly, and having someone over his shoulder annoys him greatly.

His shyness prominently shows itself in a small stutter he carries when he talks.

This shy and hidden personality falls away when life and death come into play. The experiences of his life and the determination to live, allow him to use a weapon without issues and act with unexpected ruthlessness.

He has a great respect for those that fight for something other than themselves and will support their actions. and is highly protective of his friends.

- **Likes:** Technology, Tinkering, Sweets
- **Dislikes:** Crime, Crowds, loud noises, Darkness
- **Goals:** To expand his experience with the universe's technology.

## History

### Family (or Creators)

Mother: Sarah Smith (Deceased early childhood - killed during gang raid) Father: Kevin Smith - currently working at a gambling den as a bartender and information broker. On bad terms.

## Pre-RP

Thomas Smith lived a very rough life. Living with his father most of his life, his mother dying in a gang raid of a shop she was purchasing groceries from when he was young. He lived his childhood in a rather quiet, self contained style; his timid and reclusive nature was naturally picked on by the other Nepleslian students, only further cementing his social isolation and social disinterest. Instead spending most of his time in quiet areas grabbing books when he could. Where he found his initial interest in technology, which he followed with a passion.

His father never really took to the job of being a parent well being a man of the underworld an innocent child didn't fit into the mix. They lived together until his father had enough of the "disruption to his working life" and after a heated argument threw him out at the age of the 15.

He drifted through homeless shelters and the streets for a while, eventually against his better judgement desperation pressed him into grunt work for the gangs. Usually delivering messages or small items. However upon sending him off one day with a damaged mechanical component, only for the other side to receive it working. A quick interrogation quickly leads to him revealing that he had recognized the component and had read how to simply fix the issue he had with it. Upon realising his knowledge of the subject of technology, the gang immediately brought him into the fold and placed him in the "junkyard" of parts and items they used for their sinister acts with his sole purpose now to work on restoration and repair, and quickly that talent shone, using his passion and determination he quickly learned more and more.

Being useful kept him alive, but that didn't give him love. Turmoil threw him between gangs again and again. The constant line after capturing him at his desk being "you'll be useful" and he was forced into that gangs part junkyard, and everywhere he went, the gangs would treat him as a pest rather than a comrade again due to his timid nature, never making his job easy, and watching their dastardly actions caused Thomas to slowly hate his job working for them. However for fear of being hunted down after he left, he continued to work.

On his 18th his current boss gave Thomas a "mandatory present" for his hard work, a full cybernetic arm and back plate, the arm containing set of basic engineering tools as well as a basic computer access terminal, the back plate however was used to interface with certain neurological controlled vehicles and devices so he could perform diagnostics on vehicles the gang "acquired" which occasionally even got him near some civilian power Armour and Mecha.

Eventually at 20 with all his gained experience he was pulled onto the field to deal with "high risk" technology. His goal to function delicate pieces of equipment that the boss didn't want to leave in the hands of an untrained grunt. It was this period he earned his first kill during a bank raid. A moment the man has never forgotten and regrets deeply.

He continued this life. However one day a deniable raid on one of Nepleslia's more powerful gangs got busted. The gang he worked for claimed Thomas and his group to be traitors to save face, and swore to hunt them down for their actions, with the combined forces of multiple gangs breathing down his neck.

Thomas decided he had no choice but to flee. He covered his tracks and disappeared off the planet with the money he had left. He currently works as an Engineer for hire, lending out his engineering skills to those who pay.

## Skill Areas

### Engineering

Thomas's number one passion is technology, in all facets and forms. He has seen bits and pieces all over the board from his gang work, from basic items to powered armour, and can quickly understand their workings and work on upgrades and repairs.

### Survival

Life on the streets is harsh; as such Thomas knows how to adapt to the environment around him without too much discomfort and can happily find what he needs to survive having no qualms about doing “untasteful” things to continue his existence.

### Vehicles: Mecha

One of the many things he's worked on before, as the gangs access to mecha was limited, Thomas a lot of time with it to make sure it was always fully functional, as it's loss was disastrous. He has a good understanding of the basics of piloting mecha. He's obviously no specialist, but he can be counted on to work them without any major issue.

### Rogue

A streetwise man from his time in the gangs, he can use those skills to keep out of trouble especially well. And knows whereabouts in city you need to go to hide, and can easily find out other things like “access” to restricted areas or find places off the beaten path.

### Technology Operation

Thanks to his cybernetic implants and natural connection to advanced mechanical devices like mecha, Thomas is quite capable with modern computer systems. and can do basic repairs to their systems as part of his repair routines.

Physical

If being chased, physical agility and maneuvering are a must, and Thomas has been chased a lot, dodging rival gang members in fights, the police in raids and now two entire gangs. He’s more than capable of moving fast and nimble. He has kept himself trained in this to also allow himself use of lighter power armor. Essential for certain dangerous repair work.

Fighting: Firearms

Gang warfare involves fighting; nobody can avoid that, not even Thomas. and more than one occasion he has had to use a weapon. However without being assigned a specific weapon Thomas had to get what he could get hold of. giving him basic experience with most light weapons to some degree.

Inventory

Thomas Smith has the following items:

Basic clothing

- 1x [ODM 10mm Pistol](#) (visible on holster, right hip)
  - x3 magazines
  - x60 rounds
    - 40 in magazines (15 rounds per mag)
    - 20 stored in shuttle
- 1x [Sitanin Zbrojovka Model 79](#) (used, concealed under top at back of trousers)
  - x3 fully loaded magazines (x16 round per mag)
    - 2 on person
    - 1 on shuttle

Access to:

- 1x [Onset Shuttle](#) Named: “Far Reach”

Finances

Thomas Smith is currently Independent.

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds
500 KS		-2500KS	Purchase of 1x <a href="#">Onset Shuttle</a>
200 KS		-300KS	Purchase of <a href="#">ODM 10mm Pistol</a> + black holster + extra magazine

Total Savings	Addition	Subtraction	Reason
10 KS		-190KS	Purchase of 1x USED <a href="#">Sitanin Zbrojovka Model 79</a> + extra magazine

## OOO Discussion

Character Data	
Character Name	Thomas Smith
Character Owner	<a href="#">dingbat91</a>
Character Status	Inactive Player Character

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