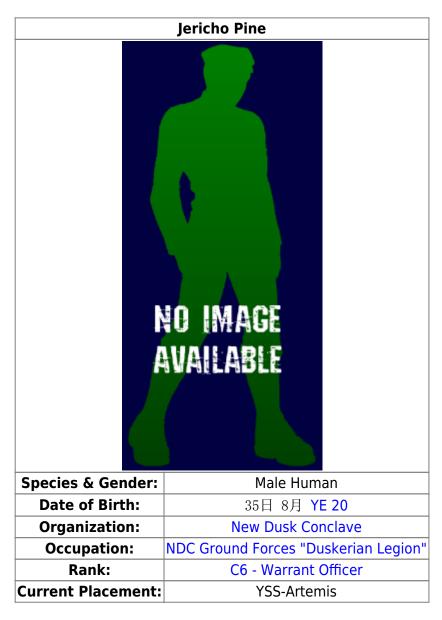
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# **Jericho Pine**

Jericho Pine is a player character played by Jack Pine.



# **Physical Description**

6'2" with a well toned musculature, Jericho is rather athletic in build. He has short snow white hair, and crimson eyes, he also has a bar code on the back of his right hand. His face is somewhat gaunt and well defined in terms of rigid features which are striking if paired with a glare.

# **Personality**

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Professional, distant, cold, even brutal he's been described as. This is the outward expressions and emotions he displays when focused on the mission, part of the old programming that stuck with him as like the majority of his siblings. When not found busy, or given orders, he's rather laid back and easy going, usually finding small tasks to keep himself occupied. A side effect as well of the old programming, things he is still trying to break, to become more like his other siblings who have freed themselves of the past. That being said, he's a damn fine soldier, with an intuitive mind, and a good head on his shoulders. He will gladly risk his life for his comrades, and is not afraid to throw his life on the line.

# **History**

In YE24, cloning began for the Fenrir project, a initiative that sought to create mass produce-able soldiers. In this they were successful with the creation of their prototype who later became known as Jack Pine. A batch of 100 were created from him, 50 male, and 50 female. The males became known as Jacks, while the females were known as Janes. Jericho tossed aside this name just like his most notable batch sisters and brothers, and was a slave to be used as a expendable soldier. But event were put in motion that saw the products shelved in cryogenic sleep, the data being used else where. for 16 years, Jericho and his siblings slept, fated to be forgotten, but the prototype rose against the wishes of their masters. In YE39, Jack Pine founded Section 6, which he would later use to free the batch of siblings, having been unaware of their existence. He took them in, gave them a military to fight with that actually cared about them, and through it, hoped to help them break their changes. It was proven it could be done, as five before him had grown into unique individuals, later known as Sparks, Armora, Jacky, Jackylnn, and Talos. However, even with his new freedom, even after a year, Jericho is still trying to just operate within the circumstances, but his behavior has begun to deviate...

#### **Skills Learned**

#### communications

Nepleslian military comms usage and techniques, and Fluent in tactical hand signaling

#### small arms

Proficient use, handling, and maintenance of most rifles. Proficient use, handling, maintenance of most sidearms.

#### **Heavy weapons**

Proficient use in high caliber and heavy damage squad based weapons

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#### hand to hand

Proficient use of knives in hand to hand combat Proficient use of hands in hand to hand combat Intermediate in the operation, and maintenance of mecha(Nep/NDC)

#### first aid

Intermediate in basic first aid

#### vehicles

Intermediate in the operation and maintenance of ground based vehicles Basic in the operation and maintenance of small aircraft

#### demolistions

Basic in the use, and disabling of explosive devices

## **Social Connections**

Jericho Pine is connected to:

- Jack Pine
- Sarah Pine
- Talos
- Jane F-35(Armora)
- Jacky Pine
- Jacklynn
- Elizabeth "Spark" Hartbrook-Pine
- Mark Oaklen

# **Inventory & Finance**

Jericho Pine has the following:

- Geist Advanced Interfacing Implant
- 6 pack Conclave Cola
- 6 packDusk-gizer
- NDC Exercise Uniform

- NDC Enlisted Dress Uniform
- Arid Climate Suit
- Cold Climate Suit
- Revenant Power Armor R1-SPA with predator armor grapple arm unit
- S6-Long Combat Knife "Cross"
- S6 Travel Backpack
  - ∘ **S6-10mm** 200 rounds
  - 2 canteens water
  - 20 S6-SR-A Survival Rations Type A
  - BW-P2 "Wraith"
  - Handsfree Communications Collar
  - External Respiration Kit
  - Multispectral Marksman Scope
  - 6 Bubble Blower Grenade
  - 2 MultiMendFoam
  - Galactic Six Munition Fabricating Compact Assault Rifle

# Loadout 1 (Infantry)

- Avenger Plasma Rifle
- BW-KAS "Hailstorm"
- 6 Section 6 High Explosive Grenade
- 6 S6-FG
- Zytone Heavy Combat Armor
  - BW-HPT "Dragon's Breath" for optional swap with one of the loadout weapons
- BW-XA-1a E.A.S.E.

# Jericho's Zytone "Fenrir"

Right Arm Left Arm Weapon	
BWE Rotary Chain Gun	Twin linked S6-HAR1-1 Storm Rifles
Right Shoulder	Left Shoulder
FiveR Missile Pod	Hyper-Shift Rotary Chaingun
Right Gauntlet	Left Gauntlet
The Shank Gauntlet	The Shank Gauntlet
Right Leg	Left Leg
additional S6-SCPR(6mm) ammo	additional Storm Rifle Flechette ammo

### Jericho's E.A.S.E. "Fenrir MkII"

**Note:** Both arms of the unit have been customized with shank gauntlets integrated into them.

Hardpoint	Weapon System	Tier
Left Shoulder	Hyper-Shift Rotary Chaingun	6
Right Shoulder	Hyper-Shift Rotary Chaingun	6

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Hardpoint	Weapon System	Tier	
Left Arm <sup>1)</sup>	BWE Rotary Chain Gun	3	
Right Arm <sup>2)</sup> BW-HPT "Dragon's Breath"		4	
Left Thigh	FiveR Missile Pod	6	
Right Thigh FiveR Missile Pod		6	
Backpack Module Storage Module		N/A	
Hand weapon(s)	Optional	Determined by weapon chosen	

### Loadout 2 (Ranger)

- Black Rose Anti-Material Rifle Suppressor
  - 4 magazines of 50cal BMG
  - 4 magazines of 50cal SCPR
  - 4 magazines of 50cal starfire
- BW-P2 "Wraith"
  - 6 magazines
- BW-6AS "Sickle" suppressed
  - 8 magazines
- 6 S6-PG Plasma Grenade

### Salvage

- Sound-powered telephone <sup>3)</sup>
- Pack of seeds from hydroponic vessel 4)
- Mattress from starship bunk 5)
- Crate of wide variety of Nepleslian Handguns 6)
- Parts of Ship Hull

Jericho Pine currently has 500,000DS = 250,000DA = 125,000KS.

### **OOC Information**

This page was created by jack pine on 08, 19 2019 at 22:08 using the Character Template Form.

In the case jack\_pine 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? No

Ch	Character Data					
Ch	aracter	Name	Jericho	Pine		
1) 2	2)					

underside

3)

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YE 42 Salvage Giveaway, TC: 14-26, IC: 421-12147-39

4)

YE 42 Salvage Giveaway, TC: 99-53, IC: 3720-9862-141

5)

YE 42 Salvage Giveaway, TC: 41-90, IC: 3747-7887-127

6)

YE 42 Salvage Giveaway, TC: 42-82, IC: 3459-19245-119

7)

YE 42 Salvage Giveaway, TC: 48-18, IC: 873-165-61

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