


# Drew Hammond

Drew Hammond is a [player character](#) played by [waylan16](#).

Drew Hammond	
	
Species:	Nepleslian
Gender:	Male
Age:	35
Height:	5'11" (180cm)
Weight:	155 lbs (70kg)
Organization:	<a href="#">Intelligence and Pacification Group</a>
Occupation:	Demolitions Specialist
Rank:	
Current Placement:	

## Physical Characteristics

- Height: 5'11" (180cm)
- Mass: 155 lbs (70 kg)
- Measurements: N/A

**Build and Skin Color:** Drew has a thin build, somewhat smaller than other Nepleslian males. He is, however, well muscled and is much stronger than his body would imply. He has slightly tanned Caucasian

skin.

**Eyes and Facial Features:** Drew's eyes are almond shaped and golden, simply because of his personal taste and some surgery. The color does not affect his sight at all. Drew has a tapering jaw with some angular lines, and a nose that is crooked from being broken repeatedly.

**Ears:** Drew's ears are normal for a Nepleslian, but they hug his head somewhat closely.

**Hair Color and Style:** Drew has red hair that he keeps in a short buzz cut, because he feels that too much hair is an obstruction. He has no facial hair.

**Distinguishing Features:** Drew has no distinguishing features.

## Psychological Characteristics

**Personality:** Drew has an open personality to most, though he can at times fall into particularly black moods. He is quick to make a friend, but he rarely trusts people and is just as quick to betray people as he is to befriend them. He always has a smile on his face, but this often belies a subtle plot that he is trying to put together in his head. However, if someone can gain his trust, Drew is more than willing to put himself in uncomfortable, even dangerous, positions for them. He often does things impulsively, but has a sense of when something needs to be done.

- **Likes:** Alcohol, B-rated horror movies, impulsiveness, demolitions, and quick wits
- **Dislikes:** Rules, regulations, beurocrats, politicians, and reading.
- **Goals:** To travel the galaxy doing whatever he pleases, making some money along the way.

## History

### Family (or Creators)

Father: Jim Hammond (status unknown) Mother: Anne Hammond (deceased) Stepmother: Tara Lee Hammond (status unknown)

### Pre-RP

Drew was born the son of a factory worker and a secretary. His mother Anne died when he was five from a fever, and after that his father Jim took to heavy drinking. Drew began to resent his father at this point. When Drew was eleven his father married the widow of a Nepleslian Marine. Drew soon grew to hate her as well, and after four years of suffering along under his parent's roof, he abandoned his family, and hasn't given them a second thought since.

After he ran away, Drew stowed away on a cargo freighter and took off into the stars. After a short

journey, the ship arrived on a small shipping colony, and so Drew decided to explore what life was like here. He lived an urchin's life, stealing whatever he could not get by panhandling. He learned how to do many underhanded things during his time here, but after a year he left to find greener pastures.

Drew wound up next on the mining colony of Gardon. He was of working age by this point, and so he got a job with one of the mining companies. He was the one who ran into the small holes, planted explosives, and ran for his life the other way. Drew learned a lot about demolitions in his years here, and he got quite good at his job. However, he soon got bored with this job, but a new opportunity presented itself right away.

A group of hitmen recruited Drew to use him as their demolitions specialist. He gladly accepted, and soon found himself in a whole new world. He quickly got new skills out of necessity, such as how to fight with his fists and how to shoot a gun accurately. He gained a particular proficiency with pistols. Drew also learned how to make new chemicals for certain kinds of demolitions.

Drew kept with this group for many years, completing many jobs and having a little fun along the way. However, one job ended badly for his team when they were trying to assassinate a Neplesian politician, and those that did not die as a result were arrested and handed over to the IPG. Drew expected the worst, but surprisingly enough they offered him clemency in exchange for his services. He immediately agreed, and he now serves Neplesia loyally, more than glad to work for the group that spared his life. The IPG gave him further training into military survival skills and communication so that he could be a more effective operative. They also put him on a training regimen to keep him in top shape.

After his preparation was completed, Drew was told to wait for further instructions. He returned to Neplesian society for a few months, awaiting the call to action. Eventually it arrived, and Drew was given the assignment of becoming part of a black ops unit, though further details were not revealed. He accepted, and is waiting for the missions to begin.

## **Skills**

### **Communication**

Drew is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from other people through headsets, ships, ground vehicles, power armor, and shuttles in both combat and non-combat conditions. He is fluent in Neplesian. He can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. Drew is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

### **Chemistry**

Drew is able to create new chemicals, especially explosives, based on knowledge gained as a freelance hitman. If given the proper time and resources he can make chemicals to suit a variety of tactical applications.

## Demolitions

Drew can identify, manufacture, handle and dispose of explosives. With the proper tools, he can detect and disarm enemy explosives as well. He is quite adept at their application due to years of practice, and is able to create explosives for a wide variety of tactical situations.

## Fighting

Drew received intensive hand-to-hand combat training (primarily focused on disabling and/or killing opponents) and has followed up that knowledge with a rigorous training program. Weapons he is trained in include pistols of all types, with which he is particularly proficient, knives, grenades (and other forms of explosive weaponry) and rifles of all kinds.

## Physical

The training program of the IPG has kept Drew in excellent shape, and he is able to run long distances without tiring and lift loads a good deal heavier than he is. Drew has also received agility training, and so he is exceptionally light on his feet.

## Survival

Drew knows how to survive in hostile environments. He can build shelters, hunt and forage for food, build a fire, etc. Drew can camouflage himself and is familiar with guerrilla warfare tactics.

## Rogue

The year he spent on the shipping colony gave Drew the chance to learn many thieving and sneaking tricks. He is quite adept at stealing things, and can also move very silently if he focuses on keeping himself quiet.

## Inventory

Drew Hammond has the following items:

### Clothing

- White sleeveless working shirt
- Black cargo pants

- Shin height [Combat Boots](#)
- Black leather jacket

Uniform

- N/A

Workout Gear

- Civilian exercise outfit

Weapons

- 2 [Zen Armaments .45 Caliber Pistol](#)
- 1 [Styrling Ripshot](#)

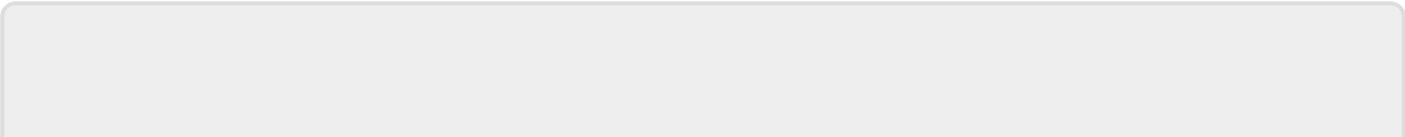
Accessories

- 1 [AwesomeCorp DataJockey](#)
- Black leather wallet, gold plated IPG badge and ID card

Finances

Drew Hammond is currently a in the [Intelligence and Pacification Group](#).

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
5020 DA		980	2 PIP w/ Suppressors
4070 DA		950	1 Styrling Ripshot
Character Data			
Character Name	Drew Hammond		
Character Owner	waylan16		
Character Status	Inactive Player Character		
Nepleslian Personnel Database System			
Career Status		Active Duty	
Branch		IPG	



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