


# Roy S. (Samson) Rotundo

Roy S. (Samson) Rotundo is a [player character](#) played by [Mrmister](#).

Roy S. (Samson) Rotundo	
	
<b>Species:</b>	(Human)
<b>Gender:</b>	Male
<b>Age:</b>	19
<b>Height:</b>	5'8" (1.72 m)
<b>Weight:</b>	160 lbs (72.57 kg)
<b>Organization:</b>	<a href="#">Nepleslian Space Marine Corps</a>
<b>Occupation:</b>	<a href="#">Space Marine</a>
<b>Rank:</b>	PFC (E2)
<b>Current Placement:</b>	

Preferred Plots:

## Physical Characteristics

- Height: 5'8" (1.72 m)
- Mass: 160 lbs (72.57 kg)
- Measurements:

**Build and Skin Color:** Roy is a lean and stocky man with broad shoulders who seems to be packed with muscle and flesh. His somewhat smaller height also adds to his bulkiness, making him seem more packed than a taller man with similar weight and muscle composition. His skin color is a light tan-ish color.

**Eyes and Facial Features:** Roy's eyes are slightly upturned with his eye color being brown hue. His facial features seem to be squarish due to his somewhat stocky build with a slightly sharper chin than others. His nose can be classified as more rectangle shaped though his nose bridge is somewhat thinner.

**Ears:** His ears are that of a normal human with nothing special to it besides his earlobes being detached.

**Hair Color and Style:** Roy's hair is a black and a slight brownish type of color. It is shaved on the sides and back which fades into the top. The top of his hair is short but still long enough to comb his hair the the side which is usually what he prefers.

**Distinguishing Features:** Roy has multiple knife slash scars on his entire left arm with two big scars on his fore arm, one of the top of his forearm and the other on the bottom, signaling that a large knife had punctured clean through the flesh to the other side.

## Psychological Characteristics

**Personality:** Roy is a very grounded type individual ("Down-To-Earth"). He is a very dependable and reliable man who has a kind, honest, and a "good guy" demeanor towards people who he deems worthy of that type of treatment from him. Though Roy is usually patient and tolerant, he can explode into a fury of anger when he finally loses it. Afterwards he tends to hold grudges as well. To his friends Roy can be described as a jovial and charismatic figure who is also insanely stubborn when it comes to morals, values, and beliefs. He is materialistic with the finer things in life and can be possessive because of that. Though he can also be frugal, preferring sometimes to take or buy only what he needs instead of taking excess items. Roy proves to be oblivious at times as well, often missing out on subtle jokes and references.

- **Likes:** "Fancy" atmosphere/things, antiques/collectables, good-natured people, "Gungho" attitudes, security, good food, honor/valor, wealth, motivation/support, jokes he can pick up on, humor
- **Dislikes:** Poverty, fast decision making, mysterious situations, cowardice, lies, dirty atmosphere, worms, selfish people, bad intentions, rotten food, flavorless food, wanna-be's
- **Goals:** Serve honorably in the NSMC

## History

### Family (or Creators)

Mother (DECEASED) - Lara J. (Jane) North

Father (DECEASED) - Elliot B. (Benard) Rotundo

## Pre-RP

Roy was born as a single child into the Independents ("Freemen") social class in YE 18 in Funky City. His mother had worked as an educator and his father had worked as a psychologist. Both of his parents tried their best to instill morals and values into Roy, the same morals and values of which Roy would later live by in life. He was told at a young age how the lower social classes lived, how they went through a constant hell filled with poverty and violence. His parents described to him a very chaotic and filthy place filled with murderous gang members and dirty beggars. This forever became engraved within his mind along with a desire to never fall down to the lowest social classes.

His mother died however shortly after Roy turned seven due to health complications. Due to this, the family suffered financially with Roy's father being forced to work longer and more often. The family soon fell down the social rankings as their financial problems prompted a move to poorer parts. Roy had trouble coping and adjusting to the loss of his mother and the fall of their former life and began to take up fighting. This began to develop into street brawling at thirteen where he fought on a weekly basis for his own entertainment and sometimes prizes. His father however, died when Roy was only sixteen. Roy's father was caught in a shootout between rival gangs and was shot multiple times.

After Roy's father had died, Roy spiraled further down into the Street Men ("Streeters") class alone and survived at first only off of the money he continued to make street brawling at fight rings. He lived off of what little he could make in the massive apartment complexes and streets he wandered in. Roy at one point was attacked by several gang members, receiving the scars he now has on his left arm from using it as a shield against knives. All these events devastated Roy as he was now apart of something he never wanted to be apart of, the lower slum living population. This period marked a dark time for Roy as he sunk down into depression, often become angry and hateful of the people around. He struggled with loneliness and the feeling of helplessness as he constantly found himself fending for himself with little to no help from others.

Roy continued to try and keep his parents' teachings close to his heart however, finding small sparks of motivation from time to time. These small sparks of motivations continuously fueled Roy in his endeavor to survive. Roy was eventually granted a job as a mechanic by an old mechanic who owned his own shop. The old mechanic took him in off the streets and allowed Roy to stay with him as he taught Roy everything he knew. Throughout the months the mechanic took care of Roy as Roy gradually got back up on his feet. To Roy, the old mechanic was almost like a father figure to him. Roy managed to gain enough money to buy himself a crummy apartment space to live in after moving out and thanking the mechanic. Things were starting to turn up for Roy even if it was slow. The old mechanic will always be remembered by Roy as the person who allowed him a chance to unfold and find his footing. Through this Roy felt the need to help and support others just as the old mechanic had done for him.

Turning nineteen, Roy decided that he needed a different way to get out of the slums, enlisting within the NSMC. The NCSM managed to create a new born again Roy as he soon proved himself as a top recruit with vast mental and physical capabilities. He knew what it meant to be an honorable and noble soldier, something he strives to be in order to better himself. Before Roy left to enlist, he went to a local bar owned by a woman named Rosa. There he drank and conversed with Rosa and a few others before confronting presumably a high up old timer gangster and his one goon. Defying the old time gangster

and glassing the goon, Roy left and enlisted immediately after to avoid any further confrontations. Roy now serves within the NCSM, preferring to act with professionalism and hopes to improve himself even further and regain what he used to have when his parents were both still alive.

## **Roleplay**

Service to The Free State

Roy's first assignment or deployment was into Freespacer territory. He is currently serving as one of the three newest Marines at his new unit.

## **Skills**

### **Maintenance and Repair**

Living a life of labor will make Roy a handyman when it comes to fixing things. Roy had taken a job as a mechanic to earn a little more to live on and was taught by one of the older more experienced mechanics. He can repair many things such as vehicles.

### **Fighting**

Becoming a street brawler soon after experiencing trouble after his mother's death and his family's situation, Roy was known for his tenacity and muscle tearing, bone breaking fists. He continued street brawling for money in fight rings alongside his mechanic job until he enlisted in the NSMC. In the NSMC he was further able to hone his fighting abilities through rigorous training of hand to hand combat alongside training for numerous firearms, explosives, and power armors.

### **Humanity**

Roy always held the lessons of his parents dear to his heart. Following the lessons, Roy has attained the determination and tenacity he is known for by the few friends he had during his time in the slums. Psychologically speaking, Roy has a very resilient mind that cannot be easily broken. His mindest isn't the only thing that Roy has however. Though he never had many friends in his young life, Roy always keeps on a warm and inviting face for those that deserve it. Roy cared deeply for his few friends and even acquaintances. He is able to attract many people but carefully picks his friends.

### **Physical**

Though Roy is considered average by the standards of most educational systems he makes up for that through his superior physical abilities. Roy is capable of a range of physical activities including long and

slow endurance runs to explosive and fast sprints. His strength allows him to be more than capable of lifting heavy objects or land a few bone crunching punches if need be. His immunity isn't a joke either as he is able to sustain himself from most sicknesses.

## Survival

After enlisting in the NSMC, Roy was taught a bounty of things. Those things included numerous survival skills, tactics, and techniques to survive in hostile conditions. His already above average resilience was further enhanced by the survival skills. He also knows how to survive on the streets as the latter part of his life have been on the streets.

## Communication

Being trained by the NSMC has its perks as Roy has learned basic communication skills in order to operate radios, hand signals, and various other communication devices and codes.

## Strategy

Roy was taught a plethora of skills in terms of strategy, tactics, and discipline. He is capable of commanding and leading troops if given the opportunity. When not in command, Roy can be a pivotal part of any unit as he strives to operate as one with his teammates. He is able to operate under extreme pressure, recognize vital points, and use military tactics.

## Inventory

Roy S. (Samson) Rotundo has the following items:

### Clothing

#### Uniform

- 2 Pullover shirt, green, with rank patches on shoulder pads and name plate
- 4 [T-Shirts](#), white
- 4 underwear, white
- 2 Khaki cargo pants
- 1 [Beret, green, with flash patch](#)
- 1 [NSMC Field Cap, Type 33](#)
- 1 pair gloves, leather, brown
- 1 pair boots, brown
- 6 pair boot [Socks](#), white

- 1 Belt, dark brown
- 1 [Nepleslian Dress Uniform \(YE 33\)](#) (full outfit with white pistol belt, gloves, pants, and boots)

## Bunkwear

- 2 Tank tops, green, with fleet number on the right chest
- 2 Pairs of ankle length pajama pants, khaki
- 1 Pair of slip-on flexi-shoes, black

## Workout/Swim

- 2 Short-sleeved mocks with fleet number on the right chest, Green
- 2 Work-out shorts, black
- 4 pairs green ankle [Socks](#)
- 1 pair green low-top sneaker shoes
- 1 Pair of trunks, green, fleet number on right leg

## Weapons and Weapon Accessories

- 1 [M3 Assault Rifle](#)
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- 1 Pistol, [Styrling Silver Special .45 Caliber](#), with 2 extra magazines

## Accessories

- 1 pair identification tags, metal, with name and hometown
- 1 [Canteen](#), 1 quart
- 1 [AwesomeCorp DataJockey](#)
- 1 Wallet with the Marine Corps Insignia plated on it.
- Starting pay of: 6000 DA

## Finances

Roy S. (Samson) Rotundo is currently a PFC (E2) in the [Nepleslian Space Marine Corps](#).

Total Savings	Addition	Subtraction	Reason
3000 KS (6000 DA)			Starting Funds/Pay

## OOC Discussion

(First ever created character)

Character Data	
<b>Character Name</b>	Roy Samson Rotundo
<b>Character Owner</b>	<a href="#">Mrmister</a>
<b>Character Status</b>	Inactive Player Character
Nepleslian Personnel Database System	
<b>Career Status</b>	Active Duty
<b>Branch</b>	NSMC
<b>Rank</b>	<a href="#">Private First Class</a>

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