

# Tribal Representative Snider G'rth

Snider is a NPC played by [DocTomoe](#).

Snider G'rth	
	
Species:	Helashio
Gender:	Male
Age:	32
Height:	5'11
Weight:	145
Organization:	Lorath Matriarchy & Helashio Tribal Council
Occupation:	Record Keeper & Tribal Representative
Rank:	Tribal Representative
Current Placement:	NPC in International Relations Conference

Preferred Plots:

## Physical Characteristics

- Height: 5'11
- Mass: 145

- Measurements:

**Build and Skin Color:** 'Average' build, lean muscle mass, trim figure, the sort of body type suited to someone who exercises enough to keep themselves healthy. Skin color is 'lightly tanned' (#e4d2ba)

**Eyes and Facial Features:** Snider possesses a set of wide and alert eyes, with irises one-half inch in diameter, with pupils that are 1/3rd inch in diameter in 'normal light' conditions. Iris color is blue. Facial features are that of an adult male, with a 'strong' jaw structure, the onset of age-lines near the eyes and lips, small freckles due to sun damage, and a smile that allows his teeth to stand quite pronounced in a manner that would best be compared to a Nepleslian television spokesman for dental chewing tobacco.

**Ears:** Typical of a Helashio, animalistic in shape, triangular, perched high on the head. Fuzzy and large.

**Hair Color and Style:** Hair color is pale blonde, shoulder-length, and puffed into a distinctive frizzy mess.

**Distinguishing Features:** Snider is known to wear glasses, thick rimmed, not very flattering for style.

## Psychological Characteristics

**Personality:** Simple and efficient is what Snider's personality can be summed up with. Snider leaves no room for inane matters, is driven on remaining focused on a task, and finds a sense of satisfaction by merely having a purpose.

- **Likes:** Books, pens, paper, photographs, music, paintings. In short; Snider's passion is art and communication.
- **Dislikes:** Ignorance, stubbornness, foolishness, and sloppy behavior.
- **Goals:** Simply to serve a purpose.

## History

### Family (or Creators)

Bred in a Lorath cloning facility. Formerly owned by unnamed Lorath librarian up to YE 29.

### Pre-RP

Snider is a simple Helashio, with simple aspirations.

Upon being offered freedom in YE 29, Snider elected to end his obligated service to the Lorath librarian which he served as an assistant to. Upon leaving service, Snider was posed with a problem; he had no real sense of what to do with his life after becoming free. It was a depressing matter for him; enough of one to lead him into a self-destructive spiral which left him homeless and suicidal. Upon being found

wandering in traffic, the Lorath Matriarchy's social services division placed Snider in career counseling and cultural rehabilitation.

After one year of rehabilitation and education, Snider came to terms with something; he was happy doing what he was doing before being free, but, he was happy doing it not as a service, but for the merit of the task in itself. Job placement for Snider was difficult, until an opening was presented as a 'Cultural Liaison' between the Lorath Matriarchy and one of the many Helashio tribal groups which comprised the Helashio society. Upon assignment, Snider's job was simple; relay information about cultural sensitivities between the Lorath and the Helashio; this included matters of art, speech, religion, anything that could be considered 'offensive' if misinterpreted.

As assignments continued to pile onto Snider, he kept on the job, with a remarkable degree of success not only in relaying information, but also mitigating damages brought on by misunderstandings. His work was impressive enough to have grabbed the attention of both the Matriarchy and the Helashio tribal council; and through a degree of manipulation on the part of both groups, Snider was officially assigned as a Tribal Representative; a mouthpiece for the Helashio in regard to Matriarchy affairs, and a receptive ear for Matriarchy demands and pressures. For Snider, it was a pleasure to be assigned to such a position; to be immersed in the mindsets and perspectives of both groups, and that was enough to give him every ambition to do his job to its fullest.

## **Skills**

### **Art and Vocations**

Snider, through a combination of forced education, and elective education, has developed a wide range of art appreciation, and for rehabilitative purposes Snider has taken to expressing his own views on art and expression. Snider's cultural span of artistic knowledge spans not only Lorath and Helashio arts, but also art of the Nepleslians, Yamataians, Phodians, Elysians, and he is currently in the process of learning more about Abwehran and Free Spacer art forms, with an additional dabbling in a variety of arts from assorted species.

### **Communications**

Originally taught how to speak, read, and write through implanted memories during gestation, Snider is absolutely fluent in Lorath in its full range, as well as Helashio tribal languages. Snider further expanded his range of communication by opting in for implanted education during his rehabilitation, teaching him the use of communication hardware and software, as well as languages used by Nepleslians, Yamataians, Abwehrans, and Elysians. Snider has also opted to have a cybernetic device implanted into his ear canal which actively translates dialects which he is unfamiliar with.

### **Leadership**

A practiced skill that Snider developed, Snider has learned how to speak before groups in a manner

which aids in directing thoughts, discussion, and action in an intended direction. Snider developed this skill by handling discourse between Helashio tribal groups, which often had little to no concept of what a genuine leadership structure entailed.

## Knowledge

Through engineered breeding, the use of cybernetic implants, and firm dedication; Snider has developed an excellent capability for information retention and recall. Gifted with a eidetic memory, Snider can actively recall any information he has been exposed to, and furthermore, Snider uses his cybernetic interface to maintain his information accuracy.

## Humanities

Through both experience and education, Snider has developed a wide understanding of humanities. From the education given during his rehabilitation which taught him valuable 'life skills and insights', to the training he received to be a tribal representative and cultural liaison, Snider has developed a firm understanding of what it is to 'live'.

## Inventory

Snider has the following items:

## Finances

Snider is currently a Tribal Representative in the Lorath Matriarchy & Helashio Tribal Council.

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds

## OOO Discussion

Representative for IRC plot.

Character Data	
Character Name	Tribal Representative Snider G'rth
Character Owner	<a href="#">DocTomoe</a>
Character Status	NPC Available for GM or FM use

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