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Five Ping

Five Ping is a player character played by Samanthia.



Physical Characteristics

Height: 5' 5" / 165cmMass: 45kg (99lbs)

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• Measurements: 35C-21-35

Build and Skin Color: Standard Neko body average in height, skin is a dark sandy brown color.

Eyes and Facial Features: Dark bluish-purple almond shaped eyes with a slightly wide nostrils on a button like nose that's been broken several times.

Ears: Neko style cat ears with light brown fur covering. One ear with a small chunk missing.

Hair Color and Style: long dark brown hair fading to a lighter brown highlights near the tips. The hair is to mid-back when worn loose. When on duty, it is tied back into a ponytail, either hangs free or tucked under shirt to hang between undergarment and outer uniform shirt, depending on the duty assignment.

Distinguishing Features: She has three fingers instead of the usual four. Unusually larger iris in the eyes. Being average is her distinguishing attribute and lighting of her hair near the tips. Ear fur a lighter shade which makes them stand out and look larger than they are.

Psychological Characteristics

Personality: Five is quiet and tends to move in the same manner, yet with confidence in her-self and abilities. She is soft spoken and very alert of her surroundings. She is curious with a sense of caution. She deals with others with respect for who they are. At first glance or encounter, she seams to be cold or a bit aloof with a tough facade of her previous occupation of a peace officer. She is loyal to those of her team, ship crew, friends that have earned her trust. She likes to do a lot of research in how to be more effective in her chosen field of expertise of EOD and Infantry tactics. Also do research in what ever catches her interest. She doesn't make friends easily once they find out she was part of the failed rebellion of the UOC and its Para-military branch Peacekeeping Forces.

- **Likes:** quiet places, books, working out, good foods properly cooked. Things that explode with a loud noise, challenges, Teamwork. Neat with the "lived in" look. Soft misting rain.
- **Dislikes:** People who snoop in what she considers her business and/or past, intoxicated people. Slavery, Mistreatment of people. Quitters. Mish, heavily spicy foods
- **Goals:** To find a steady work and able to retire and live comfortably in her retirement years doing things she likes to do.

Pre-RP

YE29 - YE 31:: During the years of conflict between the UOC and Yamataian; Ping, Five's transport she was on gotten intercepted and ambushed by UOCPF while enroute to her new assignment. She was wounded badly and given medical aid by the UOCPF while they fled from what remained of the SAOY

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Transport. She was placed in a Prison Work Camp to be exchanged later after the skirmishes to gain UOCPF Independance from Yamatai Star Empire. She was assigned to a mining workcamp to extract ores from the planet by setting up demolations to blast the ore laden rocks to get to ores needed to maintain demands for the mineral wealth. She learned in becoming a Demolation Expert in the use of explosive and all of the nuaces under careful tutelege by her Overseers and various other skill in surviving the harsh environment that was imposed on her to maintain her health and sanity by adapting to her surrounding by learning how to survive in a harsh environment of the Prisoner Work Camps amongst the criminals and other nefarious elements of the UOC community.

YE31-YE35.7:: Several years had past, Five forgotten about her rejoining and giving up the hope of being reunited with Yamataian Star Empire as she rose in status amongs her peers and Overseers. Biding her time till a fatefull day that United Outer Colonies Peacekeeping Forces needed troops to man their ships to ever growing threat of Raiders and the Second Mishhuvurthyar War (Y31 - Y36). Which caused the demise of the OUC and PF in the year of YE33. With Rogue UOCPF ships carried on the war against pirates and small supports ships of the Mishhuvurthayers.

YE35.7 - Current:: Her ship, she was assigned to finally got scraped as the damages finally grounded the ship. She worked freelance to survive moving from one job to the next as they either replaced her or the ship gotten scrapped due to the cost. She would move on to the next job whether it be spaceship duty or what ever she could get to survive while being stuck on planet.

Title	Urls	Notes	
Assyer Ship	http://stararmy.com/wiki/doku.php?id=origin:assayer		
Character Submission	http://stararmy.com/roleplay-forum/index.php?threads/origin-oif-salvation-ping-five.17157/	approved	
OIF Salvation	http://stararmy.com/wiki/doku.php?id=plot:oif_salvation	Wiki	
[OIF Salvation] One small step (Ep. 0)	http://stararmy.com/roleplay-forum/index.php?threads/oif-salvation-one-small-step-ep-0.17218/#post-25	5842	
[OIF Salvation] Getting their feet wet (Ep. 1)	http://stararmy.com/roleplay-forum/index.php?threads/oif-salvation-getting-their-feet-wet-ep-1.17322/#post-257518		
[OIF Salvation] Renewal (Ep. 2)	https://stararmy.com/roleplay-forum/index.php?threads/oif-salvation-renewal-ep-2.34969/		

Skills

Communication	(proficiency in communication; writing and speaking, Includes cryptography)
	Languages: Yamataian; Adwehran; Nepleslaian;
Fighting	(Martial arts, power armor, hand-to-hand combat, weapons)
Demolitions	(explosives identification, manufacture, handling, disposal)
Engineering	(designing and building something)
Domestic	(Includes things like laundry, basic cooking, cleaning, infant care)

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Rogue	(Pick-pocketing, pick locks, sleight of hand, "streetwise," seduction)
Technology Operation	(Computers and networking, nodal system)

Communications:

Five learned the nuances in communication frequency and devices to remotely set off explosives, and other communication skills as writing, speech, and cryptography in her job as UOCPF.

Rogue:

Takes a rogue to catch a rogue so she improved the rogue skills of picking locks, sleight of hand for pick-pocketing. A bit of seduction to charm her way into a more favorable position, she had learned while in the Mining Camps as an indentured worker to survive and improve her situation. Wisdom to blend in with the crowd to avoid unpleasant situations.

Fighting:

She learned street fighting defend her meager belongings the best way she knew how. Excelled in knife fighting while combining some Rogue skills with it. Other weapons re-enforced with UOCPF training. She was taught Advance Martial Arts by both Civilian Instructors and UOCPF.

Engineering:

With a good knowledge base, she kept her gear and worked as damage control aboard the UOCPF Privateer ship. Learned basic engineering techniques such as welding,

Survival and Military:

It came in very handy while an Indentured Employee of the Mining Consortium to improve her chances at a healthier life and out on assignments with the UOCPF. Learning to recognize edible plants and how to purify water, Fire making with assistance of matches (not by rubbing two sticks together) and bank it for the night to keep the embers going during sleep. Basic first aid to stabilize the wound to prevent infection and worsening of the injury. Keep warm in a cold environment and construction of basic shelter.

Demolitions:

She learned more in-depth explosives identification, manufacture, handling, disposal while with the UOCPF, Privateer. Became very good at explosives while working as a Demolition Expert as a hard rock

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miner.To build explosive to do what she wanted them to do, and defuse sophisticated bombs of others. And the necessary gear to either camouflage the devise, or make it more effective and set up remote C & C to explosives.

Technology Operation:

CAD development of explosive devices, research info bases to compare explosive devices and their maker's MO. Networking with other departmental sections about the sector to help track down criminals who use explosives in their criminal activities. Basic equipment maintenance, Ship Damage Control.

Domestic

While living on her own, she learned the hard way to cook her own meals. It was more sanitary to keep her place, clothing clean and bug free while as an Indentured Worker. It came in handy to present a clean appearance when she became a Peace Officer to deal with the public and peers.

Gear

OUCPF Issue: Cargo Crate:

United Outer Colonies Peacekeeping Forces

Uniforms and Clothing

(2) – Full Peacekeeper Uniforms and Accessories. (0) – light-purple or dark purple cotton undershirts, UOC logo printed on the back. (5) – dark-purple double string-bikini and brief-style panties (female). (10) – pairs of water-proof Socks. (2) - extra Peacekeeper Jacket Both long sleeve and short sleeve variant (2) – extra uniform pants: synthetic leather pants with reinforced and padded knees and seat with cargo style pockets. (1) - A dark gray leather duty belt with a front clasping gold plated buckle is worn with assorted gray leather pouches for various things (i.e. handcuffs; extra magazine pouches; flashlight; other non-lethal deterrents). (1) – bikini (female)

Outdoor Clothing

(1) – black rain poncho with the UOC logo printed on the front left chest. (1) – extreme cold-weather jacket, with gloves and headband/hat. (1) – pair of leather boat shoes. (2) – pairs of sandals. (female version). (1) – pair of insulated winter boots. (1) – pair of dress shoes (female version). (1) – khaki-colored outdoor hat.

Weapons

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(1) Mugen Armories E1 Energy Pistol (4) BR-E1a battery magazine (1) black leather leg drop holster

Grooming Supplies

(1) - container of Cleansing Ointment. (1) - bottle of shampoo (1) - bottle liquid body soap (1) - stick of deodorant (1) - toothbrush (1) - tube of toothpaste (2) - washcloths, black (2) - towels, black (1) - 4oz Container of moisture absorbing powder (1) - make-up kit (1) - manicure kit (1) - hair brush

Other Gear

(2) – UOCPF Standard Issue Flashlights with replacement batteries (2) and tubes (1). (1) – Printed copy of the Peacekeeper Charter of YE 30 on waterproof paper. (2) – Peacekeeper Pocket Medikit (1) – Peacekeeper Personal Communicator: Armlet variant (2) - Peacekeeper Survival Kit

Additional Gear

EOD TOOL KIT

- 3 different size adjustable wrenches
- screwdriver set
- half full plasma torch(for welding)
- 4 rolls of Duct tape: Black, grey, white, red
- 1 roll electrician tape: Black
- pocket knife with 4 assorted blades
- Electric Notepad w/stylist
- Laptop computer w/Wireless Network Connection

Personal Items

- *3 knee length skirts (red, dark blue, dark yellow) *3 blouses (short sleeve; white, light blue, light yellow) *1 piece swimsuit (fuchsia) *2 pr of 2 inch high heels (black, red) *clutch purse with shoulder strap (very dark blue) *1 pair of comfortable fuzzy slippers in blue *2 mechanic Coveralls * Zen Armaments .357 Pistol plus 2 magazines and 4 Boxes of 30 Rounds .357 rounds
- •An exceedingly comfortable and personalized brown bomber jacket, with a soft rabbit fur collar. The jackets also have a removable name badge on the front left breast and several embroidered patches are sewn onto it from the Blue Flower, UOCPF
- •A fur comforter blanket with silk lining.

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Finances

Five Ping is currently a contracted employee / crew in the OIF Salvation.

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds
3000 KS*		2579 KS	Personal clothing / items
421 KS			Current

Footnote: * reference to currency used : earns 150ks/week

Character Data		
Character Name	Five Ping	
Character Owner	Samanthia	
Character Status	Inactive Player Character	

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