# **Alice Ward**

#### Alice Ward is a player character played by anno\_nano.



Alice Ward	
Rank:	Santo Hei
Current Placement:	YSS Koun

## **Physical Description**

Standing at a slightly under average height of 5'3", Alice's physique is what could be described as bog standard average; healthy and unremarkable with a few curves. Her hair grows out as a bright orange, the result of some minor cosmetic work she had done back in university and decided to keep; it's about mid back length and usually left unstyled in a slightly unruly mess behind her, although she does straighten it when necessary. Her eyes were naturally a slightly muddy green colour, although her current ones are cybernetic replacements that are a bright green and glow slightly when using any of their functions. She has a pretty face with a mole under her left eye.

Although not a "part" of her, she is seldom seen without her other cybernetics, a pair of large teal coloured lenses on a short robotic arm mounted above her ears. Their resting position is atop her head, although with a thought she can swivel them down to use their multitude of diagnostic and scanning tools while working.

### Personality

Alice typically has a friendly and bubbly personality, though she can get a lot more animated when in a panic or talking about a topic she has an interest in. She's perfectly happy on her own but does enjoy the company of others, even if it's just sitting quietly watching a film or something. While she does seem to complain about work a lot, especially while drinking, she does enjoy her job and wouldn't trade it for anything. A habit she slips into while thinking or while nervous is to fiddle with a stray strand of hair, coiling and uncoiling it around her fingers unconsciously.

She's quite sociable and can get along with anyone, having a good collection of friends and drinking buddies back home from her time in university and working as a freelance engineer. However she isn't much for overly prim and proper people, something that might not be conducive to mixing with some of the top brass in the Star Army; a reason she tries to turn down more formal dinners and events when she can. She does dress rather casually, preferring comfort over style.

Having been born and raised in Ternifac on Yamatai and having never left the huge metropolis, let alone the planet, she has a fair amount of anxiety about being so far from home; something that still worries her deep down even after deciding to sign up to try and get rid of that fear. She does push it deep down most of the time, but there are moments when she's alone that she lets that aura of self confidence slip and she worries that she's completely out of her depth.

### History

Alice Ward was born in YE 20 in the city of Ternifac, Yamatai (Planet).

Born to two parents who emigrated from Nepleslia, Alice has always had a connection to Nepleslia despite being a full citizen of Yamatai. Thanks to her father working for a small appliance repair shop, she spent a lot of her childhood hanging around there when she wasn't supposed to and bothering the staff with all kinds of questions; that to their credit, they would all too happily answer rather than just kick the little annoyance out. It's this that she credits with her interest in engineering and technology. Indeed, her grades in those areas were excellent all through school, although her teachers found it... Difficult to get much work out of her for subjects she was less interested in.

As soon as she graduated she already knew that she'd go to university for an engineering degree, while her parents never had much money she managed to get a spot in a top school thanks to a scholarship. While at first she struggled to fit in with her more "upper class" peers, she eventually found her place and made quite a few good friends as well as excellent grades in her classes.

Upon leaving the education system Alice got a job as a freelance engineer, doing work on independent ships where the captains either couldn't afford corporate repair firms or were involved in work that they wouldn't want any authorities finding out about, such as Smuggling. While she didn't make much money and didn't have access to good equipment or supplies, something she doesn't have to worry about as a member of the Army, it has given her excellent improvisation skills. After all, in the depths of space if you've ran out of a particular replacement part it's a good skill to know which parts you can bodge together and which you can't.

After a few years of her parents trying hard to encourage her to look for more stable work in the Star Army or at a corporate firm, Alice decided to enlist which leads her to where she is today despite her anxiety about going off world.

#### **Skills Learned**

Optional section. Alice Ward has the following notable skills:

- Star Army Common Skills
- The repair of Subsystems, Equipment and Gear.
- Making mission-specific modifications at the request of their Captain.
- Especially skilled in "jury rigged" repairs using non standard parts and substitutions thanks to her time freelancing.
- Has an understanding of PANTHEON and its hierarchy of systems.

### **Social Connections**

CHARACTER name is connected to:

- Gregori Ward (Father)
- Gabriella Ward (Mother)

#### **Inventory & Finance**

Alice Ward has the Star Army Standard Issue Items.

Alongside her standard issue equipment, Alice has:

\* A pair of cybernetic replacement eyes, they come with a HUD that replaces the need for a phone or separate tablet to have schematics pulled up on and have a zoom function. They glow with a dim light while being actively used for functions other than regular human level sight.

\* A pair of cybernetic lenses. Thick heavy frames around a teal tinted lens, they are mounted on small robotic arms that connect to her head just above her ears that allow her to move them to rest atop her head or in front of her eyes for use. They are packed full of high quality scanning and diagnostic equipment, alongside filters to allow vision outside of the visible spectrum of light; replacing the need to carry around cumbersome handheld diagnostic equipment.

\* An EM-J5 Flying Assistant Robot Series (FARS) customised to her preferences to assist with repair work.

Alice currently has 2750 KS.

#### **OOC Information**

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In the case Anno nano becomes inactive:

- Can this character be used as an NPC by a GM or FM? NO
- Can this character be adopted after I've been gone for a year? NO

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