

Alice Mason

Alice Mason was a former [United Outer Colonies Peacekeeper](#) medic assigned to the [UCS Zenpyou](#). Alice was 1 of 100 survivors of the [YE 32-YE 34 Mayer Station](#) incident that was rescued by the [YSS Aeon](#) in [YE 34](#). After her rescue and when given the option to re-enlist with Yamatai or do something else, she decided to join the [Scientific Studies Service \(SSS\)](#) and later served on the [Journeyman 3](#). She was a [player character](#) played by [ShotJon](#).

Alice Mason	
Species:	Jiyuuian
Gender:	Female
Age:	23
Zodiac Sign:	Pisces
Height:	5' 9
Weight:	157
Bra Size:	B
Organization:	Scientific Studies Service (SSS)
Occupation:	Medical
Rank:	 GS-05
Current Placement:	Journeyman 3
Service Record:	

Physical Characteristics

- Height: 5' 9 (175 cm)
- Mass: 137 (62 kg)
- Measurements:
- Bra Size: B
- **Build and Skin Colour:** Caucasian, athletic body build, fair skin. Her skinny body also doesn't make her feel very attractive.
- **Facial Features and Eye Colour:** Small nose, thin lips, deep-set brown eyes, curved eyebrows.
- **Hair Colour and Style:** Short hair, ends under her ears, looks a little like bob-cut, light brown hair.
- **Distinguishing Features:** Even though her hair is brown her eyebrows are black.

Psychological Characteristics

Personality: Alice is very excited about her military life. She is respectful of authorities and hopes to serve well. She is not uptight and has a sense of humour, but she knows when to keep her mouth shut. She is somewhat tomboyish and physical. Otherwise she likes to keep her feelings to herself. When it comes to her profession she is serious about it and will always tell you "Work first, fun later." Resolve is

something she really doesn't miss, what she fails at are people skills. She is not good at reading people and can be quite shy when conversation gets a little hot.

That all changed after she spent almost two years trapped on space station filled with NMX. She and handful of others were only people fit to care for bunch civvies and ill personal. Hiding and fighting for life made Alice to mature. She is no longer so happy go lucky, neither is she so focused on military life. She had enough of war and killing. Alice just wants to do something good and started focusing on medicine.

It also brought darker thing into her life. She suffers from nightmares from the time on the station. Since then she also always carry a gun if she can. It caused mild paranoia. Alice also has slight phobia of parasites and acts aggressively when there is chance of encountering them.

Likes: Military life, guns, good jokes, swimming **Dislikes:** Boredom, sweets, to been looked down upon because she is woman, army cuisine, NMX, War **Goals:** Alice wants to become good doctor and be helpful. She wants to do something meaningful in her life.

History

Family (or Creators)

Mother: Joana Mason, age 50, status unknown Father: Jack Mason, age 54, status unknown

Pre-RP

Alice was born an only-child. Her mother tried to raise her as proper girl, teaching her housework and hoping to get steady job, nice husband and bring her a lot of grandchildren but Alice didn't live up to her expectations. Alice was always very tomboyish girl, getting a feel for sports mainly swimming. Alice wasn't stupid but she would rather go running than hitting the books. Her father was engineer and armorer. His specialty was personal arms. To his happiness she picked upped after him and got quite fond of firearms. He hoped for her to go on college and study to be like him, but to his disappointment she went in her grandfather steps and joined The United Outer Colonies Peacekeeping Forces. She was very enthusiastic as she joined marine corps and did her best at boot camp. She met with some bullying, but she didn't let that to steal her resolve and went through. She doesn't have much ambition in the army now she just intend to do her best in her service.

UCS Zenpyou

Mission 1: Blackened Wings Alice was assigned to UCS Zenpyou, an Asuka class scout which was currently on the mission near one of the colonies. Colony was in Miyamae System. When Alice arrived Zenpyou just shrugged of an attack from at the time unknown enemy. Immediately after her arrival Alice was put to work with technician named Adrian. Both helped in storage idea using Tenshi armour and their strength. They were later sent to repair a crane revealing that few attackers were still on Zenpyu trying to disable the ship. Alice managed to subdue one of attacker and was sent to search ventilation ducts.

Alice found another assailant there. It was young girl, but she was heavily hurt. Alice carried her out of the duct and let security team carry her to ship infirmary. Last attacked was subdued in one of the storage areas. She began to fire at Zenpyou crew. Alice happened to close by and get there in time to surprise the woman and shoot her. Girl found in ventilation was found to be one of the Baras family. A merchant clan that was behind attacks on Zenpyou proclaiming that colonists killed daughter of clan-head. In the end Zenpyou resolved it through diplomacy and detective work. Peacekeeper found proof about one of the colonists being the murderer. Whole colony tried to cover that up to make Peacekeepers fight Baras who seeked revenge. Luckily Zenpyou crew persuaded Baras clan that murdered will be punished by law.

Mission 2: Containment Zenpyou returned to Mayer station for repairs and some liberty call. Alice was enjoying that very much with Rokken, Adrian and new recruit named Kenshin Chikai. Upon hearing about some unrest Alice and other decided to return to ship. Hangar closed behind them so they boarded Zenpyou. It was completely depowered and deserted. Small team donned their armour and began to search the ship. They didn't find anything until one of the crewmembers showed up and attacked the team. He was killed in self defense and taken to medical. Scan showed that there was a NMX parasite in him. Team also found and rescued cadet Kobayashi and later even Commander Fleming and two other hurt crew members. When they safely got to infirmary, tames scanners went crazy. Team got ready for battle when suddenly two hurt crewmember started chaotically mutating.

Meeting the YSS Aeon

Alice and others were forced to stay on Mayer station for months after they sealed the Zenpyou and moved to station to link with other surviving people. They managed to form a small group of survivors and hide. After few months Yamataian scout ship appeared, inserted infantry team and engaged NMX forces in combat. Alice and others managed to get in contact with yamataians and moved to meet up with them.

Peacekeepers had to deal with few PAs along the way, until they got the terminal and backed Yamataian infantry in heavy firefight with few NMX Ripper and one Render while Kenshin was hacking the doors towards the hangars. As soon as doors were open people were starting moving towards the Zenpyou. Ship was still intact and sealed and Kenshin was able to boot it up, while Alice held the doors open until everyone was on their way towards the Zen. While sealing the doors, Alice noticed more enemy silhouettes in the Terminal, but Yammies sealed the passage with explosives. Right after boarding the ship Alice started treating wounded civvies and prisoners that Yammies took.

Joining the Scientific Studies Service

Alice would hardly want to have anything else to do with war after her experience. She discussed what next with Kenshin Chikai, her fellow peacekeeper and comrade in arm. They both agreed to not join any of the military organisations. They both then decided to join Scientific Studies Service. Alice wanted to become better doctor, she wanted heal rather than fight and this organisation was perfect. She learned a lot there.

After some time SSS started a special exploration missions called Journeymen. Small teams in small ship

looking what is new in universe. Alice became interested and joined in. She is currently medical specialist in SSS Journeyman 3.

Skills

Physical

Alice had always knack for training. She always loved moving around. Athletics were always important to her. She thought that to stay fit is important. Although you couldn't find her jumping around and making somersaults she is good runner and very experienced swimmer.

Domestic

Her mothers trying to raise her like a proper girl unluckly had an affect and something stayed in her head. She is average cook, and knows how keep her place tidy.

Humanities

If Alice is supposed to be an peacekeeper, she had to know something about peace and how to maintain. In boot camp she received instructions about basic diplomacy and psychology. She should be capable to negotiate although she is not very confident about her skills.

Fighting

Every marine has to know the art of battle. Alice knows this and embraces it. Whether its martial arts, knives or shooting guns, she tries her best. In the while she became quite skilled marksman, and thanks to her father she knows how her guns works and is able to do some field repairs if needed. Training taught her how to operate an power armor.

Alice spent two years stuck on Station filled with NMX. She and her comrade fought often and usually for survival. She got more experience than she ever wanted with Power Armour, hand held weaponry and blades.

Medical

When you get hit you need to patch up to not bleed to death. Every soldier knows that and where there is no medic at hand you have to do it yourself. First aid is as needed military skills as shooting.

Alex got first hand experience in treating gun and slash wounds, during her time trapped on Station full of NMX. She also worked a lot with medication and had to do a lot with less. She knows how to treat

infection well. After she escaped from the station, she enhanced her medical knowledge. She is currently studying to become doctor, while operating in SSS.

Communication

Infantry training contained communication works too. And it can be handy to know how to radio for extraction if things get too hot. Although that is as much as what Alice is capable of.

Technology Operation

Boot camp learned Alice basic computer operations. After joining SSS, Alice started getting more skilled in using computers. She started learning more about sustaining and breaking firewalls.

Inventory

Uniforms and Clothing

- (1) - Peacekeeper Uniforms.
- (1) - light-purple or dark purple cotton undershirts, UOC logo printed on the back.
- (1) - dark-purple double string-bikini or brief-style panties (female).
- (1) - pairs of water-proof [Socks](#).

SSS Uniform

- 3 [Tansaku Uniform](#)
- 3 Sleeveless [T-Shirts](#), in [Division color](#)
- 1 Utility vests
- 1 Fabric belts
- 1 Fabric caps with bill and [SSS Logo](#)
- 1 pair of safety boots
- 1 pair of leather boots

Uniform insignia

- [SSS Logo](#).
- [Rank Pin](#)
- [Ship or Expedition patch](#)

Undergarments

- 4 Grey panties (Cotton)
- 4 Grey bras (Cotton)
- 6 pair of white boot [Socks](#)

Exercise clothes

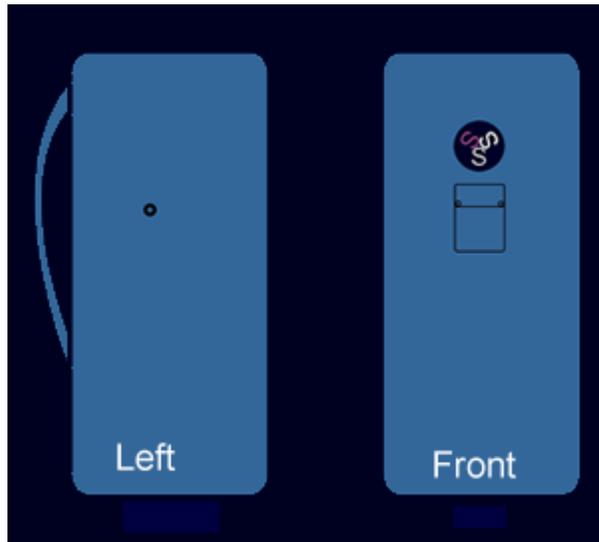
- 2 Black [T-Shirts](#) (Cotton) with [SSS Logo](#)
- 2 Grey workout shorts
- 1 pair athletic shoes
 - 1 Martial arts workout ensemble
 - 1 [Uwagi](#) (jacket)
 - 1 Zubon (trousers)
 - 1 [Obi \(sash\)](#) in [Division color](#)

Weather Gear

- 1 Hooded raincoat, blue
- 1 Windbreaker, blue
- 1 Winter coat
- 2 Pair thermal gloves

Equipment

- 1 [SSS Standard Hygiene Kit](#)
- 1 [EM-G11 "Explorer" Field Communicator](#)
- 1 Survival knife w/sheath
- 1 [EM-G9-1A Basic Flashlight](#) after YE 33
- 1 [EM-G8 Type 33 Datapad](#)
- 1 [EM-G16-2a First Aid Kit](#)
- 1 [Canteen](#) 1 liter with insulated
- 1 Waterproof canvas duffle bag, blue with [SSS Logo](#)



Weapons

- (1) [Mugen Armories E1 Energy Pistol](#)
- (4) BR-E1a battery magazine
- (1) black leather leg drop holster
- (1) [Zen Armaments 'Little Killer'](#)
- (1) black leather holdout ankle holster
- (1) [Sitanin Zbrojovka Model 79](#)
 - PD version, used, 10mm only, three magazines, wooden grips.
- (1) [NovaCorp Xaser Assault Rifle \(XAR\)](#)
 - 6 BU-P50R batteries + recharger, Red-dot sight

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.
- (1) - [Peacekeeper Personal Communicator](#)
- (1) [Chrome Egg](#)
- (1) [Liquid Bandage](#) Megatube

Finances

Alice has a SSS [KS Card](#) to access her bank account. she is a [GS-05](#) and receives a salary of 250 [KS](#) a week.



- 1 SSS [KS Card](#)

Total Savings	Addition	Subtraction	Reason
2000 KS			Starting Funds
225 KS		1785	Bought personal equipment
5225 KS	5000		received recruitment bonus

Character Data	
Character Name	Alice Mason
Character Owner	ShotJon
Character Status	Inactive Player Character
Approval Thread URL	starmy.com/...

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