

Duncan Whitaker

Duncan Whitaker is a [player character](#) played by [Whitehart](#).

Duncan Whitaker



Species:	Nepleslian
Gender:	male
Age:	YE 10
Height:	6'5" (1.95 m)
Weight:	276 ibs (125kg)

Duncan Whitaker	
Organization:	Independent
Occupation:	Light hearted Mercenary
Current Placement:	
Theme:	Have a Nice Day

Physical Characteristics

- Height: 6'5" (1.95 m)
- Mass: 276 lbs (125kg)

Build and Skin Color: Duncan is very well built¹⁾ and shows his devotion to exerise. He works hard to keep himself in overall peak performance. He is tan though not noticeably dark.

Eyes and Facial Features: Duncan has blue eyes that sit open wide on his nose and portray a sparkle of confidence and ease. Though he has been through alot you can start to see laugh lines forming on his rugged square jaw.

Ears: His ears are normal save for the slight cauliflowering from his years fighting.

Hair Color and Style: Duncan has thick brown hair with no sign of thinning that he keeps styled in a faux hawk fashion. He prefers to stay clean shaven though sometimes lets it stubble over when he is on a job.

Distinguishing Features: It's easy to see that Duncan has broken his nose multiple times though this doesn't take away from his overall looks. Due to the many injuries sustained over the years he stands with an absent minded lean to his right.

- Bounty 3.1: Duncan had a replica of a shredded Durandium plate tattooed onto his upper back to honor its service in keeping him alive.
- Bounty 4: Duncan added a flame tattoo to the left side of his neck from his collar bone up to behind his ear to remind him of his close call with flames.

Psychological Characteristics

Personality: Regardless of Duncan's past, he has still found it within himself to keep his faith in people. Duncan is mostly described as easy going yet a little naive. He cares about people and their opinions of him. He wants to make this world a better place.

Given his life he has grown to have a strong sometimes violent reaction to certain activities, namely slavery and abuse. Especially that of a child. He is also sensitive to situations involving lies or manipulation. Sometimes it is a necessary tactic in the case of interrogations or intimidations. He believes that as long as the end result is another bad guy off the streets its worth it but lieing just for the sake of it is just wrong.

His affection for children and especially orphans makes it apparent that at the end of the day Duncan is still human. He volunteers frequently to work with troubled youths or to teach self defense to minors. He instills in them the values of violence as a last resort.

Duncan is a very loyal man. He believes that loyalty and friendship can overcome any situation. He knows he doesn't have much of a knack for leadership so he devotes himself to being the perfect follower. "Every General needs a soldier," is his motto when it comes to teamwork. While in the past his sense of loyalty blinded him to many bad situations he let's it roll off him and moves forward.

He chose to put himself into Bounty Hunting over Law Enforcement because he wanted to actively get out there and make the universe safe for all those kids, all those orphans growing up. Law Enforcement has its place and he respects them for it but they are much too reactionary for Duncan.

- **Likes:** Gambling, Winning, Brawling, Volunteering
- **Dislikes:** Manipulation, Abuse, Losing, Subversion, Slavery
- **Goals:** Duncan hopes to one day be a legend. He has dreamt this from the moment he started fighting. he wants his name to go down in history as being a great fighter, in the ring or as a warrior.

History

Family

- Director Benjamin Truman (Mentor)
- Natasha Whitaker (Mother/Deceased)
- Jacob Whitaker (Father)
- Leta Whitaker (Younger Sister)

Pre-RP

Duncan grew up an orphan under the tutelage of Director Truman never knowing his family. It was apparent from an early age that Duncan was going to be a fighter. Always active, always fighting and never backing down from a challenge. Truman saw this as an opportunity and proceeded to teach Duncan about boxing, wrestling and martial arts. To Duncan this was like having a father in his life and he did all he could to please Truman. Unknown by Duncan he was being placed into fights at 15 and was making money for Truman illegally. This went on until Duncan turned 19 and saw Truman taking money after a fight. When questioned Truman told some lies but Duncan saw right through them and left after beating Truman to unconsciousness.

For the first time Duncan was truly alone. No friends, no family, no home and no money. He turned to the one thing he knew, fighting. He signed on to a security detail at 20 years old and went on to learn the basics of firearm use and defense in a team setting. His trainers were amazed that along with his physical prowess Duncan was a perfect team player, looking out for his fellows and following orders very well.

Like most things thus far in Duncan's life while it looked good it all fell apart a few years later. At the age of 25 Duncan had a healthy hard working career with the security force of a Dinest inc. Duncan fell witness to yet more corruption. As far as he knew he was transporting individuals tasked for rehabilitation in Dinest's mine. Though he was able to overhear the taskmaster that they were in fact trafficked slaves that they didn't have to pay and no one would miss. This drove Duncan into a fury at being manipulated yet again and also being made unwittingly into a slaver. Duncan did all he could to free those people but he was vastly outnumbered and quickly taken down and dropped off at the next docking station only due to his past hard work.

Furious at so many things in his short life he decided to change his life for himself. He went out and equipped himself as best he could and set himself to being on the right side from then on. While mercenary work could be brutal and hard he knew how to fight very well and in the end, he got to decide if he took the job or not.

Bounty Hunt 3.1



It seemed like Duncan was off to a good start with his new job under Jaina Derring's mercenary outfit. It wasn't a large group right now but it was quickly rising as a busy and reliable company. He was welcomed quickly by his comrade in arms and showed himself to be a reliable and loyal soldier. His first mission came swiftly when he was assigned along side Jaina, Katya and a handful of other mercenaries to an Origin facility in the Tami system. Apparently they wanted an update on their preciously abandoned property.

Things started off well enough as they landed at the staging area and learned the plan. Working alongside a small team of Bounty Hunters they were to retake the facility from the previous tenants who had fallen into insanity. The Hunters would head to a station to release an enormous amount of water while Duncan and the other mercenaries went to activate the power for the Hunters.

Very shortly after heading out for their destination the mercenaries came under heavy fire from the

mentally insane residents. It was a bloody and brutal skirmish where the mercenaries were able to push back the masses though they found several traps left in their path as they continued on.

Finally arriving to the reservoir and accompanying machine station Duncan was on the receiving end of one last trap within the machine room. Luckily they his partner Katya was there to properly bandage him up. Once inside the station and in contact again with the second team they located the master control panel to activate the water release. Things started looking up until Duncan saw the oncoming mob again. This time however it seemed like every able bodied crazy on the planet was rushing the station. It was a literal sea of bodies.

Rifles, shotguns and even a well placed grenade by Duncan did little to slow the rushing mob. The fight soon started spilling into the small machine station. This was easily the most violent and brutal fight Duncan had ever been in. While he wouldn't normally go for the kill he had little choice in this situation. In the opening breach Duncan took a hard hit to the back of his body armor by a power saw, shearing his armored plate in half.

The fight raged further as the increasingly smaller team steadily retreated up to the roof of the complex. Little by little it seemed that they were lost. Firearm magazines came up empty, comrades fell. When suddenly the Bounty hunter ship, Iron Ferret, streaked out of the sky and laid waste to the crazed mob and knocked the roof occupants to their backs. Swiftly, the mercenaries were safe but their losses were great. Duncan used this first mission as an example that not every engagement will go well and that he can be a soldier for the right cause.



Skills

Communications

Duncan grew up in a neutral orphanage housing both Yamatai and Nepleslian orphans. This led to him being able to read, write and speak Trade and Yamataigo. While apart of a security detail he was given the basics in radio communications. Since then he has pushed himself to expand on this by using more up to date communication devices and techniques giving him slightly more versatility in the field.

Physical

Duncan is very fit and well built He can easily lift over his weight and is surprisingly fast on his feet for a man his size. He enjoys excercising, running and especially lifting weights. This kind of activity really helps him focus and keeps him upbeat. Although his excercising gives him a "meathead" reputation he does it anyway as he says, "If you can't have perfection of mind, perfection of body is the next best thing."

Fighting

Trained from a young age in a mix of styles he predominantly excels in boxing, wrestling and martial arts. His muscular build points more towards his pentient for upper body power moves but he is able to fight with finesse when called for. Duncan learned to use a variety of weapons and firearms from his time as a security guard. While he is an able shot he tends to focus on heavy powerful firearms to compensate for his mediocre aim.

Vehicle - AFV series

Duncan learned to drive right after leaving the orphanage. He involved himself in street races and is adept at high speed maneuvers. While driving fast is fun and exciting Duncan prefers the heavy armored trucks due to their use in his profession. His time working security found him often driving the AFV series from the Paragon Initiative. He is able to drive these APC's very well and can do minor repairs on them.

Vocation

Duncan has found within him the desire to teach. He has been working closely with children, particularly troubled or orphaned kids who need a role model or life direction. While he himself does not have a lot of schooling he believes his life could easily serve for some well learned lessons.

Inventory

Clothes

- Black tight fit short sleeve shirt
- Khaki cargo pants
- Silver leather zip up jacket
- Steel toe [Combat Boots](#)

Arsenal

Sidearms

- [Zen Armaments .45 Caliber Pistol](#)
 - Black thigh holster
- [Styriling SBS-23 "Nepleslian TV Remote"](#) (525 DA)
 - Black horizontal holster on lower back
- [monster](#) (600 DA)
 - Shoulder holster

PDW

- [CQBS-A2](#) (250 DA)
 - Black three point sling
- [Styriling Shot 12](#) (550 DA)
 - Black back holster
- [Zen Automatic Rifle Compact Type 39](#) (565 DA)
 - Muzzlebrake
 - 30-shot Magazine
 - Rail Stock

Heavy

- [Revolving Grenade Launcher \(RGL\)](#) (750 DA)
 - Tightening black two point sling
 - Reflex sights (100 DA)
 - 6 NAM Frag grenades (90 DA)
 - 3 NAM Stun grenades (45 DA)
 - 1 NAM Smoke grenades (10 DA)
 - 2 NAM Movement restricting grenades (50 DA)
- [M115 SPAID](#) (750 DA)
 - Drum Magazine (50 DA)

- Durandium barrel (100 DA)
- Foregrip
- Two point sling
- [RPG Launcher \(outdated but using it anyway\)](#) (720 DA)
 - Holosight
 - Foregrip
 - Carrying strap
 - 3 Rocket Quiver Backpack
 - 3 HEAT rocket

CQC

- Durandium Maul, 2 shaped charges
- 2 [Electrified Knuckledusters](#) (120 DA)

Ammunition

- Forced Entry rounds (4 rounds in forearm holder)
- Beanbag rounds

Armor

- [EM-G22 Emrys Industries Tactical Suit](#) (3500 DA), Silver jacket, Black trousers, Grey boots (w/out helmet or gloves)
- [Concussion Gauntlets](#) (2020 DA)
- [Duncan Whitaker's Armored Mask](#) (1570 DA)



Accessories

- Black magazine pouches
- Black forearm shell holder

Vehicles

- [Desert Rider](#) (Gift from [Jack Pine](#))

Trophies

- [Styrling Everyday Armor Set](#) Vest w/Plates (Damaged)

Duncan's Shopping List (In no particular order)

Sidearms

- [SiZi Model 38 Special Duty Revolver](#) (2020 DA)
- [Hand Cannon](#) (400 DA)

PDW

- [M3 Assault Weapon System](#) (350 DA)
- [Rokheus & Surma Heavy Shotgun, HSG](#) (870 DA)

Heavy

- [Partizan Modular Particle Emitter \(PMOPE\)](#) (7000 DA)

Armor

Vehicles

- [NA-K2 Outrider Armored Car](#) (2500 DA)
- [Mule Ultralight Freighter](#) (48000 DA)
- [Corona Heavy Gunship](#) Export model (9500 DA)

Finances

Duncan Whitaker is currently an Independent .

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
3290 DA		2710 DA	Gear

Total Savings	Addition	Subtraction	Reason
7290 DA	4000 DA		Job Payment
2165 DA		5125 DA	Gear
1165 DA		1000 DA	Orphanage donation
6165 DA	5000 DA		Job Payment
1674 DA		4490 DA	Gear
674 DA		1000 DA	Orphanage donation
5674 DA	5000 DA		Job Payment
3789 DA		1885 DA	Gear
2789 DA		1000 DA	Orphanage donation

OOC

Not Adoptable

1)

[Build reference](#)

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