


Fleshassembler Mitochondrion Four Three 43-5782-1109

A [player character](#) used by [Primitive Polygon](#).

Mito



Species:	Freespacer Type Three
Gender:	Female
Age:	8 Chronological / 19 Physical
Height:	5"4ft
Weight:	98 lbs
Organization:	Wire Guided / Viridian Array
Occupation:	Biochemist / Doctor
Current Placement:	-

Physical Characteristics

A short spidery thing with pale skin and hypnotically smooth, slippery bodily movements, Mito-chon is

almost impossible to meet in person without getting spiked on the extremely potent cloud of feel-good vapour that follows them around everywhere they go. They are rather comely for a Freespace, with bright blue eyes and soft twin-braided blond hair, contrasting their ever-present gas mask.

They also have four highly dexterous arms, shimmering with blue-purple nanofibre patterns which speak volumes about their rather unconventional and haphazard origins.

Wearing a [laryngophone](#) gives them a rather hushed, synthetic voice, lending to the idea that they are actually a psychotic daydream and not a real person at all.

Psychological Characteristics

Extremely friendly and welcoming to the point of making themselves woozy when meeting new people, Mito isn't so much distanced from reality as ridiculously focused on the biological complexities of those around them. They see gruffness and aggressive behaviour as a simple illness that Neplesians choose to suffer in silence, something that can be solved by case-by-case diagnosis, highly illegal drug prescriptions, and general invasions of personal space.

Combined with a certain selflessness and complete acceptance of their own limited mortality, this means that they basically appear like a total doofus, whilst at the same time actually being hyper-focused inside their head.

At one point in their life they cared a great deal about independent political ideologies, but that has all been left behind in the name of simply spreading their own brand of narcotic joy and inebriated bliss wherever they go.

History

Family (or Creators)

The mothership "Slumbering Deity", within the fleet "Wheels on Fire".

Pre-RP

The idea of genetically engineering a superior new strain of Freespace is nothing new; It's how the type two and three castes originally came about. But that's not to say it always goes quite how the creators planned, however.

Fleshassembler Mitochondrion was intended to be an improved form of medical worker, a creature with superior dexterity, with powerful natural immunities that would allow them to operate on planetary surfaces with zero fear of infection. This not only failed to work correctly, but actually gave them crippling lupus-like symptoms, as their immune system completely overreacts and attacks itself at the

slightest sign of contamination.

Breathing regular old untreated air killed several of her siblings in *mere hours*.

Regardless of this condition, Mitochondrion did her best to fulfil her duties anyway. With the backdrop of the [Freespacer genocide](#) still smouldering around them, it was at least some small solace to her that dumping all of the prototypes back in the grinder and restarting the project from scratch would have been an even greater waste of resources.

Six years later, they became involved with the Viridian Array, lending her biochemistry expertise to a group attempting to hack the [Hypolathe](#) for a weaponized use. [Port Hope](#) thus ended up becoming her home away from home for a while, until the formation of the Wire Guided, which she also joined in earnest.

Half trying to secure a future for her race, and half subconsciously trying to justify the experiments behind her own defective existence, they then travelled Nepleslian space, spreading the good word. Accepting payment as a travelling doctor also let them upload a great many alien genetic samples to the polysentience, perfect raw data for getting the attention of some of the more influential and charismatic members of the Wire Guided.

A brief stay at [Kyopelinvuori](#) on the planet Sudran, however, rather ended this ambition. The talks ended with the [Iromakuanhe](#) simply using Mito to talk to their Astral Locksmiths rivals instead, which was politically disastrous for the Wire Guided.

Deciding that all such pipe dreams would only result in more division and despair, the Freespacer instead refocused themselves on making life better for the people immediately around them, as their endless pilgrimage continued.

Skills

Medical

Biochemistry & Narcotics

Xenobiology

Communication & Mindware

Cybernetics

Starship Operations (Mostly Shuttles)

Hospitality

Inventory

Fleshassembler Mitochondrion Four Three 43-5782-1109 has the following items:

- A [Traveller Shuttle](#).
- A Voidwalker suit.
- An automatic stimulation system (Changes the gases leading into their mask automatically, can be set between relaxation, physical stimulation and focus modes.)
- A can of [Liquid Ally](#).
- A huge amount of medical supplies, mostly [Origin Industries](#) brand.
- A gas/magnetic driven tranquilliser pistol, actually modified from a space rivet gun.
- A plastic cooler full of anti-bacterial injections and food sanitation capsules, for personal use.
- Spare mask filters.

On top of this, they have many, many sachets and vials of home made drugs, with varying and conflicting effects. These include;

- Both steed tranquilliser injections and muscle relaxant gas.
- Hyperfocus mental accuracy pills.
- 'Mood enhancement' Diazepam pills. Actually improves fine motor control, but also causes sleepiness.
- 'Euphoria' injections. These tend to make people either fall asleep, or just **think** that they are dreaming.
- 'God Module' injection. Literally makes people feel like they are having a religious experience, accepting whatever they see next as a visit from their deity.
- Emotional projection hormone injection. Makes people unable to conceal their inner thoughts and emotions.
- Physical stimulant pills. Greatly amplifies a person's skin sensitivity.
- Adrenaline. Who needs [Coffee](#)?

OOC Information

In the case [Primitive Polygon](#) becomes inactive:

- Can this character be used as an NPC by a GM or FM? YES
- Can this character be [adopted](#) after I've been gone for a year? YES

Character Data	
Character Name	Fleshassembler Mitochondrion Four Three 43-5782-1109
Character Owner	Primitive Polygon
Character Status	Inactive Player Character

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