

# Huthang Flutch

Huthang Flutch is an [Active Player Character](#) played by [iaincarter](#).

Huthang Flutch	
	
<b>Species &amp; Gender:</b>	Male, <a href="#">Mutant (Middle-Stage)</a>
<b>Organization:</b>	<a href="#">Shasta no Sekai</a> , <a href="#">Terror Wolf Project</a> , <a href="#">Strays</a>
<b>Occupation:</b>	<a href="#">Stray (Mech Pilot)</a>
<b>Rank:</b>	Recruit
<b>Current Placement:</b>	<a href="#">Strays</a>
<b>Orders:</b>	<a href="#">LINK TO ORDERS THREAD</a>

## Physical Description

- Huthang possesses a slender, humanoid build. He is 27 years old, 5ft 8in (172.7 cm) tall and masses 120 lbs (54.4 kg). Being a second-stage mutant, he has multiple aesthetic mutations and is obviously identified as such.
- Pallid skin, green-grey in hue, covers Huthang's smooth, hairless body. He has slim, elongated fingers compared to human norm. There is a small puncture scar on his lower-left back from a shiv wound. There is a also a scar from a bullet, and the subsequent removal of, at the front of his left shoulder.
- Huthang's cranium has several flat ridges, giving the appearance of wide tentacles laying flush

against his skull. He has a thin-lipped mouth with pointed, dagger-like teeth. Where his nose should be is a mass of cartilaginous tissue from which grow a number of chin-length tentacles. Huthang has jagged, sharply pointed ears. A pair of golden irises amidst yellowed, bloodshot sclera are deeply recessed below Huthang's heavy brow.

- To keep itself hydrated, Huthang's skin releases a viscous, transparent ooze that smells strongly of rotting vegetation and sea salt. If not cleaned off, this ooze dries out until it eventually sloughs off. Huthang also has a slowly developing hump on his upper back, the internal structures of which mostly resemble the embryonic development of wings, such as those seen in chiropteran biology.
- Huthang Smells faintly of rotting vegetation and sea salt, this scent becomes much stronger when his skin oozes slime. He speaks with an unpleasant, scratchy, resonantly-deep voice.
- Aside from the aesthetic mutations, Huthang does receive some benefits. When it comes to being wounded, he heals quicker than usual and doesn't bleed for long. If his fight or flight instincts are triggered, Huthang's body firmly chooses fight, spiking adrenaline and other chemicals into him, causing him to move quicker and strike stronger. He possesses excellent night vision. His facial tentacles are prehensile to an extent, allowing him to flare them out during an attack to up the shock and intimidation factor. When restrained, the ooze from his skin can act as a lubricant to aid release. Of course, all these benefits also come at a cost. Tattoos don't last long and its likely his body will resist cybernetic implants. In combat situations, aggressively violent responses are natural. Huthang has trouble seeing in bright light and has to wear protective eyewear at times.

## Personality

- Huthang is at heart a loner. Having been an outsider, even amongst his own kind, for most of his life, he is used to being alone and relying on himself to meet his needs. This has led to him being intensely curious about life on the 'inside' of a group and Huthang has become a keen observer of 'human' nature and motivations. He is empathetic and open-minded, willing to listen to those that would talk with him.
- Having survived the many trials of his life, Huthang is a confident individual, intimately aware of his own strengths, weaknesses and how to leverage them against achieving a goal. He has also learned to trust his survival instincts and will follow his gut feelings in the moment. Huthang also tends to not worry about what happened yesterday or might happen tomorrow. Life is too precious to not enjoy it as it happens.
- As a loner, Huthang often needs time to himself in order to properly decompress. Denied such time, he will become sullen, withdrawn and more aggressive with his responses.
- As a natural born killer, he has never felt bad about the act of killing for a purpose, no matter how flimsy. Huthang has never been tempted just to kill for the sake of killing though, and has thus never allowed himself to become a murderer.

## Goals

Now that Huthang is working for Shasta no Sekai as one of the Strays, he has the following goals:

- To destroy Shasta's enemies and further the goals of SnS
- To meet Shasta herself and be recognised
- To help Titania achieve her own goals and desires
- To maybe one day find some degree of companionship, perhaps start a family of his own

## Likes & Dislikes

Like any sentient being, there are things that Huthang likes or dislikes. These include:

### Likes

- Shasta Archeletta, The Mad Mutant, Queen of Mutants
- Shasta no Sekai
- Drinking tea
- Mutants
- His faerie AI, Titania
- Piloting a Mech
- Enclosed spaces
- Earthy, natural colours

### Dislikes

- 'Normals' - e.g. the not mutant or alien
- Bright light or very well-lit spaces
- Wide open skies
- Talking about himself
- Large groups and crowds
- Weakly flavoured or bland food
- Bright, neon colours
- Fur - because it has a habit of sticking to his skin

## History

Huthang was born on 35日 09月 17 at the family shack in the district of Southern Shores in Funky City on the planet Neplesia. It was not an easy birth and Huthang was born with several obvious deformities. His mother died shortly thereafter, having never really recovered from the exposure to improperly disposed industrial waste products early in the pregnancy.

- Huthang, like most kids growing up in his area of the Southern Shores, did not have a particularly easy life. His experience was slightly worse than most as, thanks to his mutations, he was the obvious outsider. Huthang had to become independent early on, his father turning to the bottle after the loss of his mother and his older siblings scattering to make some kind of live for themselves. As the young mutant soon learned, you had to fight for your right to survive and he

quickly came to understand that there was no place for honour in a battle for survival.

- After being rejected by non-mutant gangs for being a freak or refusing to behave like a circus exhibit, Huthang eventually found himself running with a gang of mutants, the South Shore Boneshankers. Over time the gang became his new family and his earlier instincts were tempered slightly as he learned that while you couldn't really trust anyone, you could probably trust mutants more than normals. Not that a mutant wouldn't shiv you in your sleep because he saw where you had stashed that slice of mouldy bread and rotten apple that was your share of the day's scavenging. Huthang has a small lump of scar tissue on his lower left back that attests to that particular truth.
- When, in YE 31, the gang fell afoul of a particularly brutal police crackdown on gangs in the Southern Shores, Huthang was fortunate enough to slip the noose and go to ground. After a short time of fending for himself, he was discovered and brought to an underground mutant hovel. Having no particular hacktivist or conartist skills, Huthang got to do the lowest and nastiest of jobs if he wanted to eat. Still, he persevered and learned a lot about life from observing the activities of those around him.
- One day Huthang found himself some distance from the hovel, returning from a delivery to a neighbouring group when he crossed paths with a small party of normals. Naturally wary and mistrusting of their presence, he followed and observed them. Overhearing their plans to capture, toy with and 'cleanse' some mutants, Huthang knew he had to act. Slipping past the group, he waited in ambush. The five men and single woman didn't know what hit them, the first four simply disappearing as they crossed through a cavern. Huthang's luck failed with the fifth, who was able to shout before his throat was slit open. The last man managed to put a bullet in the mutant's left shoulder and delivered several punishing blows to Huthang's body before his spindly fingers wrapped around the normal's throat and choked the life from him. Using a knife he recovered from one of the corpses, Huthang cut the bullet free from his shoulder. Binding the wound as best he could, the mutant stripped the normals of their clothes and gear, tying the whole lot up in a pair of big jackets. Then he pulled the bodies to the side of the cave and dropped them into a deep, dark shaft that led somewhere below.
- Deciding that a secret that is known only to one was the only way to keep it, Huthang told nobody of the encounter and, waiting until most everyone was asleep, he left the scavenged gear and clothing where they would be found. Realising that this was something he could do to actually help his people, Huthang began to build up his hunting and tracking skills. When he learned of a particular need or a shortage of something vital, Huthang would slip out and 'acquire' whatever it was. That said acquisition was usually over the cooling body of the previous owner was not something to ever bother the mutant. He was always careful to deliver the purloined material when people were sleeping so as to remain anonymous. It didn't ever occur to him to look for hidden cameras, so Huthang remained blissfully unaware that the hovel's leadership were entirely too aware of the identity of their mysterious benefactor and had simply chosen to allow him his secrets.
- Something of a loner, the main source of joy in Huthang's life was following the antics of the Mad Mutant and like many of his kind, he harboured more than a slight crush on Shasta Archeletta. He would have loved to have gone to work for her Shasta no Sekai corporation, but didn't believe himself to have any useful skills for such work. Huthang was taken by complete surprise when one of the hovel's older hacktivists took him aside and told him that not only did they know of his

nocturnal activities, but that they also had an offer for him. An old InterNep contact had reached out, looking for a particular kind of mutant willing to take on a particular kind of work and the elder believed Huthang fit the bill. When he found out he'd be working for Shasta, he agreed in an instant.

- Shipped out to the Shasta no Sekai factory Ricinus on the former spacer world of Freehold Factory, Huthang received the standard Strays training, which is to say he spent a few dozen hours in a standardised mech cockpit hooked up to a simulator followed by a few hours live training in a variety of the light mechs fielded by the Strays. Then his Fairy AI 'woke up', so to speak and Huthang met the bossy little faerie princess 'Titania'.

## YE 45

In YE 45, Huthang joined the [Strays](#).

### Shigatsu

- Huthang arrived on Freehold Factory and started his 'orientation and training' with the Strays.

### Gogatsu

- Current Day

## Skills Learned

As a kid who essentially grew up on the streets, Huthang gained the following skills:

- Languages - Growing up in Funky City, Huthang is fluent in Trade and speaks with a Nepleslian accent.
- Melee combat - As a member of the South Shore Boneshankers, Huthang learned to craft a shiv from scavenged bone and the best ways to take down an enemy with said weapon. He also learned how to not get hit, how to perform basic grapples and how to throw basic attacks while unarmed.
- Ranged combat - After acquiring his knock-off Judge revolver, Huthang learned how to aim, shoot and perform maintenance on his pistol.
- Stealth - When the world views you as a hideous freak, you learn how to be invisible to avoid the attention.
- Survival - Huthang has years of experience in scrounging for supplies, avoiding rival gangs and law enforcement personnel, as well as finding shelter in both urban and underground environments.

Having signed up with the Strays, Huthang has gained the following skills:

- Combat Operations - Thanks to a brief orientation and training course, Huthang is familiar with some of the tactics and strategy of the battlefield and the communication protocols that apply to Strays operations.

- Mech Operation - Huthang has received basic training in the operation of those light mechs produced by Shasta no Sekai and shows some level of natural skill and grace behind the controls.

## Hobbies & Interests

- Watching Shasta Archeletta livestreams and social media content
- Listening to Aethersperm, his favourite album is the ever-popular "Space Truckin', Planet Fuckin'"
- Watching reruns of Nick Steele Movies

## Social Connections

In decreasing order of subjective importance, Huthang is currently connected to:

- Shasta Archeletta - not that he believes his Queen has any idea he even exists
- Titania - his faerie AI and friend
- The Strays - his teammates
- Shasta no Sekai - his employer and his Queen's company
- Unnamed mutant hovel in Southern Shores, Funky City, Nepleslia - his 'family'

Huthang is potentially connected to:

- Members of the Flutch family
- Former members of the South Shore Boneshankers (mutant gang, active member YE26 to YE31, named for using shanks made from bones)
- Members of the unnamed mutant hovel he was a member of from YE32 until YE45

## Inventory & Finance

Although he brought his meagre possessions with him when joining the Strays, the organisation has kitted him out to a certain extent.

Huthang has the following equipment:

- Duty Uniform
  - Khaki-tan fatigues (water and fire-retardant)
  - Pressure undersuit (temperature regulating, not rated for hard vacuum)
  - Insulated overcoat (water and fire-retardant, lined with nickel to reduce exposure to radiation)
    - Hood
    - Gloves
    - Boots
  - Breathable Air Rig (internal oxygen tanks)
    - Rebreather/gasmask (reflective lenses)
  - Combat Webbing (body armour attachment points and storage pouches)

- Faerie AI container (Titania)
  - Leather wrist strap, worn on left wrist
  - Charger
  - Additional nanite capsules (4/10 remaining)
  - AI customisation data packs:
    - Royal clothing & accessories
    - Hairstyle
    - Rings & jewelry
    - Makeup
    - Frills & dresses
    - Neko/elf/anthro ears and tail
    - DeLuca outfit & riding crop
- Duffel Bag

Huthang has the following personal property:

- Off Duty Uniform
  - White button up shirt
  - Khaki/tan waistcoat
  - Dark green tie
  - Leather greatcoat (dark green, with black liner, patched multiple times over the years with off-shade leather)
- [Judge Variable Revolver](#) (Imitation version, .455 Barrel Configuration only, re-bored to take [Zen Armaments .45 cartridge](#) only)
  - Underarm holster, brown leather
  - Box of .45 ZA cartridges (34 remaining)
  - Maintenance Kit
- Bone knife, shiv-style
  - Leather holster for knife worn around right ankle
- Bricked [Watch Communicator](#), only remaining functions are as a time-piece, kinetically-charged
  - Wrist-strap, worn on right wrist
- [Simmon "Sani-wipes"](#), large pack x2
- Good luck card from the denizens of the unnamed mutant hovel, complete with childish drawing of a monster lurking in the dark on the front

The Financial Assets of Huthang:

- Current monetary assets of: 2 DA (as bills, carried in an old, brown leather wallet)
- Current income of: **UNKNOWN** - Strays, Terror Wolf Project, Shasta no Sekai

From the [Halloween Salvage Giveaway 2023](#): 1. SSCC-XL containing Strontium 2. Lubricant (Mechanical, not personal) 3. A [mecha formerly in the Ternifac Recreational Mecha Combat League](#)

## Faerie AI - Titania

- Titania is the faerie AI assigned to Huthang. It appears as an eight-inch tall female humanoid fairy with a pair of pearlescent, butterfly-like wings. Wearing a golden evening gown decorated with a

leaf and butterfly motif, Titania has golden-pink skin and long, golden-blond hair that falls in waves to its mid-back. It wears hairclips of golden leaves in its hair and has golden earrings dangling from its extended, elfin ears. Titania often flaps its wings and will even make little leaps of joy and always appears dynamically, with its gown and hair rippling as if in response to unseen winds.

- Having grown and developed prior to meeting Futhang, the AI who would become Titania used the time he spent training as a Stray to assess his records and observe the mutant. Titania was the calculated response to this research, a boisterously optimistic, beautiful and energetic fairy princess. Titania is quick-witted and smart but sometimes immature as a result of its rapid development. Its immediate goals are to work with Huthang to serve the interests of Queen Shasta. A secondary priority is to prod, provoke and otherwise push Huthang to be less of a loner.

## Preferred Mechs, Loadouts & Available Modifications

Huthang has developed a preference for certain mechs and loadouts.

### Light Class Mechs

- [Avata of Lyco](#)
  - [Loadout - Mission 1: Bill Fancy's Factory](#)
- [SnS Mean Machine](#)

### Medium Class Mechs

- [Sun Scorpion](#)

### Salvage, Loot and Assorted Gubbins

- Deathstalker Tank, looted components etc. as outlined in [this GM post](#).

## OOO Information

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Huthang's Forum Text Colour is 2FA200. Titania's Forum Text Colour is D4AF37.

## Reference Images

- Reference for Titania: [pic](#)

Character Data	
Character Name	Huthang
Character Owner	<a href="#">iaincarter</a>
Character Status	Active Player Character
Current Location	<a href="#">Freehold Factory</a>
Plots	<a href="#">Strays</a>
Approval Thread URL	<a href="#">stararmy.com/...</a>

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