

Seth Rogers

Seth Rogers is a [player character](#) played by [Compouds117](#).

Seth Rogers	
Species:	Nepleslian
Gender:	Male
Age:	23 (YE 10)
Height:	5'11"
Weight:	180 lbs
Organization:	Independent
Occupation:	Paramedic
Rank:	N/A
Current Placement:	N/A

Physical Characteristics

- Height: 5'11"
- Mass: 180 lbs
- Measurements:

Build and Skin Color: Seth is well muscled with lightly tanned skin with lighter skin around his eyes.

Eyes and Facial Features: Seth has deep set light blue eyes and has a rounded face shape. His nose is also slightly crooked.

Ears: He has round ears that stick out slightly

Hair Color and Style: Seth has dark brown hair that is cut close to the head on the back and sides and fades into the top which is swept up and back. He also has a goatee that he keeps closely trimmed to his face.

Distinguishing Features: His nose is crooked and one of his front tooth is chipped.

Psychological Characteristics

Personality: Seth enjoys talking and meeting new people and is generally pleasant and polite. He is very loyal to those he feels deserving and enjoys making new friends and likes to joke around and have a good time. He tries to keep a positive and upbeat attitude and when people are rude or negative towards him or his friends he takes serious offense.

Growing up in Funky City, he learned to do whatever he had to do to survive and commits theft to without any qualms about it and thoroughly enjoys doing it. He learned with some difficulty though that

those types of actions can have consequences and blames himself for his brother's death. Part of him wants to return to Funky City but he knows that it will never be a possibility.

Family was always very important to him. He has always wondered what his father was like and hopes that if he could see what he was doing now that he wouldn't be too disappointed. He is worried that his mother would be ashamed and disgusted of him. Seth wishes that his brother understands why he ratted him out to Bill and didn't die angry with him.

His time of illegal activity and living in poverty made it difficult for him to let people get close to him. He has seen the bad side of people and knew what lengths someone would go to if they were desperate enough.

Seth sees theft as a necessary part of life and thinks that it is a perfectly fine thing to do if the person has enough that he wouldn't be affected by a little bit going missing. He won't hesitate to kill if it's a necessary but doesn't enjoy doing it. After killing when he's had time to calm down and is alone, he often finds himself reflecting on his reasons. No matter who, why, or how, he always finds himself wondering if the individual had a family and how they would feel when they heard the news and if things could of happened another way. After killing that woman, Seth hasn't been able to sleep for little more than a couple hours at a time and sometimes will go two or three days without sleeping. He can see her face when he closes his eyes and all he dreams about is those final moments leading up to her death.

- **Likes:** Traveling, Guns, Drinking
- **Dislikes:** Rude People, When Things Break
- **Goals:** Atone for past mistakes

History

Family

Father: Unknown

Brother: Charlie Rogers (Deceased)

Mother: Natalie Rogers (Deceased)

Pre-RP

Seth was born in the [YE 13](#) and lived with his mother and older half-brother in Funky City. His father was just some guy his mother, Natalie, slept with after drinking at a bar all night. They never had much growing up, but their mother always tried her best; often working two jobs, leaving the boys on their own at home. It was hard, but they were scraping by until one day when a mugger gunned down his mother.

Without a source of income, Seth and Charlie were soon thrown out onto the streets. They joined a small-time gang in their neighborhood not long after. The members of the band occupied a small rundown building, and it wasn't long before Seth became adept in the arts of thievery.

Seth's life as a thief went well until he was in his early twenties. Charlie wanted out and was going to rat on the others in exchange for a fresh start. Afraid of going serving time, Seth told Bill about where Charlie was to meet with the officers. Several of the members intercepted Charlie and brutally beat him before fatally shooting him. Full of regret and anger, Seth repeatedly stabbed Bill and fled from Neplesia.

For over a year, Seth traveled between colonies performing whatever crooked deeds would keep him fed and clothed. Jealous men and women often hired him to loot their neighbors' houses and retrieve the objects of their envy. Crooks would enlist his services as a burglar to plant incriminating evidence in the homes of rivals. When work ran dry, he'd hitch a ride to the next world and repeat the cycle.

Eventually, Seth decided life could be more comfortable if he'd walk the straight and narrow and spent all his savings on forged documents and began going by the name of Joshua Morrow. Instead of thieving, he'd shoot varmints that tore up farmers' fields or, removed small rat infestations from the houses of little old retired ladies. After a time, "Joshua" took up a job in private security. While he loved the work, due to a misunderstanding about the relationship with his boss' wife, he was forced to leave in a hurry.

He discovered through some of the contacts that he had created, that one of his old gang members, Jimmy was tracking him down. Fearing for the worst he bought an old paragon infantry pistol and went on the offensive. It took time, but through bribery and threats of violence, he gathered that Jimmy was in the [Kovax System \(P1-2\)](#).

He paid a captain to smuggle him in and wait for his return. It took four days of careful surveillance before the time was right. In the dead of night, Seth broke into Jimmy's small, one bedroom apartment and anxiously waited. A few hours past midnight, Jimmy stumbled through the door, bottle in one hand, the other in the grasp of a cheap call girl. Seth saw his opportunity and struck; shooting Jimmy four times in the chest. Screaming, the woman started towards the door. Seth emptied his pistol into her back; prison wasn't an option, there could be no witnesses. He bailed out the window and down the fire escape.

For the umpteenth and probably not the last time in his life, Seth found himself running from the police ducking through alleyways and hopping fences. Once he was confident he had lost them, he returned to the port only to discover that cops had already begun searching for him there. Seth managed to slink past those guarding the port entrance and set off towards the landing platforms. With his years of practice creeping through the shadows; he made it without incident. Seth snuck onboard of the waiting ship and set off. Completely broke and no idea where he was, Seth was let out of the small compartment where he'd hidden and was booted off at Dawn Station. Exhausted, on edge, and nowhere to go; the underside of a park bench seemed as good a place as any other to rest his head before setting out the next day in search of work and possibly a meal.

After months of working as a bartender, Seth finally saved up the funds to leave that place far behind him and go back home to Neplesia. Once again going by his alias Joshua, he decided to dedicate his life to being a paramedic in hopes that it would some way atone for his past deeds.

Skills

Communication

Seth can speak trade fluently. He is a capable but not very advanced writer with a basic vocabulary. He might not know what really big words mean but he is more than capable of communicating with a radio or other similar devices.

Fighting

Seth has basic hand-to-hand combat abilities and is able to quickly react and think on his feet. His gang taught him how to correctly fire a handgun and he has limited knowledge of rifles and automatic weapons.

Art

Seth has had a lot of free time while shuttling from one planet to another and has spent that time to develop his drawing skills. He can draw incredible cartoons.

Rogue

He is proficient at sleight of hand enough to pickpocket people and remove things from their packs without too much trouble. This has made him some decent money playing cards and helps him to perform rudimentary magic tricks. When faced with someone of slightly less than average intelligence, he can lie his way out of a bad situation and can occasionally mislead people with a properly working brain as well.

Vehicles

Seth is capable of operating most vehicles and he can decently drive vehicles unfamiliar to him. While not being more than proficient with any single one, he can smoothly maneuver the vehicle.

Medical

After several years of working as a paramedic, Seth is incredibly adept at giving emergency care to trauma patients.

Inventory

Seth Rogers has the following items:

Clothing

- 7x [T-Shirt](#), 4 White, 2 OD Green, 1 Black
- 6x Cargo pants, 4 black and 2 OD Green
- 1 pair scuffed [Combat Boots](#), black leather
- 9x OD Green [Socks](#), Calf-height
- 1 [Emrys Uno Sunglasses](#) with green lenses and gold frame
- 1 Mk II - "Hero" Jacket, faded black

Misc.

- 2x duffle bags

Finances

Seth Rogers is currently a N/A in the Independent .

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
3670 DA		2330 DA	Guns & Equipment

Character Data	
Character Name	Seth Rogers
Character Owner	Compouds117
Character Status	Inactive Player Character

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