

Spacecase Prime Nine Seven 97-8852-9281

Spacecase Prime Nine Seven 97-8852-9281 is a [player character](#) played by [Samuraipizzaman](#).

Spacecase Prime Nine Seven 97-8852-9281	
Species & Gender:	Type Three Freespacer Male
Date of Birth:	YE 25
Organization:	Independent
Occupation:	Pilot
Rank:	Ex-Artificer Knight
Current Placement:	

Preferred Plots:

- [ISS Dig It](#)

Physical Description

* Height: 178cm (5'10")

* Mass: 117kg (256lbs)

Build and Skin Color: Prime's visible body is 59% cybernetic with tubes and wires sticking out in random places for ease of access. However, none of his limbs are fully cybernetic. The incredibly pale skin that is left has red lichen symbionts grown in intricate navigational charts that appear to be written in a symbolic language similar to alchemy.

Eyes and Facial Features: Nine Seven's right eye is a red glowing cybernetic eye. His left eye is an emerald green. He has a metal covering on the right half of his face and his upper jaw, his lower jaw is entirely cybernetic. The left side of his face has a few scars that run underneath the red lichen tattoos.

Hair Color and Style: Prime has jet black hair that he keeps in a pony tail. Though he always has one or two bangs that refuse to stay down.

Distinguishing Features: In addition to his enormous amounts of cybernetics and his red lichen tattoos; Prime has three Geartech Armatures grafted to his back to interface with his spine. One on each shoulder blade and the third on the base of his spine. Each armature is a little over four feet long and are mechanical looking tentacles with a tip that opens up into a four digit prehensile claw.

Personality

Personality: Prime is one of the most gearhead spacecases in the Freestate. He is always tinkering and

working on making his ship better. Nine Seven doesn't believe in idleness, he is often heard complaining about how other spacecases just lounge about majority of the time. As long as you have zero ties to Yamatai and the Star Army, Prime is very kind, friendly, and helpful. He understands that many people might be afraid of his appearance and is understanding about it. Nine Seven has a *slight* obsession with prime numbers, and is borderline OCD about having prime numbers of all of his things.

* **Likes:** Upgrading his body and ship, flying, new technologies, discovering uncharted space, prime numbers

* **Dislikes:** Yamatai, staying still, unproductive people

* **Goals:** Get revenge for the genocide of his people

History

Family (or Creators)

Spacecase Prime Nine Seven 97-8852-9281 left his cloning vat in [YE 25](#) on [Mothership Hellas](#).

Pre-RP

Prime loved the *Hellas* upon first emerging from the vat, because that was the first day he met his friends. His emergence group: Druidess Hunter One One 11-1208-5141, Codespinner Flower Three Four 34-2319-6678, and Freethinker Squarerooot Eight One 81-6692-8761. The four of them were inseparable. They made grand plans for their future, hoping one day to have their own ship and explore unknown space together.

The day Prime and his friends were celebrating their fifth birthday was the worst day in Freespacer history. The *Hellas* was stationed in [Halna](#) when the Star Army of Yamatai [attacked](#). Prime doesn't remember much about the attack except the screams and pleas for mercy over the com systems. None of which were answered by the Yamataian fleet. While trying to rig a small escape boat with his friends, a blast tore through the ship killing Hunter, Flower, and Squarerooot. Prime received massive shrapnel wounds and burns but managed to survive. Nine-Seven managed to escape the genocide and headed out to deep space without FTL. The escape craft's medical supplies saved his life.

Once out of immediate danger, Nine Seven immediately became overwrought with grief. The only thing that kept himself from killing himself to end his misery was the intense hate he had for the Yamataian demons.

A patrolling [Cult of War Phantasm](#) found Prime, half-starved and extremely dehydrated, and took him in. To this day, Nine Seven believes that he was saved by [The Great General](#) in order to exact vengeance for the destruction of the *Hellas*.

Prime worked hard to pay back the debt he owed the Cult for saving his life. He did so by joining the

Knighthood as a Starship operator and Field engineer. In the knighthood Prime received his cybernetic enhancements. The majority of which are a covering to hide his burns and replaced organs that had been damaged by the shrapnel. Prime requested the three Geartech Armatures and has named them Hunter, Flower, and Squareroot in memory of his friends.

After proving his capabilities as a pilot, the Brotherhood gave Prime his own Phantasm, The Winds of War. It was an older model with need of repair. It became his passion to meticulously modify the ship to his own liking.

Over the course of years Prime began feeling that the Cult had strayed away from serving The Great General. He noticed more and more his brotherhood becoming the hounds of the Nepleslian army. Eventually he decided to leave the organization. Remembering his childhood dream, he took up an escorting job for the [ISS Dig It](#).

RP

Social Connections

People

- Druidess Hunter One One 11-1208-5141 - [Deceased]
- Codespinner Flower Three Four 34-2319-6678 - [Deceased]
- Freethinker Squareroot Eight One 81-6692-8761 - [Deceased]

Organizations

- Cult of War - [Separated]

Skills Learned

Starship operations

Prime apprenticed as a Spacecase before the destruction of his mothership, and has since flown ships of many different types for many kinds of missions (including Combat missions) for the Cult. He is intimately familiar with the intricacies of operating *The Winds of War*.

Mindware

Freespacers all have basic neural tech installed at birth for childhood education. These may be used later in life to accelerate learning ability, allowing a Freespace to learn a skill in a fraction of the time it may take most humanoids. These also provide a small digital memory bank, allowing one to privately record

and store memoirs, or share these with others. Finally one can download reference books or instruction manuals into this digital memory, giving others the illusion that a user knows much more than they truly do. This skills also allows them to stay connected to Polysentience and to access the collective consciousness of their race, and to remotely connect and interface to most technology

Maintenance/repair work & Engineering

When he joined the Cult, Prime's mind was still dealing with the loss of his only home. He found solace in fixing broken things. He soon drowned himself in the Artificer's art. He became skilled enough to be inducted into the Knighthood as an Artificer Knight. In his time as an Artificer, Prime studied how to engineer better hardware for various systems. He became very proficient and enjoys making something new.

Drawing/Painting

Prime first started drawing when he was 3 years old. He became proficient at it in between his studies aboard the *Hellas*. Nine Seven's friends would tease him for it, but he never stopped drawing or painting. He particularly likes drawing astrogation charts but with a flair. The shape of the symbionts on his body was designed by him as well.

Communication

Nine Seven is a skilled in using the communication protocols used among the Freespacers and interpreting the variants thereof both for sending and receiving transmissions. He is fluent and literate in Neplesian, but he considers Yamataian to be the tongue of demons and refuses to hear it.

Fighting

Every Knight in the Cult of War regardless of position is taught how to fight in boarding parties, while voidwalking, and other forms of space combat. They are also taught the various tactics used by the Cult.

Leadership

During his time in the Cult, Prime preached a few services and near the end of his time in the Cult led a small division of Knights. Through these experiences Nine Seven is a capable speaker and leader.

Inventory & Finance

Spacecase Prime Nine Seven 97-8852-9281 has the following items:

[Winds of War](#): A modified Phantasm mk.2 Freespacer gunship

Red Voidsuit with Freestate insignia on the chest piece.

RTG installed inside of his body to provide radiation if necessary.

OOC Information

OOC Notes

In the case [Samuraipizzaman](#) becomes inactive:

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

Character Data	
Character Name	Spacecase Prime Nine Seven 97-8852-9281
Character Owner	Samuraipizzaman
Character Status	Inactive Player Character

From:
<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:
https://wiki.stararmy.com/doku.php?id=characters:independent:spacecase_prime_nine_seven_97-8852-9281

Last update: **2024/03/24 08:22**

