

Ian McCain

Ian McCain is a Player Character played by [SUBLIMEinal](#)

Species:	Human/ ID-SOL Hybrid
Gender:	Male
Age:	21
Zodiac Sign:	Taurus
Height:	7'3"
Weight:	300 lbs.
Organization	Nepleslian Space Marine Corps
Rank	Chief (Old Nepleslian Rank)
Occupation	Marine
Current Placement	NSS Nerkat

Ian in Roleplay

Ian was recently in charge of all marine activity on the [NSS Kestrel](#); a part of the Command Staff of the [NSS Alliance](#). This was generally considered to be a bad idea. He is now part of the Command Staff of the [NSS Nerkat](#). This is also considered a bad idea.

Relations

Family

Katherine McCain (Geshrin, mutual disownership)

Unnamed ID-SOL father (Deceased, his mother never let him know his name.)

Physical Characteristics

Build and Skin color: Ian is a wall of muscle with very little fat. His skin is a rather pasty white. **Facial Features and Eye color:** Ian has very straight facial features, with large green eyes. **Hair color and Style:** Ian has 3 inch blonde hair that he usually keeps spiked straight up.

Distinguishing Features: There is a long stitch that runs down the left side of his back from a surgery done to remove shrapnel from a large-caliber fragmenting bullet and the mess of ruined organs it created. His right forearm is also a cybernetic replacement, with a music player and lcd screen built in, and even has compartments for storing small items (In this case, mostly contraband drugs).

Personality

Ian is crass, offensive, psychotic, and spiteful. He's petty to the point of insanity and practices what can best be described as an "Arm, a leg, and an eye for an eye" approach to payback. He's politically and personally apathetic, and doesn't really care about much outside his little "box." However, there is a reason for this, and that reason is that he spent most of his life in the lowest gutters of Nepleslian society, where very little outside of one's own personal survival matters, which is probably the core cause of his massive narcotics addiction as well.

Even with his glaring personality defects, Ian is not bad person. Despite the bad personality traits, he's extremely loyal and often times very nice and emotionally open to those who are able to befriend him, and even if he doesn't give a damn about a person, he will work hard to save them if they wind up on his surgery table.

Also, as much as some of his life choices would indicate otherwise, Ian is exceptionally intelligent, but he hates showing it, and doesn't really believe it himself, as his mother convinced him early on in life that smart people had good lives and he was a poor and insignificant idiot.

Likes, Dislikes, and Goals

- **Likes:** Anti-matter O's, narcotic drugs, alcohol, weapons, saving lives, women, games, his friends
- **Dislikes:** Pretty much everything else
- **Goals:** Not to die too horribly painful a death.

History

Ian was born into a shithole apartment to a drunken mother and her third boy friend that particular week in 09 YE. His biological father, which Ian's mother usually referred to as "the f—a- who left me with you," was an ID-SOL war hero who was killed shortly after the shore leave that produced Ian.

The young boy moved around a lot, and got beaten up a lot, thanks to his mothers perpetual slutiness and the urge to sleep with and start a large relationship with any man who looked at her below chin level, many of which were not nice men.

When Ian turned 18, he immediately enlisted in the army. Despite receiving training for power armor, he was transferred to the Military Police. He did well as a field medic and soldier, and rose quickly to sergeant, although this could be explained mostly by the fact that there were so many well-trained and well-armed deserters on Nepleslia, those around him were constantly getting shot to hell.

In one mission to capture a full squad of deserters, Ian was shot in the lower chest with a large caliber HE bullet. He miraculously survived, but was forced to have most of his internal organs removed and replaced with mechanical ones and a large section of his spine replaced with cybernetics. Later that year, after returning to active duty, he lost his right forearm in a grenade blast, which was also replaced.

Shortly after the loss of his arm, Ian left the military and spent about six months in beer-and-pill-guzzling

celebration of freedom from military discipline that to this day he cannot fully remember. When he finally came out of it, he said "no more" to drugs and alcohol. However, he's a Nepleslian, and that lasted about a week. He finally left the gutter of Funky City for somewhere slightly more affluent and safe before being blackmailed back into active duty.

Following his return to duty, he was stationed on the [NSS Kestrel](#), where he was granted charge of the marines serving there. After a while, he and many of the men under his command there were transferred to the [NSS Alliance](#). Ian took the role of a tactical liaison during the Alliance's missions in the [Kennewes Offensive](#). During this time he met and 'intimately befriended' Autumn Wilde.

After the Alliance was decommissioned, and the [SMoDIN](#) was formed from the old SAoN, Ian and most of the rest of the Alliance Marines were transferred to the [NSS Nerkat](#), where Ian reprised his role as leader of the marine forces onboard.

Skills

Medical and Science

Ian received training in first aid and rudimentary field surgery in basic training, followed by much more instruction while in the Military Police due to the high turnover rate of the profession and the need to keep their veterans alive. Given the proper facilities, he can perform reasonably complex surgery, and diagnose various medical conditions.

Leadership

While in the Military Police, Ian often commanded an element in a squad, and towards the end of his service, entire squads. As such, he is well versed in leadership tactics, and knows how to recognize ambush points and give orders under pressure.

Entertainment (Bartending)

As Nepleslians are wont to do, Ian started drinking at a rather young age. However, due to his extremely poor environment, he found himself often scavenging for small portions of booze to mix into a different, better concoction. After years of this, he knows what goes well with what and has more than a few interesting recipes lurking in his skull.

Communications

Ian is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from other characters through headsets, starships, power armor, and shuttles in both combat and non-combat conditions. Ian is fluent in English. He can speak and write both correctly and

efficiently and can write reports, fill forms, issue orders under fire, etc.

Knowledge (Law, Politics)

Ian, despite his apathy towards it, knows a very great deal about politics. He knows who fills what post, what person ordered what, and so on and so forth. He is also very knowledgeable of Nepleslian laws, which is helpful.

Rogue ("Streetwise," Pick-pocketing)

Ian grew up in one of the worst parts of Funky City with a mother who could care less about him. After a while, these skills manifested themselves naturally, as if they had not, there is a good chance he could have died.

Inventory

Clothing

Uniform

- 2 Pullover shirt, green, with rank patches on shoulder pads and name plate
- 4 [T-Shirts](#), white
- 4 underwear, white
- 2 Khaki cargo pants
- 1 Beret, green, with flash patch
- 1 pair gloves, leather, black
- 1 pair boots, black (or khaki)
- 6 pair boot [Socks](#), white
- 1 Belt, dark green (pants)
- 1 Rank patch, [Chief \(Old Nepleslian Rank\)](#)

Bunkwear

2 Tank tops, green, with fleet number on the right chest 2 Pairs of ankle length pajama pants, khaki 1 Pair of slip-on flexi-shoes, black

Workout/Swim

2 Short-sleeved mocks with fleet number on the right chest, Green 2 Work-out shorts, khaki Depends on

gender and preference:

- 1 Pair of trunks, green, fleet number on right leg

Weapons, Weapon Accessories

- 1 [NAM 12mm RPB Pistol](#)
- 2 clips of ammunition, 1 normal, one HE

Accessories

- 1 pair identification tags, metal, with name and hometown
- 1 [Canteen](#), 1 quart
- 1 [AwesomeCorp DataJockey](#)
- 1 Wallet with the Marine Corps Insignia plated on it.

Wallet

- Current: 3000 DA
- Income: A lot of DA/Week
- Expenses: None

Character Data	
Character Name	Ian McCain
Character Owner	SUBLIMEinal
Character Status	Adoptable Player Character
Approval Thread URL	starmy.com/...
Nepleslian Personnel Database System	
Career Status	Active Duty
Branch	NSMC
Rank	Chief Petty Officer
Orders Thread URL	starmy.com/...

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