

Luk

Luk is a [Active Player Character](#) played by [Commissar Farzi](#).

Luk



Species & Gender:	Male Mutants
Organization:	Shasta No Sekai
Occupation:	Mecha Pilot
Current Placement:	Strays

Physical Description

Luk is a massive male humanoid, standing, with thick, muscular arms and legs, and a protruding gut. He is covered in a thick, leathery hide. He is bald-his face crossed somewhere between a lizard and a human, with deep-set, slanted orange eyes with reptile-like slits. His nose and ears are little more than slits, with large, sharp teeth in his mouth. His voice is a harsh, snarling sound and tends to smell...rather unappetizing-often a mix of garbage mixed with rancid manure; a by-product of his tendency to eat most anything.

Personality

Luk is a relatively simplistic individual with few if any ambitions. Possessing low intelligence he is

primarily motivated by food and the means to get it, Luk operates on a 'Live and Let Live Principle'-don't mess with him while he's eating(or get between him and the mess hall)-and he'll leave you be. He's often happiest with a full stomach and can be quite testy if he hasn't eaten in a while, and has been known to gorge himself on whatever is available-be it actual food, radioactive waste, or straight-up garbage; as long as it placates the rumble in his belly, he doesn't overly care. Luk when he speaks talks in broken sentences.

History

Luk was born 20日 4月 24 in [Democratic Imperium of Nepleslia](#). Luk is a large, middle-stage mutant; his size combined with his highly reptilian appearance and tendency to eat almost anything often made others extremely wary of interacting with him. Gangs would often attempt to get him to act as hired muscle, but unfortunately unless directly supervised he often just wandered off or got lost. Attempts to offer payment or offers of "brotherhood and belonging" went mostly ignored.

His parents did their best to correct the worst of their Son's behaviors and direct his simple-mindedness into something useful. At some point he left home-more likely than not he got lost at some point in Funky City and spent most of his time from that point forward wandering around the city eating almost anything unfortunate to cross his path. After an incident involving a gang member(and the massive bite taken out of his ride) Luk found himself on the run-or at least as much as someone of his limited intelligence could be.

In YE 45 he joined the strays, purely by accident.

Skills Learned

Physical-Luk is the living definition of being an 'Ironman'-possessing an unnatural Resilience to toxins and chemicals and his thick hide provides some resistance to small arms fire. He is also extremely strong-to the point he once picked up and took a bite out of a truck before tossing it aside like a child's toy.

Communications: Luk speaks in broken Trade. He is also the living embodiment of being too dumb to fool.

Combat: Luk has learned a little bit on how to defend himself-mostly this involves him either throwing the object of his ire around or beating them down with hefty blows.

Culinary: Luk's 'Culinary' skills extended about as far as what he can shove in his mouth-be it actual food, a random electronic component, or a even a full suit of power armor. His stomach acid usually takes care of it.

Social Connections

Luk is connected to:

- Leila (Mother)
- Zeke (Father)

Inventory & Finance

Luk has the following:

Tattered Pants Old Shirt 0KS

Luk currently has 3000 KS.

OOC Information

This page was created by commissar_farzi on 08, 02 2023 at 18:16 using the [Character Template Form](#).

Character art by midjourney AI

In the case @@Character Owner@@ 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? No

Character Data	
Character Name	Luk
Character Owner	Commissar Farzi
Character Status	Active Player Character
Plots	Strays

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