

# Rip D. Torr

Rip D. Torr is a [player character](#) played by [Shadowclasper](#).

Rip D. Torr

A full-body illustration of a muscular man with blonde hair and blue eyes. He is wearing a green turtleneck shirt with a small white tag on the chest, tan pants with brown pockets, and brown boots. He has a white bandage on his left arm. The artist's signature 'XenonR' is visible in the bottom right corner.

<b>Species &amp; Gender:</b>	ID-SOL Male
<b>Date of Birth:</b>	YE 01
<b>Organization:</b>	Independent
<b>Occupation:</b>	Freelance Medic, Doctor, and Cybersurgeon
<b>Rank:</b>	Retired <a href="#">Staff Sergeant</a>

Rip D. Torr	
Current Placement:	Freelance

Preferred Plots:

1. [Ragnarok](#)
2. [188604](#)

## Physical Description

Nearly 40 years of age, this ID-SOL stands at a little over 9 feet tall, and is built like a brick house made out of thick red meat steaks. He sports a farmers tan, and the usual ID-SOL rippling muscles across his entire body, maintained not just by the programmed genetics but by his own maintained training.

Rip D. Torr has a clean shaven face, well combed and trimmed blond hair, with shocks of white running through it. He has a pair of edge to edge navy blue cybernetic eyes with golden pupils set. His face is criss-crossed with deep set smile lines, and the man is rarely seen without a smile on his face. His overall appearance, is of an man approaching 60 who has kept up his physical regime to maintain health and strength far into his old age.

Rip D. Torr's left forearm is a cybernetic prosthetic which he has geared with modular storage/operational capacity for basic field medic and surgery duty into the underside of the forearm, while the upper side, and hand, are more standard combat armored and capable, something the sheer size of the ID-SOL's prosthetic allows.

## Personality

Rip D. Torr is an oddity among ID-SOL, having found that bravado and machismo are all well and good, but nothing beats quiet resolve and direct action. This philosophy makes him a rather soft spoken and caring man, who prefers not to hurt others and has a soft spot for cute things and no fear of admitting it. Rip, after spending 35 years in the military, seeing people die either due to his actions or despite them, rarely has an unkind word to say to anyone, keeps himself fastidiously clean and well kept, and goes out of his way to help others. He thinks of cleanliness as next to godliness, though that mostly just means that he takes the first opportunity to wash up and clean his things rather than avoiding getting them dirty in the first place.

Rip prefers a quiet night of target shooting, reading poetry books, and cooking grill cheesed sandwiches (the one thing he's good at cooking, but claims them to be the best this side of the Astral Cluster), but is not adverse to violence or confrontation when necessary. He simply doesn't see the point in being puffed up and macho about it any more. He helps out the local street gang kids by teaching them how to shoot, where to find the best porno mags, and how to hold and brew their own safe booze.

Rip often travels to disadvantaged neighborhoods in Funky City, and other areas of Nepleslia or other territories he has access too. In the past year he has expanded his travels beyond Nepleslia itself to other planets and star systems based on humanitarian interests and to broaden his own considerable medical

knowledge, leaving the clinic in the hands of those he trained or partnered with after his retirement.

Rip is unable to ignore a sob story, something that gets him into way more trouble than it should, and is a sucker for a pretty lady. Further, he can't lie for shit, and rarely even tries if he can help it. Finally, he can't gamble for anything, but refuses to believe that he can't bluff (something that plays into the fact he's a terrible liar, for some reason Rip is unable to equate the two). While a well adjusted person, this is mostly due to heavy psychological help he forced himself to receive, and overall, it's something he very much works to maintain in himself. Consistently turns his hand towards clothing making in various forms, with terrible results. Gifts of knitted [scarfs](#) that starts as sweaters, or [Socks](#) that started as mittens, are proverbial for his patients.

## History

### PreRoleplay

Born in YE1, Rip has been a career military person, specifically with loyalties to the Green Syndicate, for that entire time. Finding a talent for medical and cybernetics work, he focused on a medical specialization as a field medic and later military surgeon. He spent his free time tuning the cybernetics of his fellow soldiers for better performance, finding the activity soothing, and deciding that if he ever retired, he'd open his own cyberdoc clinic in Funky City. It would be nearly 3 more decades spent fighting in every war front he possibly could be thrown into as a marine and footsoldier before he'd finally feel he could retire with a guilt free conscience. It was after the Rok'Veru Offensive that he decided to retire and finally set up his clinic in Funky City, helping the wartorn slums, and those effected by the horrors the Mishhuvurthyar had unleashed on the homeworld, recover. It was only in the last year or so, having trained a few hands from the local gangs to assist him, that he began to travel between star systems again, seeking to broaden his knowledge of other species and medical practice, as well as do some good as he goes.

### Social Connections

Rip D. Torr is connected to:

1. His old friends in various Nepleslian units, mostly Green Syndicate based, but a few in Blue and Yellow with 'frenimies' status.
2. The contacts with patients he's made in various neighborhoods of Funky City where he retired too, as well as the gang members he took in and trained to assist him at his clinic
  1. [Codebreaker Arccos Two Three 52-9683-7587](#): Came to his clinic in Funky City following her resistance and reprisal efforts against Yamatai's genocide of the Free Spacers, and was the cybersurgeon responsible for her full cybernetic conversion. Has kept in contact with her ever since.
3. Contacts in various other armed forces medical personnel and soldiers when he worked in joint allied combat zones, especially during Neplesia's time as a member of the Yamatai Empire.

## Skills Learned

### Communications

Rip is trained in all standard communications protocols for the Nepleslian marine corps, as well as relevant naval communication protocols. He is familiar, but by no means an expert, in the communication protocols of several other armies, and if he has worked with them in the past then it's likely due to the necessity of working with foreign medical personnel that he became somewhat familiar in talking with them even if he couldn't pass himself off as one of their own. He is also speaks fluently in a half dozen or so alien dialects spoken among the ethnic community areas of Funky City, and can speak at least a limited pidgin in several dozen other languages, as well as read, if not write fluently, in all of them. He has become very adept at picking up languages in that time, as it assists in the diverse set of races, biologies, and cultures as a doctor he has to work with in his clinic, and had to work with when performing joint operations with other nation's militaries.

### Medical and Science

Rip D. Torr is as expert in field medicine and surgery as any member of the Nepleslian armed forces can be. He has been a field medic, surgeon, and medical NCO for most of his military career, with a focus on cybersurgery. He is adept in the installation and maintenance of cybernetic enhancements, as well as maintenance and dietary/medical routines for genetic enhancements, as both are frequently used by those he has had to see over in the past. He is also familiar with nonhuman biologies, to such a degree that he is as comfortable operating on nonhumans as he is on the various different kinds of specific human biologies. He is also familiar with how to install or maintain cybernetics for all of these forms.

### Survival and Military

Rip has all the standard training for a Nepleslian ID-SOL front line medic. He can survive without access to any technology provided the planet is capable of supporting human life, as well as make his own survival gear from the land. He can hunt, fish, navigate by the stars or by landmarks, make maps, make camps, and generally all the skills for surviving off the land.

### Leadership

Rip D. Torr served as a high ranking medical NCO for most of his military career, and is talented in taking the lead, directing field medics or squadrons under his command, and generally keeping things running and moving. He has run a personal clinic in the slums of Funky City for almost half a decade as well, and is no stranger to directing employees or fellow medical professionals in what needs to be done. That said, he has been trained to receive orders, give them, and strategy for leading fire teams and groups against the enemy, both in actual combat and in rescue operations.

## Fighting

Rip is trained in the use of standard firearms, close combat weaponry, and power armor, as well as Nepleslian military martial arts, dirty fighting from gang warfare he participated in as a member of the Green Syndicate and in his protection of his clinic from criminal elements. He prefers the usage of precision close range weaponry to long range automatic, explosive, or otherwise 'imprecise' weaponry, as he prefers to keep potential collateral, and thus his job, to an absolute minimum.

## Biology

Rip D. Torr has received extensive training and education in xenobiology and genetics modification, for the purposes of better understanding the biologies and necessary medicine for the species that come under his care. He is very careful to continue his training and regularly seeks out new educational documentation and training to keep up to date with the latest medical practice. He also has enormous practical experience both from his clinic and from his work in various war-zones on both allies and prisoners of war.

## Domestic

Rip is a clean freak. He says he spent enough time up to his knees in mud, and his elbows in guts, to last him a life time of dirtiness. He knows how to keep himself, his clothing, his living space, and his equipment clean and polished to a degree that would bring a happy tear to the eyes of even the most psychotic drill sergeant.

## Inventory & Finance

Rip D. Torr has the following items:

Much of his clothing is taken from his old days in the military, though he has removed rank patches and such from everything except his dress uniform (which he keeps carefully sealed and stowed) and hats. He doesn't wish to be confused with active duty personnel.

He carries 2 massive duffel bags with his belongings, one set for his clothing, the other for weapons, ammo, and similar. He has a backpack which is set up with more advanced medical gear as needed.

## Clothing

### Uniform

- 2 modified nephelisan military uniform shirts, green, but without rank patches, just name tag and medical symbols.

- 4 [T-Shirts](#), white
- 7 underwear, black
- 3 Khaki cargo pants
- 1 [Beret, green, with flash patch](#)
- 1 [NSMC Field Cap, Type 33](#)
- 1 pair gloves, leather, brown
- 1 pair boots, brown
- 7 pair boot [Socks](#), white
- 1 Belt, dark brown
- 3 Sets medical scrubs
- 1 White doctor's coat, IP-SOL Sized
- 1 White doctor's coat, IP-SOL Power Armor Sized
- 1 [Nepleslian Dress Uniform \(YE 33\)](#) (full outfit with white pistol belt, gloves, pants, and boots), neatly folded and kept vacuum sealed in first duffle bag, or personal locker if available..

## Relaxation Wear

- 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
- 1 vintage 'bar crawl era' aethersperm [T-Shirt](#).
- 1 pair cargo shorts
- 1 comfortably broken in suit jacket, sleeves rolled up.
- 1 Pair of Sandles
- 7 pairs of white knee high [Socks](#)

## Workout/Swim

- 2 Short-sleeved mocks with fleet number on the right chest, Green
- 2 Work-out shorts, black
- 7 pairs green ankle [Socks](#)
- 1 pair green low-top sneaker shoes
- 1 Pair of trunks, green, fleet number on right leg

## Weapons and Weapon Accessories

These weapons were brought with him into his retirement, considering he'd been using them for so long they had been fairly heavily, if superficially, modified for his use alone. He keeps his weapons loaded at all times, and is meticulous in their care and maintenance, keeping a stockpile of frequently required replacement parts.

- 1 Rocket Maul (Carbon-Diamond, Maul, Molecular Knit, Booster(topspeed: 50mph), BR-28A rechargeable battery), set up for usage either in or out of powered armor.
- 1 [M3 Assault Weapon System](#), with 2 extra FMJ clips of [6.8 x 43mm NAM](#)
- 1 [Utility Combat Knife M01A](#)

- 1 [Marine Combat Axe Model 01c](#)
- 1 [HHG 'High Hybrid Gun'](#), with 4 extra JHP magazines (1 Hybrid I:White, 1 Hybrid II:Red, 2 Mag Driver I:Liquid,tranquilizer load, Loaded with Hybrid White), personalized with orchid engravings along the barrel, due to a liking for the flower which he now grows in his home and his clinic.

## Accessories

- 1 pair identification tags, metal, with name and hometown
- 1 [Canteen](#), 1 quart
- 1 [Military Issue Awesomecorp Datajockey, Medical Veteran Design](#): Loaded with a nonvolitional medical AI to provide medical diagnosis and assistance, containing a massive data base of modern and historical medical practices.
- 1 very badly knitted Datajockey Cozy
- 1 Wallet with the Marine Corps Insignia plated on it.
- 1 [Nepleslian Medical Kit \(Type 31/Gen 1\)](#)
- Starting pay of: 6000 DA

## Cybernetic Enhancements

- Left Arm IP-SOL, Military Grade, armored top of arm and fist, underside containing modular sockets for containing and activating specific modular systems as needed, that can easily be removed and set out in a proper workshop environment.
  - Modular Field Medic Suit.
    - [Laser Scalpel](#)
    - Liquid Dispersal System: vials can only be loaded when this system is deployed from the arm, and then feed them through the system, mixing up to 4 different solutions as needed, then delivering them via various methods listed below
      - HypoSyringe
      - Sprayer
      - Liquid Jet
    - Surgical Shears
    - Tweezers, Clamp, and Forceps
    - Suture Kit, requires suture thread spool to be loaded once deployed.
    - Internal cleanser nanosystem: An internal, highly specialized nanite system focused on sterilizing all internal systems of the module of various substances, especially important for removing blood or biological matter from it, also for cleaning out the Liquid Dispersal system pipes as it is set up so that you can use it for injecting blood immediately after applying liquid bandage.
    - Ports for linking wirelessly (hard switch access to enable to disable) or in a wired manner to external devices.
- Cybernetic Eyes: Hooked by a wired subdermal link to his cybernetic arm, allowing him to utilize the modular ports functions and both see Augmented Reality data readouts from it, as well as feed data from his own eyes into it as necessary. Also telescopic, target assist, and various other visual spectrum enhancements.

## OOC Information

## OOC Notes

In the case [Shadowclasper](#) 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	Rip D. Torr
Character Owner	<a href="#">Shadowclasper</a>
Character Status	Inactive Player Character
Nepleslian Personnel Database System	
Career Status	Discharged

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