


Rita Stenton

Rita Stenton is a [player character](#) played by [Frown-chan](#).

Rita Stenton



Rita Stenton	
Species:	Nepleslian (Cyborg)
Gender:	Female
Age:	21
Height:	6'5"
Weight:	567lbs
Organization:	<div><div>Nepleslian Space Marine Corps</div></div>
Occupation:	Space Marine
Rank:	Private, 2nd Class
Current Placement:	4th Fleet AASP

Physical Characteristics

- Height: 6'5"
- Mass: 567lbs
- Measurements: 38D-26-36

Build and Skin Color: Rita is tall, tan-skinned and built quite heavily, despite the fact that her body is entirely mechanical. In fact, her size only compounds on the strength of her cybernetics.

Eyes and Facial Features: Rita's eyes are almond-shaped and are a cold blue, which is visibly overlaid by translucent circuitry. Her features are sharp and angular, but utterly unblemished.

Ears: Rita has normal human-like ears made of synthetic flesh and collagen, which hug the sides of her head.

Hair Color and Style: Rita's real hair was removed from her scalp and placed in the synthetic covering around her skull at her behest. It is neck-length, messy, and deep black.

Distinguishing Features: Rita's most noticeable features are her striking eyes and utter lack of blemishes or scars, entirely out of place for a woman of war.

Psychological Characteristics

Personality: Rita is a cold-hearted, murderous woman with a penchant for violence, even from a very young age. Despite this, she has shown considerable tact and intelligence, having managed to evade capture from the Nepleslian government for a considerable amount of time. However, it is certainly Rita's knack for combat that has driven her through her years and into adulthood, and allowed her a second chance at life. It can be assumed that Rita is a severely disturbed individual, as her thrill for combat is so

great that she has time and again risked her life to brutally murder her foes, however unnecessary it might have been. Undisciplined and quite anti-authoritarian, it at first seemed as though only her cybernetics kept her in line with the choices of her commanders, but as the length of her military service increased, it became clear that she reveled in splitting apart Squids just as much as she did Humans, and that her personality was not as antisocial as it seemed. Indeed, Rita has had a very easy time making friends, and her boisterous, optimistic personality has led to her being well-liked, in contrast to her reputation.

- **Likes:** Chunky salsa.
- **Dislikes:** Everything else.
- **Goals:** Death or Freedom, whichever comes first.

History

Family

Jacob Stenton, Father (Deceased) Michelle Stenton, Mother (Deceased) Abraham Stenton, Brother (15 years old, mechanic on Nepleslia)

Pre-RP

Rita was born into a lower-class family on the Nepleslian homeworld, and went through life normally as a little girl. When she was fifteen years old, she discovered that a pack of rodents had infiltrated her neighborhood's garbage dump, a place in which she and her friends spent much of their time playing. Worried that she'd no longer be able to play there, she took it upon herself to take a knife from her kitchen and dispatch the critters one by one. She took far more pleasure in the act of killing than she'd imagined, and as she aged, she took a more and more keen interest in the life of a servicewoman. Unfortunately, this was not to be, as she immediately crossed over onto the wrong side of the law upon murdering a marine who propositioned her (quite forcefully) in a fit of rage. Taking the first opportunity she could, she jumped the planet and made a name for herself in space as a self-taught fighter. For many years she worked as a henchman under a little-known space pirate, who upon being caught by the IPG immediately ratted out his crew. The Intelligence and Pacification Group, aware of Rita's distinct talent, offered her a choice: to replace her body with a mechanical one completely controlled by the government, or to die. Naturally, Rita chose the former, and she was given one year of necessary training before being assigned as cannon fodder to the Star Military of the Democratic Imperium of Nepleslia, 4th AASP fleet. Were she ever to disobey her superiors, the life-support systems of her cybernetic body would be deactivated with the flick of a switch, and she would simply lie down and die.

4th Fleet

Rita has since taken part in several operations as a part of the 4th Fleet under the command of Admiral Valken and Lieutenant Phaedra Volkov. She participated in the evacuation of Tange in a support role, where she first proved her usefulness in combat, and then in the attempted theft of information from an

NMX outpost in System 871. The outpost proved to be far more heavily guarded than originally expected, and casualties were unacceptable. Rita and the rest of Volkov's Cavaliers were forced to retreat without obtaining any information. Rita saved the life of fellow marine [Sawyer Aubrey](#) during combat, before returning to the *Dauntless*. Rita was then deployed as part of the Rok'Veru offensive, along with the rest of Volkov's Cavaliers. She was badly wounded in combat when a Ripper tore off her arm, and the resulting structural damage impaired the interface between her brain and her cybernetic body. She was pulled from the field by emergency technicians and was kept in the hospital for months while the weakness in her prosthetics was corrected, and the existing damage repaired. She has returned to the field with a new left arm.



Skill Areas

Communication

Rita is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from other characters through headsets, ships, ground vehicles, power armor, and shuttles in both combat and non-combat conditions. She is fluent in Nepleslian, capable of speaking and writing it correctly and efficiently, along with writing reports, filling forms, issuing orders under fire, etc. Rita is also skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

Fighting

Rita received intensive hand-to-hand combat training in her year of pre-combat "orientation," but learned most of her hand-to-hand combat skills on her own. Rita is a veteran manipulator of the human body, having experienced close-quarters fighting in all sorts of environments due to her violent nature. She is an incredibly skilled hand-to-hand fighter, capable of breaking submissions, using leverage to her advantage, executing hip-tosses, and seamlessly segueing between guard positions while ground-fighting. In addition, she knows how to disarm an opponent who is wielding a weapon, as well as use an opponent's weapon against them to quickly end a fight. Fighting inside ships has forced her to become an expert marksman in order to prevent herself from damaging ship controls or worse. Weapons she is trained in include pistols of all types, knives, grenades (and other forms of explosive weaponry) and rifles of all kinds. She is mechanical, and thus has essentially unlimited endurance unless her cybernetics break down. She has also developed into an extremely capable land-based power armor pilot throughout the course of her military career, and is capable of pulling off advanced maneuvers with most Nepleslian power armors. Owing to her preference for it, she is most proficient at piloting the Na-M8-01a "Hostile."

Survival

Rita knows how to survive in hostile environments. She can build shelters, hunt and forage for food, build a fire, etc. Rita can also camouflage herself and is familiar with guerrilla warfare tactics.

Strategy (Tactics/discipline)

Rita can understand and give out tactical commands and work with her comrades to follow those commands efficiently. She was made to learn the importance of teamwork on the battlefield during her orientation, and has been successfully indoctrinated with forced discipline. She is able to recognize the command structure even while under extreme pressure, and ALWAYS regards it, even at great threat to her life. Rita is able to recognize ambush points and she knows basic math in order to calculate distances, etc, and use a tactical map.

Physical

Rita's body has been completely replaced with a cybernetic replica. Her strength, agility and cardiovascular stamina are all far above even Olympian standards for normal Nepleslians. She is capable of moving with mechanical precision, speed, and strength, easily accomplishing feats such as leaping fifteen feet straight upward, punching a hole through a steel door, or effortlessly lifting half a ton of weight. Her body moves via a system of pressurized pneumatic tubes which replicate the bone structure of the human body combined with electroactive polymer muscle replacements. Her body is powered by a large dynamo in her chest, which pumps excess heat out of her body through a heatsink in her stomach that ventilates through her pelvis. All of her senses have been replaced with analogous digital inputs, and her sight has been upgraded with night and thermal vision and an up to 3x telescopic zoom.

Temporary: Rita's IPG-issue left arm was damaged beyond repair in combat, and she is now using a standard marine prosthetic model until a new custom arm could be delivered by the IPG. The arm is a stark gunmetal grey, with visible bolts and rivets connecting the armored plates to the body. The hand is large, with square fingers that have rounded tips and undersides. It resembles a gauntlet, and is ideal for punching foes in the face.

Inventory

Rita Stenton has the following items:

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
- 6 pair boot [Socks](#), white
- 1 Belt, dark brown
- 1 [Nepleslian Dress Uniform \(YE 33\)](#) (full outfit with white pistol belt, gloves, pants, and boots)

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
- 1 Bikini, green, fleet number on right breast.

Weapons and Weapon Accessories

- 1 Rifle Kit
- 1 [Utility Combat Knife M01A](#)
- 1 Revolver, [HHG ‘High Hybrid Gun’](#), with 12 extra HJP rounds
- Hand Cannon (damaged)
- Hand Cannon Ammunition

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.

Miscellaneous

- Meat grinder and sausage making kit
- Mini Fridge
- Rolling chair, cushioned

Finances

Rita Stenton is currently a Private, 2nd Class in the Star Military of the Democratic Imperium of Nepleslia.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
6600 DA	600		Bonus Awarded
4600 DA		2000	Purchase: NAM VBCS Chainsword-Long VCL-01a
3530 DA		1070	Purchase: Loot from Fleet Stores
Character Data			
Character Name	Rita Stenton		
Character Owner	Frown-chan		
Character Status	Inactive Player Character		
Nepleslian Personnel Database System			
Career Status	Active Duty		

Nepleslian Personnel Database System	
Branch	NSMC
Rank	Private First Class

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