

# Tony Griffin

Tony Griffin is a [player character](#) played by [jinxed](#).

Tony Griffin	
No picture available	
<b>Species:</b>	Nepleslian
<b>Gender:</b>	Male
<b>Age:</b>	18
<b>Height:</b>	194cm/6,3'
<b>Weight:</b>	79kg/174lb
<b>Organization:</b>	<a href="#">Nepleslian Space Marine Corps</a>
<b>Occupation:</b>	<a href="#">Space Marine</a>
<b>Rank:</b>	P3C
<b>Current Placement:</b>	Nepleslia Prime

Preferred Plots:

1. 4th AASP Fleet
2. NSS Altomir

## Physical Characteristics

- Height: 194cm/6,3'
- Mass: 79kg/174lb

**Build and Skin Color:** Tall and somehow slim for his height creature with narrow shoulders. His skin tone is caucasian, maybe even a little too dark.

**Eyes and Facial Features:** Europoid eye shape with brown coloured iris. Narrow face with sharp and long nose and square chin.

**Ears:** General round ears from flesh.

**Hair Color and Style:** Short black hair which prone to be curly in case if grown long enough. Face is shaved clean all the times. In fact, it is shaved clean only once in two days since it is simply nothing to shave in period between those two shavings.

## Psychological Characteristics

**Personality:** Depressive accentuation, which means not pathology but a feature of temper.

Most positive emotions like joy, pride or passion are suppressed while negative ones like sorrow, displeasure or boredom are dominating the emotional background.

Vivid and strong outbursts of positive or negative emotions are still possible under the highly provoking conditions like anger in a fight or joy in a middle of celebration something very personal.

In order to keep his emotional background stabilised instinctively attempts to keep his hands on any medicaments which able to dilate blood vessels. Which is anything that contains nitroglycerine, papaverine, nitranol, amyl nitrite, temisal, aminophylline or, simply, alcohol.

Alcohol is most obvious and common choice just because positive experience gained from medicaments believed to be accident.

Experienced to illegal drugs and may consume any drug causing euphoria in case of acute negative emotions or stress.

Believes that his meaning of life is to protect. Although he not decided yet what exactly he really wants to protect. He often puts the lives of his beloved ones and close friends higher than his own, according to that philosophy. Decision to sacrifice or not to sacrifice comes eventually in a moment of direct threat. If Tony decided that he is ready to die for someone or take someone's guilt on him that does not mean that in case of life threatening situation he won't change his mind, following his subconscious will. And vice-versa.

Prone to deviant behaviour enough to commit a criminal act.

- **Likes:** Alcohol, specific types of drugs, women, strong people
- **Dislikes:** Smoking, specific types of drugs, police, weaklings
- **Goals:** Find a place he can actually call a home and protects it's sainthood at the best of his ability.

## History

### Family

Father: John Griffin. Deceased

Mother: Marie Schmidth. Unemployed

### Pre-RP

Born in Roger Wilco city on the Planet Nepleslia in YE 15 by his mother, Marie Schmidth, which was a employed as waitress in one of those restaurants in Hallowed Grounds, not without a help of John Griffin, which was a police officer appointed for a foot patrol around Urban Rezone of city for a rest of his life because of doing few things from "not-to-do-list" while on duty.

Succeeded at being cute child, suffering the drunk father's harassments, entertaining himself by family

scenes often occurring between his parents and getting used to distant screams of agony somewhere in most dark alleys of hood. Until YE 22 when grew up enough to be kicked out to the school from nice and calm place to dwell and waste remains of mother's wage. John was kicked out from job 2 years before for that moment.

Three years ago, right after Tony just started to understand a meaning of all those math riddles, something not quite understandable for him happened with a people and things around. Things gain a nasty habit of exploding, falling apart and do other kind of nasty destruction stuff, while adults decided to do a really wide spectra of things which included: screaming, running, fighting with each other, coincidently robbing some store or some other adult. Most smart adults remained silent and just sat tight to decide if they really want to fight for their homeland or not, leaving to the front line in case of positive decision or joining the madness on the streets, using the opportunity to become a few wallets richer in case of negative decision. But those were most smart adults, while all other decided to act like shit. Perhaps, SMX invasion could do something with it, but in a middle of all this chaos it was quite difficult to find out for a 10 year old boy. As a matter of fact, Tony was much more interesting in survival first and asking questions later.

For some really nasty and long time a lot of interesting and not really things happened, but in total it gave a pretty much knowledge for a Tony. Much more than any school can give to a young and thriving boy. First of all, his father was unlucky enough to catch a knife with his stomach. Our hero failed to witness his last words just because he was running away from some random molester somewhere in another part of town. Meanwhile his mother disappeared and Tony was left all to himself in this funny and mad world. Not for long though. He was quickly adopted by his own kind - the other kids who were lead by a pretty smart guy named Joe, but much more famous around those places as "Rat".

Maybe leader's name was a reason why they decided to call themselves "Street rats". Or maybe the sewers, where they used to live (and which just happened to be a decent bombproof shelter) could do something with its name. Or it may be even the last words of their clients, which they wheezed out of their mouth with a some amount of blood: "You.. little.. rat", while observing a little cute (but dirty and skinny) creature wielding a knife. Knife, eventually, was stuck in client's chest at this moment. Anyway, it was a more or less organised group of children from five to eighteen years old and who decided that job is not vital for survival when there are so many stuff you can take away without permission with or without force.

When things settled down, "rats" came out for a surface and occupied one of the buildings as their headquarters. Lots of deaths caused a lot of good jobs to be taken away, but easy way is a good way, is not it?

Once on surface, Street Rats continued what they can do best - chaotic assaults on people with borrowing their belongings. This tactic quickly proved to be not effective in a post-war time and gang was forced to use a much more subtle approach. Pick-pocketing became main profit gainer while random assaults on bystanders were declared waste of time. Instead of people rats targeted warehouses and stores. Investigate the spot, find a good time to break in, do it, waste the guard or guards, grab and run.

Time passes. Notoriety of Rats raises, fresh blood flows in a gang. Finally they became a dominating gang in a hood. Some people say that that happened not without help of some much more powerful organisation. Some people say that they robbed military for weaponry. But anyway, when rats managed to put their hands on handguns and even most green recruits were equipped with those - gang war

ended quite fast.

But anything good ends soon or later. That's a brief and dry output:

- Joe "Rat" London. Leader of gang. Arrested and imprisoned for multiple violations of law at YE 28. Fell twice on shank two months later. Deceased.
- Bob "Strike" Simons. Right hand of Joe London. Shot in chest twice during Civil War. Deceased.
- Cliff "Beatle" Battle. Leader of red pack. Shot in head by a guard of warehouse. Deceased.
- Ben Scott, Bella Utterback, Silas Wade. Members of red pack. Arrested and imprisoned. Currently released, whereabouts unknown.
- Tony "Yehat" Griffin. Member of red pack. Fled from the town after Joe's arrest.
- Mario "Gabe" Mancera. Leader of black pack. Committed suicide.
- Laura Schell, Ben Geise, Terrance Odimgbe, Isabel Terrell, Greg Michaux, Leon Mintah. Members of black pack. Killed in conflict with rival gang. All deceased.
- Arthur "Acle" Miller. Storyteller. The only adult in the gang. Killed by police officer due to police brutality. Deceased.

About two hundred of rats leaved the gang with London's arrest. Rest members known to be killed during the Civil war or fled from gang.

Anyway, Tony fled from Roger Wilco city at YE 28 and hitch-hiked to the Funky City, where attempted to get a job and stay out of trouble. Failed at this task hardly. No one was actually interested in hiring 13 years old boy and trouble found him itself at YE 29. It was a Civil War. People started to act like shit once again. And here story repeats: Tony instinctively chosen sewers as home and came up to a surface only to hunt. The only difference that he attempted to stay out of trouble this time and attempted to borrow things without blood.

Year later, when greens finally took control of the situation, a lots of low-class jobs needed to be filled with someone. Tony took this opportunity and started to work at warehouse. Lifting things, pulling things around, respond to "hey-you-come-over-here" shouts from chief - that kind of job. Salary was enough to buy something to drink with fellas and pay for the rent. And if Tony needed some extra cash he could always fetch something from the warehouse to people on streets. That was a slow and boring (but stable and without surprises) life, boredom of which was interrupted sometimes by whores or beating up anyone who looks not like everyone.

Tony knew that he will never find a decent job and if he will continue to live such kind of life - he will be just arrested or killed. Or both. Anyway, he managed to survive until he became old enough to join the marines. Currently, he passed the training successfully and dwells peacefully at Funky City garrison, awaiting for a real job.

## Skills

### Communication

Tony 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. He is fluent in Nepleslian. He is able to speak and write both correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. He is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

## **Fighting and Physical**

Tony passed Nepleslian Marine Self Defense Training course and able to use improvised weaponry as well as melee weaponry in hand-to-hand combat. He is able to use, maintain, strip down, clean and put the following guns together: M2 Assault Rifle, Styrling Silver Special .45 Caliber. He is able to coordinate his gunfire with other marines and knows where to aim in order to kill or immobilize nepleslian being. Tony was trained to stay in good physical shape with help of robust workout. He is trained to use and clean after usage workout equipment. He is trained to swim in butterfly style and to ignore moderate pain. Strong and long enough legs makes him decent runner.

## **Strategy**

Tony is trained to cooperate with his squad and to cooperate as squad with other formations, including NAVY in case of joint operation. He understands the basics of subordination and knows the chain of command. He is confused with salutation and salutes to everyone with higher rank when he is able to. Sometimes even in a middle of conversation or job.

## **Survival**

Tony is able to differ edible meat from non-edible or even poisonous. He is able to hunt with help of firearm or improvised hunting equipment. Tony is not able to differ edible plants and berries from poisonous and to start the fire without help of proper equipment. He is able to navigate without help of map or electronics.

## **Domestic**

Tony able to wash his clothes with help of water and soap and also able to handle the mop in proper way. He is trained to keep his uniform clean under any circumstances and to be shiny clean even in a middle of battle. He is able to cook some basic meals which are not more complex than fried meat.

## **Knowledge**

Tony have a brief knowledge about world out of his home planet, but have advanced knowledge about Roger Wilco and Funky Cities. He never had opportunity to speak long enough with alien being, but saw some of them on pictures or from distance.

## Rogue

Tony survived two war conflicts as a child because of his criminal acts and membership in gang. He is able to recognise most suitable buildings or places for gang den and able to differ gang member from wannabe after a short conversation. He knows the advanced tactics of armed robbery and breaking in building unnoticed from outside while eliminating guards inside. He is not agile enough to pick someone's pocket unnoticed, but able to snap something left out of attention from table and leave the area hiding the stolen object in his sleeve or pocket.

## Inventory

Tony Griffin 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 [NSMC Field Cap, Type 33](#)
- 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
- 4 pairs green ankle [Socks](#)
- 1 pair green low-top sneaker shoes

- 1 Speedo, green, fleet number on right cheek

Weapons and Weapon Accessories

- 1 [M3 Assault Weapon System](#)
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- 1 Pistol, [Styrling Silver Special .45 Caliber](#), with 2 extra magazines
- 1 Magazine pouch for pistol ammo with capacity of 3 magazines

Accessories

- 1 pair identification tags, metal, with name and hometown
- 1 [Canteen](#), 1 quart
- 1 [AwesomeCorp DataJockey](#), military edition.
- 1 Wallet with the Marine Corps Insignia plated on it.
- 1 Backpack, capacity 10kg/22lb, dark-green.
- Starting pay of: 6000 DA

Hygiene

- 1 Straight razor with handle made from metal and painted green.
- 1 bath towel. Non-woven fabric. White.
- 1 hand towel. Non-woven fabric. White.
- 1 shaving gel in spray-can. Banana taste.
- 1 bar of soap. Soap taste.
- 1 toothbrush. White.
- 1 tube of toothpaste. Whitening type.
- 10 bottles of cologne. Strong lime smell.

Finances

Tony Griffin is currently a P3C in the [Nepleslian Space Marine Corps](#).

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
5910 DA		90 DA	Magazine pouch
5760 DA		150 DA	Backpack
5050 DA		710 DA	Damage compensation
4900 DA		150 DA	Hygiene stuff
Character Data			
Character Name	Tony Griffin		

Character Data	
Character Owner	<a href="#">jinxed</a>
Character Status	Inactive Player Character

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