

# Roy Savage

Roy Savage is a [player character](#) played by nameless.<sup>1)</sup>

Roy Savage



Species & Gender:	Male Nepleslian
Date of Birth:	26日 6月 <a href="#">YE 19</a>
Organization:	Crimson Ravens (Former), Yamatai Star Empire (Current)
Occupation:	Mercenary (Former), Communications Officer (Current)
Rank:	War Hound (Former), Shoi (current)
Current Placement:	<a href="#">YSS Yukika II: A Classic SARP Adventure</a>

## Physical Description

Roy stands at a height of 5'10" and with a body of an Olympic athlete weighing in at 170 pounds. He has a lightly tanned complexion, dark violet eyes from implants, and rounded ears. He has been modified to have maroon hair, originally black. It is shoulder-length and often tied into a simple ponytail at various heights to help with temperature regulation.

Scars cover most of his body, yet only one on his face, a vertical slash down his left eye and brow. Both his legs have been replaced with advanced prosthesis while the rest of his bone structure has been replaced with bio-mechanical counterparts. Most vital organs have been swapped for more durable, efficient and powerful alternatives as well.

When out in the field, he often wears a sleek grey mask that looks like a dog's head with red orbs for eyes, which serves as his indication of rank within the Crimson Ravens, as well as providing protection for his full front of his face, filtering the air, and providing addition visual assistance and communication capabilities.

## Personality

Roy is the type who takes risks so others won't have to, to the point where others start thinking that he's suicidal. He has a strong maternal instinct towards children, and has, at one time, dived into a collapsing building across a hail of gunfire to shield a child trapped inside. With a carefree attitude in good days, and a dark sense of humor, some had found him a bit childish at times, even during times of stress. To him it was just a nice way to cope, rather than sulk in a corner.

He keeps his true emotions guarded but the walls he put up has plenty of holes from wear and tear, allowing the keen of eye to see what really hides behind the smiles. Over the years he had developed a... somewhat quick wit, and there's always a sense of pride over him whenever he comes up with a comeback on the spot.

Rarely, people can see a scarier side to him as he can be quite cruel and sick when he absolutely needs something.

While not the smartest, he can come up with brilliant solutions to problems he faces. Between being a follower and a leader, he prefers to be somewhere in the middle as he doesn't want to be responsible for other people's lives, but at the same time he feels like he needs to bend orders to lower risks.

Overall he's easy to get along with.

## History

Roy was born in Hemel, Rokin Isles on planet Nepleslia, however all he could remember at the time was that he was living with a group of scavengers who told him he was found in a civilian ship who had been sending distress signals and no one on board who survived knew who he was, and was likely brought in

by a stowaway.

He was raised with a gun in his hand as this group slowly grew desperate for supplies. At 6 years of age, he witnessed his family slaughter intruders and subsequently left their hideout aboard a stolen vessel, taking to the stars. For supplies, they attacked other ships or joined a bigger fleet to help raid a station or two.

It wasn't long until he was put to action. The years before he was 15 was all a blur to him following a blow to the head when a truck he stole fell off a cliff. From that point on, he was under the care of Sarah Maxwell in Nepleslia. She was a woman about 20 years his senior. At the time, he was being treated for severe damage to his nerves and to the rest of his body. He wouldn't know until later that she took an interest to him not only because she wanted to help a misguided boy find his way, but also because she thought he was a missing child with a reward for his return.

When it proved to be false, Sarah let slip her intention to sell him off instead. But at the time, Roy was still too weak to make any form of escape. However luck would shine down on him as the person he was supposed to be sold to was in fact a kindly man who was hired to hunt down people like Sarah.

Frank Savage was his name, and when he learned Roy's story, he offered to take him in for real. Having nowhere else to go, Roy agreed and that was how he was introduced to the Crimson Ravens. They began as scavengers, much like the people he grew up with, but they were different. They were disciplined, clean, and most importantly didn't attack defenseless people.

He wasn't old enough to actually join them, so he was stuck with maintaining their gear. He'd join them in their drills because he really had nothing else better to do most of the time, and he wanted to get an early start so he can let Frank see that he didn't make a mistake by taking a pirate in. By the time he could join them in their adventures, Roy quickly hopped on every opportunity he could to show what he was made of.

Only a year after officially joining, the Kuvexian War broke out and the Ravens lent their assistance in smaller-scale skirmishes, where they would retrieve Kuvexian equipment after each battle, if any were still usable, as a pet project of the R&D department. It was also around this time where he ran into a collapsing building to shield a little girl from the debris, leading to him losing both his legs, which were replaced with battle-ready prosthesis.

By YE 41, Roy had his skeleton completely replaced with sturdier materials and had sub-dermal armor implants added to his body.

He got caught up in the [Hanako invasion](#) slightly over a month after taking a leave from mercenary work. Having learned of a bunker near New Kyoto, he follows a number of locals to it, wanting to aid the attempt at a resistance that was forming, partly as thanks for being rescued from captivity, partly to get back at his captors as well as because there was no feasible way of getting off that planet by himself, not with the invasion still ongoing.

While working with the resistance, they were able to meet up with remnant military forces on the streets of New Kyoto before moving on to retake supplies for the bunker. Along the way, they brought home a dog and her new litter of pups. Roy was an advocate for doing so as it would serve as a much needed morale boost for everyone in the bunker, though the decision was ultimately up to the leader of their merry band of guerillas.

Because of the invasion and the blockade around the planet, he would stay with the resistance for an extended amount of time until they were finally able to get off of the planet and he could finally rejoin his unit. However in his absence, the Crimson Ravens had taken a heavy hit fighting the Kuvexians on a different front and had all but formally disbanded, reduced to a shadow of its former strength.

The remnants had decided to go their separate ways, though many would still keep in touch.

In light of this, Roy had decided to settle and immigrated to Yamatai, though having been holding on to a gun for as long as he could remember, he would soon sign on to join the Yamatai Star Army rather than trying to join another mercenary/contractor group. His prior experience in combat would bring him up to par at worst when compared to the manufactured units, though he would shine in situations where conventional methods were less effective.

Life was uneventful for the most part as his assignments leaned towards patrols and security details in relatively peaceful deployments. All this was far from his idea of excitement.

Later, he would be assigned to a new scout ship, the [YSS Yukika II](#). Initially, he thought this would be another security detail assignment, or perhaps he would be assigned as one of the ground personnel. But to his surprise, he was given the honor of being a communications officer. Though not his first or even third choice, he would nonetheless report to that station, secretly hoping that just maybe they'd need him on the ground from time to time.

## Skills Learned

- Fighting: Roy learned to fight while under the care of scavengers-turned-pirates, both in hand-to-hand and with guns. Both were then honed when he was taken in by the Crimson Ravens. He would then be provided further training when he joined the Yamatai army after the Crimson Ravens split.
- Communication: Roy knows how to operate communication devices and arrays even before joining the Crimson Ravens. Mostly self-taught, he was only needed to be brought up to speed on military-level communications, including all the channels used, call signs and crypto-languages, at least those used within the Ravens, and a few from the Nepleslian Military. He was given further training when he joined Yamatai's military.
- Maintenance and Repair: Having spent his early days in the Ravens as an assistant to the quartermasters and mechanics (as well as having grown up with pirates who salvage anything that could be useful), he is well-versed in the inner workings of mechanical equipment and vehicles of all shapes and sizes even though he wasn't formally trained.
- Rogue: At an early stage of his life, Roy was already breaking into poor-secured dwellings, classic picking of pockets, and swapping one object for another in one swipe, all the while relying on hustles learned from the masters and developing a silver tongue to weasel his way out of a tough spot.
- Survival and Military: When it comes to survival, Roy has lived it. He learned it at an early age, being taught by people who survived on little more than what they could find. When it comes to matters concerning military skills, he's learned half of it from being a misguided pirate and half of it was hammered into his head during training.

- Starship Operations: Roy often rode in a junkyard starfighter on the lap of his mother-figure as a young boy. When they 'acquired' a shuttle, he got to sit on the co-pilot's seat. It wasn't until he officially joined the Ravens that he got actual training to use a starship. However, with him preferring ground combat, the only times he actually had a chance to fight in a starship were the times when they had to engage in open space.

- Domestic: What's the use of finding food if you don't know how to prepare it? Sure you can cook it directly on a fire, but a good-tasting meal does wonders for morale. Roy took a while to understand this until two sisters were lumped in with his squad. He had a latent maternal instinct and definitely didn't pick it up to impress them.

## Social Connections

Family:

- [Crow] Frank Savage (Foster Father)

Squad:

- [Vulture] Grant Sai
- [War Hound] Edge Alexander
- [War Hound] Aliasse Ryley
- [War Dog] Rosetta Ryley
- [War Dog] Jonathon Grey
- [Songbird] James Leggit

## Inventory & Finance

Roy Savage has the following:

### Mercenary Gear

Qty.	Item	Color/Pattern	Notes
1	War Hound Mask	Grey	-
1	C-Raven Medium Armored Vest	Red-Black	-
1 Set	C-Raven Uniform	[WH],Red-Black	-
1 Pair	C-Raven "Kinetic" <a href="#">Combat Boots</a>	Black	Comes equipped with a kinetic pulse propulsion generator for increased kick/jump strength

### Clothing

Qty.	Item	Color/Pattern	Notes
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Weaponry and Gadgets

Qty.	Item	Color/Pattern	Notes
1	Custom <a href="#">Zen Armaments .45 Caliber Pistol</a>	Silver	Roy's name is engraved on the slide and the handle has the Crimson Raven logo.
1	Custom <a href="#">GP-1 Assault Rifle</a>	Red,Black	This assault rifle has been repainted with Crimson Raven colors. Fitted with a blue tri-laser and an RGB flashlight with a strobe function for signaling and blinding/disorienting enemies in close engagement.

Misc

Qty.	Item	Color/Pattern	Notes
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Roy Savage currently has 2400 DS; 1400 KS.

OOC Information

This page was created by nameless on 12, 21 2019 at 01:30 using the [Character Template Form](#).

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Character Data	
Character Name	Roy Savage
Character Owner	<a href="#">nameless</a>
Character Status	Active Player Character
Plots	<a href="#">Hanako Shall Resist, YSS Yukika II: A Classic SARP Adventure</a>
Approval Thread URL	<a href="#">stararmy.com/...</a>
Star Army Personnel Database	
SAOY Career Status	Active Duty
SAOY Rank	<a href="#">Shoi</a>
SAOY Occupation	<a href="#">Star Army Mission Operator</a>
SAOY Assignment	<a href="#">YSS Yukika II</a>
Assigned Quarters	R3-1
Battlestation	Mission Operations and Communications Station
Orders	<a href="#">Orders</a>

<sup>1)</sup>  
<https://stararmy.com/roleplay-forum/threads/roy-savage.65146/>

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Last update: **2024/03/28 18:32**

