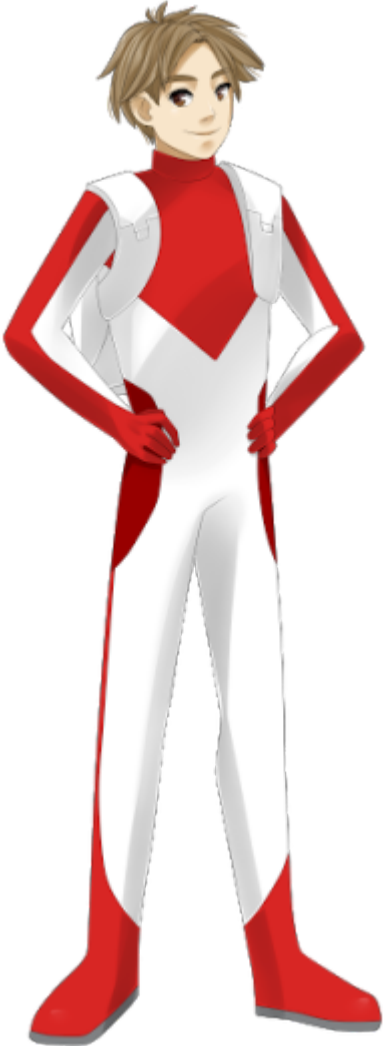


# Alex Patton

Approved

Alex is a [player character](#) played by [Alex Hart](#).

Alex



Species & Gender:	Nepleslian Male
Age:	22
Date of Birth:	四月 (shigatsu) 2 YE 22, or May 5th YE 22
Organization:	None
Occupation:	N/a
Rank:	Sky Warden
Current Placement:	N/A

## Physical Description

Alex is a tall<sup>1)</sup> (5 foot 10 inches) adolescent human male with pale skin. He has medium length messy dirty blonde hair, and hazel eyes. Though he is not overly muscular he is well toned<sup>2)</sup>, and stronger than one would expect due to the implants he received. He has a small nose, high cheekbones and a sharp jawline with a slightly rounded chin. At the base of his neck is a crude telepathic relay node through which he would be issued commands by his captors. He is slender and weighs about 125 lbs following his imprisonment.



## Personality

Alex's personality initially was very strange as a result of years of abuse from [Psychopomp](#) when he was in the [SSI](#). While in a mecha or other craft he can use to fight, he was confident, bold and "heroic", however when out of one, he was shy and uncertain of himself.

Now, after years of growth, Alex has grown into an individual who is (mostly) socially competent. He is now fairly kind and calm most of the time, and has displayed the capability to effectively command small groups, even once commanding a large fleet of warships for several operations. However, he is still hot-

headed, and that can sometimes get the better of him.

There are negative sides to his personality though. Alex could be described as single-minded to a fault, hyperfocusing on a goal to the point where it is harmful to himself and others, as well as his relationships with other people affected by his hyperfocusing. Additionally, though the memories years of abuse from Psychopomp are mostly managed by now, Alex has what could be considered PTSD from the experience.

## History

Alex was born in YE 22.

A company called [Psychopomp LLC](#) had developed a method through which to influence the genes of an unborn child. Alex's father, having been tricked into working on the project, fled the company with a woman who had been experimented on, who soon became pregnant. After 6 years of hiding, [Psychopomp LLC](#) caught up with them. Killing his mother and father, [Psychopomp LLC](#) took Alex into 10 years of captivity, during which he was subjected to a schedule of nearly nonstop flight training as well as hand to hand combat training. During this time Alex was implanted with an extremely invasive, early version of the [Operator Guidance Unit](#) as well as [Cybernetics Aided Technology](#).

During this time, despite multiple memory wipes, Alex made friends with another test subject, [Nomine Asakura](#). [They grew close, and eventually she saved him](#) by planting a virus on the ship that was supposed to send him to a buyer.

After that, Alex was rescued from a slow death in stasis by the [OSO](#), which was on a mission to help the [I'ee](#). After that, he served as a pilot for a time, recovering his memories, and met his lover, [Araxie Serai](#) before being adopted by Uso. After that, he founded the [Sky Guard](#), and led them on many successful missions. Eventually, he met Nomine again, as she was [spying on an airbase](#).. A scuffle followed, and after stunning her he had her [Operator Guidance Unit](#) removed by doctors in a self-centered attempt to repay Nomine for saving his life, after which she fled.

After this, Alex roamed alone for a time with Araxie and a [small crew](#).

[They met again during an anti-psychopomp operation conducted by the OSO, which ended with Alex letting her escape](#). After that, he set out to rescue embattled OSO forces attacking a Psychopomp facility.

Following this, the OSO began a decline, prompting part of the Sky Guard to leave, and Alex to be [placed under arrest shortly after](#). He was in prison for several months, before being moved to an unknown location in the [Rohini System](#).

In late [YE 41](#), Alex was rescued from a large prison ship by an intelligence operative from [Elysia](#), and the crew of the [ISS Brimstone](#), who undertook the job at the behest of the lord of the [New Dusk Conclave](#), Alex's old colleague [Jack Pine](#). He has since settled down with Araxie in the green zone outskirts on [Sirris VI](#).

## Notable achievements:

Alex risked his life to retrieve the 3rd [StratOps](#) unit.

Led the [liberation](#) of [Cavalon](#) from occupying forces

Led the [defense](#) of the [Cavalon](#) star system against a force of greater than 200 [NMX Escort/Destroyers](#) with 50 friendly ships and no friendly casualties.

[Led a rescue of](#) embattled and outnumbered [Section 6](#) forces who were ambushed by an enormous [NMX remenant force](#) attacking a [Psychopomp](#) base.

[Defeated](#) a [Ooghlrashithagg Carrier](#) with while in a mecha.

Defeated a [NMX Hand of Fear](#).

[quotes4](#)

## Social Connections

- Angelo Patton; Father - Deceased
- Uso; Adoptive Mother - Alive
- [Araxie Serai](#); Girlfriend - Alive

## Skills Learned

Alex has the following notable skills:

Vehicle operation; Alex has extensive mecha training during his ten year captivity and is able to pull of aerobatic maneuvers, sustain high G forces for extended periods and maintain concentration in combat. His skills have served him time and time again, and he is one of the best pilots in the [OSO](#).<sup>3)</sup>

Physical augments/Fighting; Alex has been through a grueling physical regimen that pushed his body to the limit. He possesses stamina on par with a marine before the advent of power armor, razor sharp reflexes, an incredible ability to ignore pain compared to the average person, and thanks to [cybernetic augmentations](#) possesses a superhuman speed and strength.

Communication; Alex is fluent in trade as well as familiar with operation of Radio, Laser, and Hyperspace Comm systems.

## Inventory & Finance

Alex has the following items:

- Pillow from starship bunk
  - Antimatter Munitions Launcher
  - Civilian explosives, for construction
  - 430 200-lb steel anvils
  - 10 Classy briefcases
  - A shortened [Westech Trench Shotgun](#), with pistol grip and holster. Holster comes with mountings to be fitted to a cockpit interior.
  - An ugly knitted sweater depicting snowy mountains.
  - A Fine leather sword belt.
  - Contraband/Black Market Cybernetic augmentations
  - Lorath First Aid Kit - First Aid Cabinet
  - Jar of Abjection Krill Jelly
  - A white and vermillion [Sky Guard Standard Flight Suit](#)
  - Extremely good looking tuxedo (NMX War, TC: 17-98, IC: 1723-70421-114)
  - Star Army Backpack (NMX War, TC: 72-83, IC: 6033-77828-147) (Sold)
  - Box of rubbers (Pirating Nepleslia, TC: 23-22, IC: 540-3951-43)
  - Ship's bridge (Pirating YE 34, TC: 99-97, IC: 9660-38372-185)
  - Flan in a Can (full, delicious)
  - Silk pajamas, boxers, and nightgowns
  - 5 x Bag of 10 Pitons
  - 0.25 ESG SMG Pistol
  - 20 x Large Carpet left (Sold 147)
- 
- Computer Processor (YE 42 Giveaway, TC: 88-17, IC: 1465-5089-95)
  - SSCC-XL containing cocoa beans (YE 42 Giveaway, TC: 19-16, IC: 361-4809-33)
  - Sensor-shielded compartment kit (easy [Smuggling!](#)) (YE 42 Giveaway, TC: 77-89, IC: 6910-26579-157)
  - Yamataian military belts, boots, and gloves (YE 42 Giveaway, TC: 27-46, IC: 1299-13811-70)
  - Sturdy wooden bedroom furniture, Yamataian manufacture (YE 42 Giveaway, TC: 43-62, IC: 2723-18657-100)

Alex has an extremely invasive version of the [Operator Guidance Unit](#), Which integrates the sensors and motors of his Mecha into his nervous system, making it a part of his body and allowing him to control it from long distances. This creates the effect of having two bodies, and because of this, his Mecha requires no conscious input to pilot. A downside is that this intimate linking of man and machine causes Alex to experience what the sensors of the Mecha does, feeling the pressure, heat, and a multitude of other senses incomprehensible to normal human brains, that his craft does. It also provides mindware functions.

Alex's old [U-1 Unicorn Custom](#) now rests inside a farmhouse near his home.

## Other images





## OOC Information

Art by Ametheliana, Tutti-frupti (Name might be slightly incorrect), and Crystalink421

In the case [Alex Hart](#) becomes inactive:

- Can this character be used as an NPC by a GM or FM? NO
- Can this character be [adopted](#) after I am gone for a year? NO

Character Data	
Character Name	Alex Patton
Character Owner	<a href="#">Alex Hart</a>
Character Status	Active Player Character
Current Location	<a href="#">Sirris VI</a>

1)

For his age

2)

Visible six pack, pecs, and other musculature

3)

Although that's not saying much given its state and the relative inexperience of other pilots who have served and currently serve there

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