

Alaster Langford

Alaster is a an Operator working for the [IPG](#), and is played by [Soresu](#). Alaster's current theme is [The Wizard - Black Sabbath](#)

Alaster Langford	
	
Species:	ID-SOL
Gender:	Male
Age:	26
Zodiac Sign:	Leo
Height:	10" / 304 cm.
Weight:	595 lb. / 269kg.
Organization	SMN-IPG
Rank	IPG Operator
Occupation	Operator
Current Assignment	Infiltrator, alias "Sergio Langley Plissken"

Physical Characteristics

Height: 6'11" (213cm)

Mass: 201lbs (91kg)

Build and Skin Colour: Alaster is a fit guy with an athletic build, both due to his watered down ID-SOL blood, and rigorous physical training, both on his own, and during his military training. Alaster also has a tanned complexion due to his liking the outdoors, and partly due to his ethnicity.

Facial Features and Eye Color: Alaster is not what you'd call a natural 'pretty boy' but he does have those rugged good looks about him, he has high cheek bones, a prominent nose, and what people call 'masculine' hazel eyes, and a strong squared jaw. He always seems to have that five O'clock shadow stubble on his face as well.

Hair Colour and Style: Alaster has black hair, and keeps it cut short, and styled neatly.

Distinguishing Features

Below is a list of cybernetic upgrades Alaster has received.

Cybernetic Arms: Cybernetic arms with [Durandium Alloy](#) armor underneath the synthetic skin. The prosthetic arms go all the way up to the shoulders. The normal servos utilized within civilian cybernetics was replaced by nanomuscular chains for both efficiency; augmenting the ID-SOL's strength to the point he can easily heft over 1,500kg above his head.

Skeletal Reinforcement: Much of Alaster's skeleton has been reinforced via the [cybernetic enhancements](#) package he was given. However, his spinal column has been further reinforced instead with [Durandium Alloy](#) granting him a higher threshold for load bearing weights. His legs, hips and pelvis have also undergone additional reinforcements while low-yield nanomuscle fiber meshing was interlaced within his muscle tissue.

Cybernetic Organs: While still mostly in tact, some of Alaster's organs have either been supplemented or replaced outright due to being in the line of fire. One of his lungs, both kidneys have undergone supplemental enhancements while his liver and heart were replaced with cybernetic variations after taking a significant amount of shrapnel to the torso while on mission.

Brain Enhancements: Following the standard format for the [cybernetic enhancements](#) packaging applied to him, Alaster's "burner" unit has been removed. The memory and coordination units have extensive firewalls and multiple polymorphic software encryptions built in to prevent or significantly slow down hacking attempts.

Psychological Characteristics

Alaster is a thoughtful man, being raised by good, and well mannered parents insured those values be instilled into their son. He has been seen to be somewhat, 'gentlemanly' to acquaintances, and the ladies. He does have his morals, and believes firmly in justice, and his home world of Nepleslia. He is intelligent, though not as rowdy as some of his marine brethren preferring a book or working out over alcohol most of the time. Though that does not mean he won't cut loose everyonce in awhile, and share a drink, and join the party. When it comes to his work, or what he is working on, Alaster is very diligent, and focuses on the task with all his concentration, and can be somewhat of a perfectionist at times due to this.

Likes: Reading, Good Food, Working out, The Piano, Classical Music, The Occasional Drink **Dislikes:** Obnoxious People, overly loud noises, hangovers **Goals:** To serve his empire to the best of his abilities, and to attain prestige, and bring honor to the family name.

History

Alaster was born in YE 07 to a middle class family in Funky City, raised to have good morals, and good values. And a strong sense of justice. Magnus, Alaster's father had been one of the Greens for a number of years, serving loyally, and had instilled his values, and sense of justice, and love of his home world into his son. He did however run with a small youth gang for awhile, something he would regret later on in life, as it went both against what his father had taught him, and for some of the bad values, and skills he picked up.

When Alaster grew into an adult at the age of 21, he decided to join the Nepleslian Star Army in hopes of someday serving as his father had. The young man served well as a marine, though in a fierce fire fight, Alaster lost his right arm, and underwent surgery to replace it with a cybernetic one.

Alaster chalked his losing his arm up to sheer carelessness on his part. Since then Alaster has proven to be more level headed, if not 'smarter' than some of his more gung-ho brethren. Choosing to think things through, and finish the job as quick, and as clean as possible. His ways of doing things, and service record has since then caught the attention of the newly formed IPG, who were seeking potential Operator candidates. Alaster, upon catching wind of this, and upon being interviewed quickly signed on, to both prove himself capable, and to be better able to protect his home world from harm.

Skills

Communication: Alaster is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from other characters through headsets, ground vehicles, in both combat and non-combat conditions. He is fluent in English. He can speak and write both correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. Alaster is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc)

Fighting: Alaster was extensively, and intensively trained in hand-to-hand combat techniques, as well as most rifles, and pistols. as well as some explosives, and knives, with a high proficiency in bladed weaponry and some other melee weapons. Due to his previous training, he is also familiar, and fairly proficient, and comfortable with power armors.

Rogue: One of the few things Alaster took upon himself to learn. He is a capable lock picker, as well as pick-pocket, a skill he finds a little degrading, but somewhat necessary at times. He's also adept at infiltration.

Survival And Military: Alaster choose this as something necessary. He is quite capable of finding water, food, and land navigation. He is also competent in camouflage, and signaling.

Knowledge: Since his father instilled so much into him, Alaster is also familiar with the laws of Nepleslia, and Funky City. He also has a fairly adequate memory. Alaster can also be somewhat of a 'book worm' , and has a good knowledge of history, and can reference various information.

Humanities: Alaster is familiar with human psychology, as well as sociology, and some small diplomacy. He can also be a bit of a philosopher at times.

Biology: Alaster is familiar with the human body, and, 'what makes it tick' so to speak. Knowing such things can be an invaluable tool in his line of work.

Personal Belongings

This is Alaster's "Civilian" Gear which he uses while undercover.

- One [Styrling Everyday Armor Set](#)
- One [AwesomeCorp DataJockey](#)

Weapons

- One [Nk-lr "Knuckler"](#)
- One [Fatboy 'Chubby'](#)
- One [Styrling Silver Special .45 Caliber](#) ¹⁾
- One [Utility Combat Knife M01A](#)

Ammunition

- Three Boxes of .45 Caliber Ammo (250 Rounds per box)
- Six Magazines (For the Styrling Silver Special)
- Three [Interchangeable High Volume Capacitors](#) (For Fatboy)

Weapon Accessories

- One [FatCOM](#)
- One [Charging Base](#)
- One Weapon Maintenance & Mod Kit
- One Black Leather Holster

Clothing

- 2 black Pinstripe Italian-style dress jacket, silk
- 2 white dress shirts, poplin
- 2 black neckties (optional)

- 2 pair Pinstripe black slacks
- 2 black leather belts
- 1 pair black leather wingtipped oxfords
- Numerous [T-Shirts](#) of various makes and designs
- Numerous Pants of various makes and designs
- Ten Pairs of Boxer Briefs
- 2 pair black steel-toe SynAraS [Combat Boots](#)
- 4 pair black [Socks](#), 2 pair cotton, 2 pair wool
- 1 [Mark III - "Legend" Jacket](#) ²⁾

Misc

- Duffle Bag (Green)
- DA Card
- One Carton [Nepleslian Greens](#)
- One Pair of 'Uno Shades'
- One [Ulti-Tool Multiple Purpose Tool](#)

Operator Standard Equipment

Clothing

Standard Wear

- 2 IPG [IPG Uniform](#)
- 1 IPG Armband
- 4 pair black briefs
- 2 pair black steel-toe SynAraS [Combat Boots](#)
- 4 pair black [Socks](#), 2 pair cotton, 2 pair wool
- 2 sets of standard workout gear (Black synthetic fiber [T-Shirt](#), black shorts)

Public Wear

- 2 black double-breasted, knee-length trenchcoat, poplin with internal zip-up weapon pockets fit for M1 or XAR rifles
- 2 black Pinstripe Italian-style dress jacket, silk
- 2 white dress shirts, poplin
- 2 black neckties (optional)
- 2 pair Pinstripe black slacks
- 2 black leather belts
- 1 pair black leather wingtipped oxfords
- 1 IPG Badge with belt clip

- 1 shoulder holster
- 1 black fitted SynAraS ballistics vest with durandium trauma plates

Equipment

Weaponry

- 1x [HHG 'High Hybrid Gun'](#)
- 1x [HAS](#)
- At least three magazines for each selected sidearm.
- 1 [IPG Operator Assault Rifle Model 01](#)
- Five M1 Magazines, 400 rounds of ammunition (7.62x51mm KZ)
- Five M1 Shotgun Magazine, 90 rounds of ammunition (12 Gauge)
- 1 [NovaCorp Xaser Assault Rifle \(XAR\)](#)
- 5 XAR Batteries
- 2 [Utility Combat Knife M01A](#)

Armor

- 1 [IPG Britva MK II Light Powered Armor](#)
- 1 tactical SynAraS ballistics vest with Durandium trauma plates

Accessories

- 1 [AwesomeCorp DataJockey](#)

OOC Notes

Soresu is on hiatus and has stated that this character may not be adopted.

Character Data	
Character Name	Alaster Langford
Character Owner	Soresu
Character Status	Inactive Player Character
Nepleslian Personnel Database System	
Career Status	Active Duty
Branch	IPG

¹⁾
Gunmetal Black

²⁾
Tailor Made

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