

Alistair Thorn

Alistair Thorn is a [player character](#) played by [Gunhand4171](#).

Alistair Thorn



Alistair Thorn	
Species:	Nepleslian
Gender:	Male
Age:	23
Height:	6'4" / 193cm
Weight:	251 lbs / 113.85 Kg
Organization:	NSMC
Occupation:	Computer Technician
Rank:	E4
Current Placement:	None

Preferred Plots:

Physical Characteristics

* Height: 6'4" / 193cm * Mass: 251 lbs / 113.85 Kg

Build and Skin Color: Alistair is a tall, muscular, Caucasian man. Many scars cover his body.

Eyes and Facial Features: Alistair has a large gash running from the top of his left eyebrow down his cheek. His left eye has been replaced with a cybernetic eye. Both of his eyes, mechanical and organic, are dark blue.

Hair Color and Style: He has light blond military crew cut.

Distinguishing Features: Alistair has many scars that cover his body. He also wears a locket that contains the picture of Alistair and his sister and a picture of his mother at all times. It used to belong to his sister. He also has a cybernetic eye.

Psychological Characteristics

Personality: Alistair is a soft spoken man. Both quiet and gentle. He was instructed at a young age to speak only when spoken to, and to never ask questions. He has learned to come out of his shell, but still has some difficulty. He tends to remain stoic unless he feels that he needs to voice his opinion. Some consider his demeanor to be cold as ice. When he starts to open up to someone, becomes very kind when talking to that person one on one, but when your back in a group he goes back to being a ice berg. He's a great friend to have, and a bad foe to face.

- **Likes:** Kindness, electronics, weapons, people who do not compromise the values.
- **Dislikes:** Morally twisted people, The Deckers, corrupt people, and people who abuse those under them.
- **Goals:** To become the best marine and avenge his sister for what the Deckers did to them.

History

Family (or Creators)

- Renee Thorn (Deceased)
- Jason Thorn (Missing)
- Mia Thorn (Deceased)

Pre-RP

When Alistair's sister Mia was born their mother died in child birth. Alistair's father Jason became extremely depressed and took up gambling. He soon started taking out loans with the one of the local gangs, The Deckers. One day when Alistair was four and Mia was only a year old their father sold them to the Deckers to pay off his gambling debts. They took the young Alistair and began training him to hack into bank accounts and steal large amounts of cash. He became quite skilled with computers under the watchful eyes of the Deckers. They began to make Alistair a cyborg to make him a better hacker. He was outfitted with a brand new eye. When Alistair would fail, the Deckers would cut him to insure that he learned from his lesson.

Many years later Alistair turned 18 and Mia became 15. After a data heist, hacking into a large cooperation bank account, he found his sister dead in his room. It appeared that Mia had been murdered. Alistair, overcome with grief, held his sister one last time then buried her next to his mother. Grief quickly turned to anger. How could the Deckers let this happen? They were supposed to be protecting her. Alistair plotted his escape and vowed that he would avenge his sister, find her killer, and bring down the Deckers for letting his sister die.

Alistair escaped a year later while on a job. He ran until couldn't run any more. He passed out in the back alley of some slums. He was awoken by Nepleslian marines on leave. The Marines took him to the nearest hospital where they patched him up.

A few weeks later he was on the first shuttle to basic training, vowing that he would develop the strength to avenge his sister.

Skills

Communication

Alistair became 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 learned to speak and write both correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. The character is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

Fighting

Alistair trained very hard to become the best fighter he could. He trained to stay fit, to shoot weapons, and to punch someone's lights out if need be. This includes how to set up a workout regimen by devoting at least an hour a day to physical fitness, how to set up and clean workout equipment, and how to properly cycle through workout types to get a full body workout. Marines who only ever work out their arms are punished! Alistair trained to fire accurately, and in the same direction as other marines, on the HHG 'High Hybrid Gun', the Styrling Silver Special .45 Caliber, and the M2 Rifle. He was taught how to strip down, clean, and put these weapons back together. Finally, Alistair was taught the basics of hand to hand combat in the form of Neplesian Marine Self Defense Training.

This is then followed by a course in Power Armor operation and handling. Alistair then was taught how to use the basic trio of Neplesian power armor, the Hostile, Aggressor and Raider.

Survival

Alistair already had a knack for survival growing up with the Deckers. His training in basic heightened his natural abilities. Neplesian Marines are expected to know how to survive and live off the land without resupply. Their fourth month of training is spent teaching them the skills to recognize edible plants and animals, to catch and prepare said animals, and how to navigate without electronics or a map. Marines are also taught how to make a fire without any of the usual means as well as to survive in cold weather without a fire.

Strategy

Alistair, during the second and third months of training, learned about combat tactics and the differences between power armor and light infantry operations. He was also taught about combined arms operations, utilizing Navy and Marine airborne assets to support marine operations. They also learn how to plan and execute various non-standard operations such as commando raids, reconnaissance, urban, jungle, desert & arctic warfare as well as starship boarding operations.

Technology Operations

Alistair learned at a young age how to code and hack computer systems. He grasped the concept quickly and his skills continued to grow. He developed these skills for the Deckers so he could skim off people's bank accounts and so that he would be the fall man if things went wrong. Under the tremendous pressure of being caught, he learned how to hack computer systems and not get caught. He also learned how to increase his own security measures. How to build and manage fire walls, and set up false accounts to mask his own. In the Marines, Alistair learned how to manage his power armor's computer systems to increase the efficiency of the on board computers. He even learned how to tap into ship computers to either evaluate or shut down the security, check the cargo manifests, etc.

Rogue

Since Alistair grew up under the watchful eye of the Deckers he learned the basics of being a rogue. He learned how to deal with shady people and steal things. He can easily tell when people lie to him. He's not a very good liar but he's fine with that. He was trained to be a street urchin, either con people out of their money, or swipe their cash off them. He was skilled in manipulating people by pulling on their heart strings. Though Alistair hated every minute of it, it was the only way to keep him and his sister safe.

Computer Science

Computer Technicians are the ones who deal more with software programming and computer systems. Alistair is capable of programming or hacking into popular interfaces. Such skills make him highly sought after for his ability to prank other Marines, as well as repair and maintain computer systems on starships, powered armorsuits, and other miscellaneous devices.

Inventory

Alistair Thorn 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, brown
- 1 pair [Boots](#), brown
- 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, black
- 4 pairs green ankle [Socks](#)
- 1 pair green low-top sneaker shoes
- 1 Pair of trunks, green, fleet number on right leg

Weapons and Weapon Accessories

- 1 [M3 Assault Weapon System](#)
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- 1 Revolver, [HHG 'High Hybrid Gun'](#), with 2 extra HJP magazines

Cybernetics

* 1 Cybernetic left eye, with the ability to see in multiple spectrums. It also has a back up HUD to help with Alistair's hacking.

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.
- Starting pay of: 6000 DA

Finances

Alistair Thorn is currently a E4 in the [Star Military of the Democratic Imperium of Nepleslia](#).

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds

Theme

Alistair's theme song is "To Hell and Back" by Sabaton. <https://youtu.be/HYWdgBtSM8s>

No adoption.

Character Data	
Character Name	Alistair Thorn
Character Owner	Gunhand4171
Character Status	Inactive Player Character
Approval Thread URL	stararmy.com/...

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Last update: **2024/03/24 08:21**

