

# Amy Sidone

Amy Sidone is a [player character](#) played by [Zonr 0](#).

| Amy Sidone   |  |
|--|--|
|  |  |
| Species:   | Neplesilan                                   |
| Gender:  | Female                                       |
| Age:   | 24   |
| Height:  | 5'3 (1.6 meters)                             |
| Weight:  | 144 lbs (65 kg)                              |
| Organization:  | <a href="#">IPG</a>                          |
| Occupation:  | Entry and stealth specialist                 |
| Rank:  | Hellion                                      |
| Current Placement:   |  |
| Character Theme:   | <a href="#">Raise your Weapon - Deadmau5</a> |

## Physical Characteristics

- Height: 5'3 (1.6 meters)
- Mass: 144 lbs (65 kg)
- Measurements: 33A-24-34

**Build and Skin Color:** White, short, and lean but athletic. She is quite petite, giving her body something of a coiled spring quality.

**Eyes and Facial Features:** Murky blue eyes in a small face that tends to be smudged with some kind of dirt.

**Ears:** Standard Human

**Hair Color and Style:** Brown hair cut boy-length short for minimum maintenance and interference with work.

**Distinguishing Features:** Various scars on her body from falls and too close of calls with the authorities or rival criminal elements.

## Psychological Characteristics

**Personality:** Amy can be a little rough around the edges at times. Until you have proven yourself to her, you are either an asset or an obstacle. That being said, while she can be slow to trust she is fiercely loyal to those who have earned it. She has a tendency to be blunt and unfiltered in conversation and while she recognizes the value of niceties, she dislikes using them unless necessary.

Although no stranger to killing, she does not particularly care for it. She holds no illusion that the things she has done and will do are morally justifiable and she dislikes when people try to rationalize their deeds. She is not proud of her life, but she believes she has done what was necessary for her survival and is not wracked by crippling guilt either.

She shows good resourcefulness and is used to having to make do with what's available at hand.

- **Likes:** Money, good food, cooking, allies she can trust, functional clothing, completing a job with minimal casualties.
- **Dislikes:** Moral relativism, especially as justification, unnecessary killing, giving up, unjustified optimism or pessimism, people coddling her.
- **Goals:** Get rich, leave her life of violence/crime (preferably after the previous goal), see her brother again, find a group she can trust.

## History

## Family (or Creators)

Brother: Darius Father (deceased): Samuel Mother (deceased): Olive

### Pre-RP

Amy Sidone has always been a fighter and never one to just accept her fate: a trait that served her very well in her early life. Growing up poor, even by street standards, many people in her situation turned to begging. Her brother certainly did, but she wasn't content to leave her day-to-day meals at the mercy of strangers. She began her criminal career early with the local youth street gangs with pick-pocketing, scams, and other petty crimes. It turned out she had a talent for it with nimble fingers and fast legs for when things went south.

She held no romantic notion about her deeds and more often than not her victims were only marginally better off than her. So as she grew into her young teens, her crimes escalated into breaking and entering and muggings. It turned out that she was good at this work too and worked for several years without major incident. Unfortunately, she eventually screwed up a job and she ended up killing a man in his own home. She barely escaped arrest by the intervention of a larger criminal network on her behalf. She owed them and was conscripted into their ranks.

This change in affiliation catapulted her into a completely different league of crime. Suddenly she was no longer robbing petty cash from fellow streeters. In addition to being tasked with breaking into ant and freemen homes, she would be sent on elimination contracts when the guild needed somebody to disappear quietly. She never enjoyed these assignments and whenever possible she would try to kill her targets as painlessly as possible before they even knew they were being hunted.

Of course, it wasn't all bad; despite the guild taking a cut of her earnings now, she proved as capable as before and made more money than ever. She began making a name for herself in the local underground as a "retrieval specialist" and somebody who could get things done. She grew quite close to some of her fellow criminals and even sustained a few romantic liaisons. She came to appreciate the value of people you can trust with your life in a world where trust was more likely than not going to get you killed.

Her skills continued to improve over the years. Her parents had long since passed away and her brother ended up enlisting in the army, but to her the guild had become more important. Shortly after her twenty-fourth birthday, she was sent on her most difficult heist yet: a prominent politician's home. It all went smoothly through the night until she reached the target's safe and realized nothing was there. She had been set up by the organization she belonged to and was swiftly ambushed by local authorities.

She never knew why, but she knew that her future was bleak without the protection of her criminal associations. She quickly formulated a plan to escape from prison before a guild assassin could finish her off and was about to set her plan in motion before she received an offer from an unexpected source that changed everything...

# Skills

## Communications

Fluent in Nepleslian with passable Yamataian. Her skills in the written word are sub-par. She is however adept at picking up and speaking in various forms of thieves cant and code.

## Fighting

Even before IPG training Amy was a capable close range fighter. Whether with knives, improvised weapons, or fisticuffs, she is skilled at utilizing her small size and mobility to overwhelm her opponent. She doesn't fight fair: her skills are born from survival on the streets and thus she is particularly well suited to unarmored targets. Already familiar with a variety of weapons commonly used in Nepleslian organized crime before IPG training, she has been trained in familiarization with an even wider variety of equipment with a slight emphasis on those with a stealthy nature. She has shown good marksmanship, but her strength still lies in close combat with several heavier melee weapons and formal fighting style training added to her arsenal.

## Physical

A hard life and experience with increasingly daring burglaries leaves Amy strong and athletic with muscles tuned for bursts of speed and activity, and she is capable of climbing difficult surfaces with minimal amounts of gear. She maintains a great deal of flexibility and practices acrobatics to stay in shape and is capable of a variety of parlor tricks such as backflips, handsprings, and the like. Overall she is strong and dexterous and is tuned for quickly getting into places she shouldn't and moving about unseen. Unfortunately, she has a comparably modest endurance and finds it difficult to move at full tilt for very long.

## Rogue

Amy has gone from humble beginnings picking tumbler locks on streeter homes to bypassing advanced electronic security systems on wealthier freemen homes. If it opens for somebody, Amy is confident she can make it open for her. A full complement of other related skills rounds out her criminal profile. She understands criminal elements well and tends to find it easy to get an 'in' (or at least a meeting that doesn't end with her getting shot). She's also skilled pickpocket and sleight of hand artist which on lighter occasions lends itself to a few magic tricks.

About the only classic skill she doesn't possess is seduction. She never feels comfortable using sexuality to target a mark and would much rather attempt to craft a clever lie.

## Survival

Amy is well versed in urban survival and operating without proper meals or sleep. She is well tuned to the hazards of urban living and at keeping a low profile from both the authorities and hostile criminal elements. She rarely has trouble with getting lost in a city due to a keen spatial sense and awareness of direction. IPG training has also taught her the basics of wilderness survival, and she is capable of creating shelter, finding food, and navigation in relatively hospitable environments.

## Culinary

Although she may not look like it, Amy is a skilled cook, particularly when working with minimal ingredients. Living on the streets meant she could never be picky about what she would be eating that day, so she became proficient at making appetizing meals from simple ingredients. After she joined a more formal criminal element, she found that cooking provided her a chance to get closer to some of the leadership and keep tabs on them. The IPG have also taught her how to use this skill for a much more sinister purpose. She is versed with common poisons and mind or body altering substances and how to surreptitiously add them to cooking.

## Technology and Information

From her life before training, she is familiar with the basics of hacking. In particular, she is skilled at bypassing electronic locks and other skills useful for breaking and entering. IPG training has enhanced this and although it is not her specialty, she is capable of breaking into and compromising moderately well secured networks with consistent success.

## Inventory

Amy's possessions are sparse and typically vary on assignment. As she has not been assigned yet and went directly from prison into training, she has little more than the clothes on her back.

## Clothing

- Black form fitting "work" clothing. Tough and suitable for climbing.
- Low-cost sleeveless casual wear

## Uniforms

- N/A

Weather Gear

- None

Workout Clothing and Undergarments

- No frills civilian undergarments

Weapons

- [Talon TSP](#) with sound and muzzle supressor
- [GP-1 Assault Rifle](#)
- [Molecular knit knife with monomolecular edge](#)

Accessories

- None

Personal Hygiene

- An overnight bag containing standard toiletries

Electronics

- Electronic Money Card
- Datajockey

Miscellaneous

- ["Door Breaker" Lockpicks](#) (Advanced set)
- Portable cooking utinsels including non-perishable spices
- Climbing Gear

Finances

Amy Sidone is currently a ~~Hellion~~ not officially related in any capacity to the [IPG](#).

| Total Savings | Addition | Subtraction | Reason         |
|---------------|----------|-------------|----------------|
| 3000 KS       |          |             | Starting Funds |
| 2050 KS       |          | 950         | Lockpick set   |

| Total Savings | Addition | Subtraction | Reason  |
|---------------|----------|-------------|---|
| 1465 KS       |          | 585         | Talon TSP with sound and muzzle suppressor and thigh holster. |
| 715 KS        |          | 750         | Used GP-2 Assault Rifle (Guesstimated price)                  |
| 515           |          | 200         | Molecular knit knife with mono-molecular edge                 |
| 315           |          | 200         | Portable cooking supplies (Guesstimated price)                |
| 15            |          | 300         | Climbing gear (Guesstimated price)                            |

**Character Data**

|                            |                                |
|----------------------------|--------------------------------|
| <b>Character Name</b>      | Amy Sidone                     |
| <b>Character Owner</b>     | <a href="#">Zonr 0</a>         |
| <b>Character Status</b>    | Inactive Player Character      |
| <b>Approval Thread URL</b> | <a href="#">starmy.com/...</a> |

**Nepleslian Personnel Database System**

|                      |             |
|----------------------|-------------|
| <b>Career Status</b> | Active Duty |
| <b>Branch</b>        | IPG         |

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