

Crispin Halford

Crispin Halford is a [player character](#) played by [cha-kun](#).

Crispin Halford	
Species:	Nepleslian
Gender:	Male
Age:	18
Height:	178 cm, 5'10"
Weight:	70 kg, 154 lbs.
Organization:	Star Military of the Democratic Imperium of Nepleslia
Occupation:	Space Marine
Rank:	P3C
Current Placement:	

Preferred Plots:

- 4th Fleet AASP

Physical Characteristics

- Height: 178 cm, 5'10"
- Mass: 70 kg, 154 lbs.

Build and Skin Color: Crispin has never really been the most muscle-bound guy, and now is no exception. Basic training whipped him into shape however, and now he is be a lean, mean, Nepleslian fighting machine. He isn't as big as a lot of his peers, but he is in excellent shape, having put on significant amounts of muscle-mass during basic training.

Eyes and Facial Features: Crispin's eyes were damaged in a bombing during the civil war and were replaced with a pair of, in his opinion, beautiful, violet cybernetic “peepers” as he calls them. At the time he was resentful, as was his father, but he has come to regard the new eyes as a blessing in disguise as the replacements have given him new 20/20 vision. As a child his vision was simply regarded as “piss poor at best” by many eye doctors. He still has to rely on magnifying lenses for delicate jobs.

Ears: His ears are a bit on the big side, but other than that there isn't anything particularly interesting about them.

Hair Color and Style: He keeps his black hair short so it doesn't get caught up in whatever machine he may be working on. Other than that, though, he doesn't really do much with it, he might comb it back for a special occasion, but other than that he just lets it do its thing.

Distinguishing Features: The feature that most immediately stands out on Crispin's body would have to be his cybernetic left arm. when he was a child he lost his left arm while messing around unsupervised

in his father's garage. His arm was crushed into a mangled, useless mess, and his family's lack of funds meant that they could only afford rudimentary cybernetics to replace his arm. He has gotten plenty of upgrades since then, allowing him to look respectable among the many cyborgs at Nepleslian boot camp.

Psychological Characteristics

Personality: Crispin is a fixer. He loves being at his workbench, in all honesty it is therapeutic for him, it allows him to wind down and relax. He loves finding new things to fix, and providing him with either parts or something new that he's never worked with before is a quick and easy way to befriend him. His workspace is usually cluttered with random components, usually for any number of random projects that he has going at any one time.

Most people think that he's an introvert because he doesn't like being bothered during his work, but he's really quite a people person. He's almost always willing to help if needed, especially if there's mechanics or electronics involved. Of course, if you're his commanding officer you have his full attention. He takes great pride in his military service, and sees it as an honor to serve the homeworld.

Now, despite his convictions, he is mostly a mellow dude. He isn't prone to outbursts of anger, but he can get excited from time to time, and he enjoys some metal, but he prefers to listen to punk or ska, and even some instrumentals, while he works.

- **Likes:** Fixing things, and creating new inventions (despite the fact that they don't always do much), are two of his favorite hobbies, and he loves finding new components to work with. While he isn't a fan of hardcore metal like a lot of Nepleslia, he does enjoy listening to music while he works at his workbench.
- **Dislikes:** He hates it when someone breaks his inventions/projects (God help you if it was deliberate), and he's not too big on hardcore rock, but can still be caught from time to time in a hardcore mood.
- **Goals:** At the moment he just wants to serve the homeworld to the best of his abilities and fix what needs fixing. He may develop some loftier goals later on, but that's as far as he's gotten at the moment.

History

Family (or Creators)

His father Byron Halford was a mechanic in the Funky City slums, and his mother left when he was just an infant.

Pre-RP

Crispin was born eighteen years ago to Byron Halford and a mother that he never knew. She left them

both when he was two years old and never came back. His father was a mechanic for a large number of slummers that really couldn't afford to replace their busted equipment. When he was old enough there was nothing his dad could do to keep him from tinkering and helping out in the shop, so he didn't even try. Crispin would help his dad with the simpler projects and would practice his skills making his own little inventions, with his father's help of course.

When he was about eight years old he got his arm caught in one of the machines they were working on and his father rushed him to the clinic. They couldn't afford to buy any high grade cybernetics to replace his arm, so for the longest time he had to make do with a crude metal clunker of a limb.

However, despite all of this, Crispin's love of mechanics and fixing things was just as strong as ever. For the next ten years he would continue working at his father's shop even working side-by-side with him on the big jobs that were originally too complicated for him. Not even the loss of his eyes during the civil war was not enough to curb his obsession. He just got himself a pair of replacement eyes and got back to work.

When he turned 18 he got the call to duty and he just couldn't resist. He knows just how badly Nepleslia needs every marine it can get, and just wants to do his part to serve Nepleslia.

Skills

Fighting and Physical

Crispin took quite well to rifle and combat training. He's an excellent shot with a rifle and can field strip his weapon in a matter of seconds. He is familiar with the operation of a majority of powered armors fielded by the Nepleslian military.

While many people think he's weak because of his thin frame this is not the case. He is quite strong and can match most of his fellow marines in strength and stamina, and is faster than most. He took to Nepfu with aplomb and enjoys sparring almost as much as his mechanics.

Strategy (Tactics and Discipline)

He got excellent marks in squad training. He is able to carry out orders efficiently and will go above and beyond his orders should the situation call for it. He works well in a squad and functions well both inside and out of power armor.

Of course, like any marine, there are duties that he sees as annoying, and if there is someone else willing to do it he will happily let them. However, more often than not, the rest of his squad during basic was none too interested in running errands. In those instances he took it upon himself, despite his distaste, to do what the others just didn't want to.

Survival

He has been trained to survive in hostile environments, however possible. He knows how to forage for edible plants and can track animals for food if he must. He knows how to make a fire without any standard tools, and can maintain his body temperature for short periods of time without a fire if need be.

Communications

Crispin has been trained in basic radio operations and can use both shipboard and personal communication equipment in accordance with marine radio protocol. He is able to communicate with his squad in the field, and can do so silently using hand signals.

Engineering

ever since he was a child Crispin has had an innate sense for how things should fit together, and how to make them stay that way. As a child his father would buy him these little robot kits, and the two of them would spend days tinkering with them. Nowadays he makes his own little contraptions all the time, and while they may not always turn out the way he plans, he keeps on keepin' on. It's just a whole lot of fun for him, and he can't help but try to make new things and figure out new ways of doing stuff.

Maintenance and repair

Thanks to his prowess with machines, Crispin can usually tell when something isn't working right. He would work with his father in his workshop as a child, handing him tools while he worked on busted machines for the folks around the neighborhood. Then when he lost his arm and had it replaced with cybernetics he couldn't always afford to go to the doctor to get it repaired, so he quickly learned how to maintain it himself, with his father's assistance of course. Later on he started fixing everything he could, working side-by-side with his dad in his shop. They worked on everything you can imagine, from dish washers, to

When he turned 15 his father got him a junker Type 32 Airbike. The two of them spent months fixing it up and turning it into the hottest thing on the block, and he spent the next three years riding it happily.

Now though, he contents himself with working on his power armor. He always makes sure that the systems are as tight as they can be. He wants to be ready for his first combat drop, so he spends quite a bit of time making sure his armor is in the best condition he can possibly make it.

Technology Operation

Crispin uses a wide range of software for his inventions, as well as for his work in his father's shop. He knows how to fix a wide range of computer errors, and has a brilliant understanding of advanced programming. He can rewire and repair many common computers as well, provided he has the parts and

tools. He practices his programming skills in between projects and is currently trying to create a badass operating system for his computer and for use in the field. The current systems that the military uses are a bit slow for his taste.

Entertainment

When he was about thirteen Crispin picked up his father's old guitar and began a love affair that would last forever. When he isn't working on machines or computers, chances are he's playing his guitar. He isn't the best, but he plays well. He doesn't have any particular style that he plays, and he mostly just jams out with himself or to songs that he likes.

Inventory

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, black
- 1 pair boots, black
- 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, khaki
- 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 Heavy Assault Rifle (4th AASP Fleet Marines only!)
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- 1 Pistol, [Styrling Silver Special .45 Caliber](#), with 2 extra magazines and brown pistol belt

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.

Finances

Crispin Halford is currently a P3C in the Star Military of the Democratic Imperium of Nepleslia.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
Character Data			
Character Name	Crispin Halford		
Character Status	Inactive Player Character		
Approval Thread URL	stararmy.com/...		

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