


# Jack Hamilton

Jack Hamilton is a [player character](#) played by [Toshiro](#).

Jack Hamilton



Species:	Nepleslian
Gender:	Male
Age:	20
Height:	6'0" / 182.88cm
Weight:	170 lbs / 77.11 kg
Organization:	<a href="#">Nepleslian Star Navy</a>
Occupation:	Medic
Rank:	E-1 <a href="#">Cadet Recruit (Old Nepleslian Rank)</a>
Current Placement:	NSS Venus

## Physical Characteristics

- Height: 6'0" / 182.88cm
- Mass: 150 lbs / 68.04 kg

- Measurements: N/A

**Build and Skin Color:** Jack has slightly tanned skin and a lean physique with a moderate amount of muscle definition. Though he is healthy, and doesn't stand out compared to other soldiers, the proportions of his muscles are not lacking nor excessive. His build enjoys a happy medium.

**Eyes and Facial Features:** His eyes are typically green, but depending on the mode of operation of his cybernetics, they can glow and shift in color from red all the way to violet. His eye color is also adjustable, though green was his old eyes' natural color. His face is lacking in facial hair and clean-shaven, and appears youthful and free of scars.

**Ears:** Jack's ears appear normal for a Nepleslian, though they are cybernetic. Behind them, however, is a small communications port.

**Hair Color and Style:** His hair is nearly black, but with a reddish-brown sheen. It is oddly soft and pliant, able to be placed in any style desired. He often pays it little mind resulting in a slightly shaggy appearance, though acceptable to military regulations.

**Distinguishing Features:** Jack possesses extensive cybernetic modification, though they have more subtle (if any) impact on his appearance compared to more common modifications.

His cybernetic eyes allow him to scan patients, as well as performing basic peeks into non-visual spectrum, and his cybernetic hearing allows for integrated wireless reception as well as increased clarity, range, and frequency. A cable jack exists behind each ear, allowing him to connect to various devices, including for wired Cerebral Chip backups. He also has terabytes of internal memory for the storing of audio, video, supplemental memories and data, complete with encryption.

His hands and wrists also have heavy modifications, which make him more steady, accurate, and swift in his hand movements. These benefits are notable from his swiftness of data entry to surgery to firing a gun. These modifications, however, are concealed by natural-looking hands and are high grade cybernetics.

In spite of his extensive cybernetics, Jack has no scars from his modifications nor his facial reconstruction.

## Psychological Characteristics

**Personality:** Jack has a reasonably tame personality compared to some Nepleslians. He prefers to be calm, stable, focused, and competent. Due to his youth as one of the weaker siblings, he had to make use these qualities to function - and today they are important because the Medic should be the last of a force to get himself injured. It's his job to fix up those who do. That being said, he is not completely above displays of testosterone and spitting into the face of fate, having sampled aspects of the Nepleslian childhood experience.

He considers technology and medicine to be converging and essential sciences to his trade, not only because of the inclusion of cybernetics and his own past but also because of the degree to which Freespace allies integrate it into themselves. Due to this fact, he values both technical and medical skills

as essential elements of health and pursues them with zeal. The fact they make him more versatile and able to perform additional functions such as basic repairs to equipment simply makes things better.

- **Likes:** Airbikes, Practicing Medicine, Technology, Attractive Women, Sentient Sharks, Experimentation
- **Dislikes:** Cruelty to children, Arrogance, Disrespect, Infighting, Mishhu
- **Goals:** To gain skill in medicine and technology, sufficient not only to heal people but also to treat cybernetics and Freespacers. To open a practice as a doctor after his service is concluded, and to toughen up enough to do his family proud. He may or may not choose a career as a military doctor instead, if he finds he likes the service well enough.

## History

### Family (or Creators)

- **Father:** Joe Hamilton (54, Living)
- **Mother:** Edith Hamilton (50, Living)
- **Brothers:** Mike Hamilton (31, Living); Vic Hamilton (27, Living)
- **Sister:** Maria Hamilton (24, Living)

### Pre-RP

Born in YE 14 in Funky City, Jack is the youngest of four siblings and the son to an officer on a small scout. His mother was a stay-at-home mother who helped raise her children, particularly his elder sister. A lot of Nepleslia's early education happened on the streets, playing and fighting being common activities which the youth encountered. It was a rough and tumble world his brothers enjoyed, but they had the benefit of their father teaching them in their early years. By the time Jack came around, however, his father was often out on missions and it was left to his two elder brothers to teach Jack the ropes. His mother couldn't exactly interfere, lest he be brought up lacking the skills he needed to survive. Thus, Joe and Mike had to watch after their brother, something they rarely did closely enough.

When Jack was particularly young, still at the age of five, a particularly rowdy fireworks celebration was going on which Joe and Mike snuck out to see against their mother's wishes. The young Jack was dragged along and was handed a lit firework by a particularly cruel biker...only for it to explode in his hands. He lost both limbs above the wrists and was rendered blind and deaf. The assailant attempted to flee, only to be shot by a bystander and charged with the crime. When the repeat offender was asked why he did such a thing, the biker said he did it 'for the lulz'...though it was later found that the biker was a dishonorably discharged soldier who had been booted over an altercation with Jack's father. Jack underwent surgery after a month of being alone with his own thoughts in silence and blindness, being given prosthetic hands and a helmet...the latter of which served both to allow him to see and hear as well as to conceal the extensive damage to his face. It also circumvented the need to replace parts of his eyes and ears as he grew, simply requiring a new helmet and faceplate - a choice made because it was all the criminal could afford in the eyes of the court.

These events greatly changed the family dynamic. Joe and Mike kept a far closer eye on Jack, becoming

more protective of their brother out of guilt and working to teach him what he needed to know to compensate for his condition. His mother and sister constantly watched out for him, trying to keep him from doing something dangerous and shielding him relentlessly, sometimes causing them to be at odds with his brothers and father. His father felt he should keep the mask until he matured, to toughen him up...but in part had guilt that his career had cost his son so greatly. The one person who didn't seem to particularly mind the change was Jack, who was still young enough when it happened to adapt. He took an interest in his prosthetics and the machines he was often hooked up with to calibrate and alter the crude devices. The boy would eventually become interested in medicine, while at the same time feeling the pressure to toughen up and become street smart which his brothers and father exerted. He would soon find himself studying by night with his sister and mother and roaming the streets by day with his elder brothers – practicing shooting, racing, and the various adventures which Nepleslian boys are prone to sampling. He often used his simple-yet-precise hands to drive assorted vehicles for fun and to transport people through the city for payment. This dichotomy was an interesting one which impacted Jack's personality, and aided in his eventual decision to join the military as a Medic – several years before he'd completed high school.

Upon learning of these intentions, Jack's father – now a Captain earning a greater salary – decided his son needed an upgrade if he was going to serve, as well as time to acclimate himself to his new cybernetics. Jack was rebuilt, his face reconstructed as his DNA called for. He received new cybernetic hands and wrists which took detailed information from his brain for accuracy. His eyes could be used to scan his environment and patients in ways not normally possible, and his hearing was also improved. For the first time in over a decade, he looked and felt human. It took a lot of adjusting for Jack to look at his own hands or his face in the mirror, as it took for those around him, as well as taking a great deal of time for him to adjust to using his new parts well. He was proficient by the time he left high school, but it was the military training which completed the process and truly made him whole again.

Now that he has concluded his training and is headed for a ship with his new belongings...and a residual element of his training period in stasis, Jack is ready to do the same for injured peers, to spread the same benefits as medicine eventually managed to give him...and perhaps make his mark on the universe and make his family and nation proud.

## **RP**

Jack arrived on site only to find that the ship wasn't quite ready for him and the crew. After meeting some of the crew and helping with unpacking items in the emergency room, he was soon in the Medbay as the ship prepared for launch. The combat medic then helped treat a technician who had hurt his hand even before the launch, a particularly chatty Nepleslian with a love of women.

## **Skills**

### **Communications**

Jack's communications capabilities exceed most Nepleslians slightly, largely in part because of his built-in cybernetics. He can pick up wireless communications with his cybernetics, and send them merely by

speaking. This makes him appear, however, to be talking to himself quietly. Aside from this; Jack can operate most conventional, Laser, and FTL communications equipment on standard civilian and military equipment. He can also use non-technical methods of communication such as flags, writing, and speech in both Nepleslian and Yamataian.

## **Driving**

Jack has experience driving various vehicles, having driven a great deal in his youth in transporting people. These consist mostly of motorcycles, scooters, airbikes, cars, trucks, hover vehicles, ice cream trucks, various models of light tank, and (due to a strange singular case in his youth) ice resurfacers. He can drive defensively, drift, evade or enact various maneuvers such as PIT, and enjoys racing airbikes as a hobby. He also enjoys racing ice resurfacers, but only once sufficiently modified into weapons of floor-smoothing death.

## **Fighting and Physical**

He has taken basic hand to hand and combat courses, though his abilities rely less on strength and more on dexterity. Because of this, he prefers fast and focused movements, attacking pressure points using his knowledge of medicine, and redirecting force back on an enemy using his knowledge of joints and movement. Even though his skills are not geared toward overpowering his foes, he still exercises himself to stay fit and relatively strong.

He can also operate most common weapons and firearms, as well as flamethrowers. His modifications have translated to increased accuracy and recoil management, which makes him particularly efficient when using the low-recoil [Nk-lr "Knuckler"](#). Finally, he is trained in how to board enemy craft and help treat wounded who have been or are still in Power Armor.

## **Strategy(Tactics & Discipline)**

Jack is able to keep his appearances suitable, obey orders and regulations, and respect authority – all essentials drilled into all Nepleslian military forces. He is also able to think critically, and to look for ways to gain the upper hand in combat as well as medicine.

## **Starship and Technology Operations**

He is able to operate most basic equipment, as well as Power Armors and even ship stations, though perhaps not as well as people specializing in those tasks. He has the standard capabilities of one trained for the navy, in addition to Medical Equipment.

## **Medical**

Jack has medical training and knowledge of various elements, such as how to function as a combat medic in the hot zone as well as assisting in a ship's medbay. he can both make quick fixes to keep a soldier alive, and perform more complicated functions once better tools and facilities are available. In addition to knowing how to treat ID-SOLs, Nepleslians, and Yamataians who were formerly of the UOC, he has undertaken efforts in learning how to deal with Freespace healing as well. He is able to, in addition to other things, help perform basic maintenance on cybernetic implants. In a pinch, his supplemental internal hard drive space and wired/wireless capability allow him to act as a black box for a unit's Cerebral Chip data.

## Technical

His technical skills are still not matching those of an Engineer or someone with dedicated technical skills, but he has some capability with technology due to his interest in cybernetics and other elements. With what skills he has, he can still tinker as well as perform patchwork repairs to try and get his comrades through the mission – coaxing cybernetics, Power Armor, and vehicles to function long enough to get the job done. That being said, he can't truly replace a technician at this time.

## Inventory

Jack has the following items:

### Clothing

#### Civilian Clothing

- 1 brown leather bomber jacket
- 1 set airbike boots, brown
- 1 airbike helmet
- 2 pairs of khakis
- 2 [T-Shirts](#), beige
- 2 flannel shirts, red with various colors stitched in
- 1 steel belt buckle, with a large five-pointed star on it
- Silk pajamas, boxers, and nightgowns
- 2 x Yamataian military belts, boots, and gloves

### Uniform

- 1 [EM-G7 Emrys Environ suit](#)
- 2 Button-up short-sleeved overshirt, blue, with rank patches on shoulder pads and name plate
- 4 [T-Shirts](#), white
- 4 underwear, white
- 2 Blue jeans

- 1 Garrison hat, blue, with flash patch
- 1 pair of finger-cut gloves, leather, brown
- 1 pair of shoes, brown
- 6 pair boot [Socks](#), white
- 1 double-strap belt, brown

## Bunkwear

- 2 T shirt, white, with fleet number on the right chest
- 2 Pairs of ankle length pajama pants, blue
- 1 Pair of slip-on flexi-shoes, brown

## Workout/Swim

- 2 Short-sleeved mocks with fleet number on the right chest, blue
- 2 Work-out shorts, light blue
- 1 Pair of trunks, blue, fleet number on right leg

## Weapons and Weapon Accessories

- 1 Automatic Pistol, [Nk-Ir "Knuckler"](#) (Navy-owned), with 2 extra HJP double magazines
- Lorath hand-cannon
- [Zen Armaments .357 Pistol](#), with a brown leather holster, extra magazine and a box of 60 .357 rounds
- Zen Arms 10mm Covert Ops Pistol with Silencer (Personally Owned)
- Detachable laser sight (Personally Owned)
- Crate of 10mm pistol ammunition (Personally Owned)
- Civilian explosives, for construction (Or for blowing stuff up, personally owned)
- Crate of ammunition
- Decorative/Ceremonial Swords

## Medical Equipment

- [NAM NCS Hypolathe](#) (Navy-owned)
- Crate of Medical Supplies
- 6-liter bar-tap bottle of Nepleslian blood (O+ for transfusion)
- Organic Tissue Culture Unit - Large (Personally Owned)
- Organic Tissue Culture Unit - Small (Personally Owned)

## Accessories

- Old cybernetic hands
- Old cybernetic helmet with faceplate

- 1 pair of identification tags, metal, with name and hometown
- 1 [Canteen](#), 1 quart (Navy-owned)
- 1 [AwesomeCorp DataJockey](#), Medical Military Style (Navy-owned)
- 1 Wallet with the Naval Corps Insignia plated on it.

## Electronics

- PRISM Volatile RAM
- Fighter-grade sensor array
- Starship-grade sensor array
- Box of handheld radio sets
- Generic Data Pads

## Consumables

- Padded case of 18 Various Lorath Wine bottles
- Shipment of hair products

## Valuables

- Silver dining set

## Random Assorted

- Acoustic Guitar, perfect condition
- Crate full of packing foam (What?! Nothing inside!? Damn!)
- Large box full of blankets, sheets, and pillowcases
- Pillow from starship bunk
- Tape Measure
- Mug (" #1 Captain/Admiral/Science Officer/etc")

## ???

- 1 Stasis Container (Plot-related device, contents may change by GM and FM discretion)
- 1 Heavy locker-sized box, related to Stasis Container (Again, plot-related device)

## Properties and Vehicles

- 1 [Starbryte](#)
- 1 [Versa Light Vehicle](#)



# Finances

Jack is currently an E-1 [Cadet Recruit \(Old Nepleslian Rank\)](#) in the [Star Military of the Democratic Imperium of Nepleslia's Nepleslian Star Navy](#). He earns 50 DA a week.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
6700 DA	700 DA		Payment (computed to 1/25/13)
7150 DA	450 DA		Payment (computed to 3/29/13)
4150 DA		3000 DA	Purchase of Salvage
4750 DA	600 DA		Payment (computed to 6/24/13)
5300 DA	550 DA		Payment (computed to 7/29/13)
5550 DA	250 DA		Payment (computed to 9/2/13)
5950 DA	400 DA		Payment (computed to 10/28/13)
6200 DA	250 DA		Payment (computed to 12/2/13)
6300 DA	100 DA		Payment (computed to 12/16/13)

# OOC Discussion

I hereby opt out of adoption. This character cannot be reused by someone else even if I am not active on the site.

Character Data	
Character Name	Jack Hamilton
Character Owner	<a href="#">Toshiro</a>
Character Status	Active Player Character

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