

# Old Salt

Old Salt is a [player character](#) played by [Demonblooded](#).

Old Salt



Species:	ID-SOL
Gender:	MALE
Age:	Years 18 Physically 27
Height:	7'8" / 2.34m
Weight:	363LBS / 165kg
Organization:	SMDIoN Navy
Occupation:	Chief Engineer / Brew Master
Rank:	Petty Officer
Current Placement:	NSS Venus

Preferred Plots:

- 1. NSS Venus

## Physical Characteristics

- Height: 7'8" / 2.34m
- Mass: 363LBS / 165kg

**Build and Skin Color:** Old Salt has a beefy body from years of hard labor in the engineering department and his ID-SOL genetics. His height is easily underestimated due to the amount of time he has spent in access corridors and panels in ships causing him to stoop while on board a ship. He has somewhat tanned skin that is covered in scarring from burns, cuts, and scrapes from the equipment he's worked on his whole career.

**Eyes and Facial Features:** His one good eye is Blue and his right eye has been replaced with a large square augmentation that protrudes from his eye socket and the right side of his head. His face is similarly covered in scars like his body. For the most part thought they're isolated to the sides and top of his head as he had the good sense to look away from the possible explosion or at least wear a welding mask.

**Hair Color and Style:** Old Salt keeps his head shaved due to one too many head fires. If he grew it out it would be black and probably have a couple scraggly patches where his scars are.

**Distinguishing Features:** Aside from his cybereye and scars Old Salt has a cybernetic shoulder that has a modular attachment for his two separate cyberware arms. He also walks with a slight limp from taking a piece of metal to the leg when it snapped under too much torque. And he has a serious case of mush mouth.

## Psychological Characteristics

**Personality:** Old Salt is many things. Lunatic would probably be the the most accurate way to describe him quickly. While he takes to his work with vigor he usually displays an irked mentality due to the problem likely being caused by some fresh face in the crew. He does go out of his way to appear intimidating to anyone he perceives as new to the crew and enjoys fighting as much as expected as someone who inherited the ID-SOL genes. To the crew members who have proven to be competent or at least that they are not ship damage waiting to happen he is far more jovial. When encountered he's most likely drunk and is a horrible individual when encountered sober. Old Salt tends to refer to any ship he's posted on as "his" even in the presence of the ships Captain. When off duty he has an attitude that is more laid back than advisable though his excellent work ethic tends to get results that cause people to overlook this.

- **Likes:** Hooch, Hammocks, Observation Decks, Boarding Action.
- **Dislikes:** Medbay, Fresh Whelps, School educated ship designers.
- **Goals:** Build his own star ship his way.

# History

## Family (or Creators)

Old Salt's Family is possibly only known to the IPG. When asked where he came from he claims to have sprung from the engineering room of the YSS Neptune fully formed and ready to work.

## Pre-RP

"Ye want ta know mah history whelp?. Then sit ah spell an listen well as Ah'l not repeat mahself." Old Salt pulls one of his barrels from the cargo netting strapped to the ceiling and sits on it. He then reaches into one of his cargo pockets for his pipe. "Ah came from teh YSS Neptune, born strait from teh engineerin department. Ye see tis why Ah can fix anything on teh ship, For it be part of mah very blood." Stopping to take a moment to investigate his pipe he then opens up a panel on the engineering console and pulls out a size 10 can. And starts to pack his pipe while he continues.

"Ahh teh Neptune. She was mah first wife and second love. Teh Neptune was a good lass. Not so important teh them officers in charge of teh fleet. just ah small Ender class but she was mah vessel." He pauses for a moment to light the pipe and takes a couple puffs from it. "Ye see whelp teh Captain would have ye beleive teh ship belongs ta 'im, but he'd be wrong. All he do is tell it where ta go. Teh ship belongs ta teh engineers. We's the one that look aftaer her and we's teh ones that know her better than anyone else on board, and if she's in danger we's the one's ta fight teh hardest for 'er safety. Ah'm gettin off topic aren't ah? Where was Ah?" Old Salt rubs his chin in thought puffing away at his pipe for a moment before taking his hand and shaking it while pointing into the air. "Teh Neptune that's right. She were supposed ta be ah demonstration. Somethin about integrating Elysians into teh Star Army, Hoh let me tell ye. There's be ah reason they ended that mission, ye don't just stick a group of people that were just tryin ta kill each other in somethin as small as ah boat an expect them ta play nice." Old Salt cracks a grin. "Was where Ah got mah pillow. Stuffed with teh feathers of ah Patrician it is.

"But movin on. After teh Neptune was teh YSS Hyou. An Ayane she were." He rubs his chin in though for a moment while puffing his pipe. "Not much ta tell there. Captain kept teh crew in line, more or less an as long as Ah kept teh ship running she kept 'er nose away from mah still. Ah served on teh Hyou till Yamatai came up with the racial integration act or some such nonsense" The ID-SOL looks down at the floor shaking his head. "To this day Ah don't know why some of mah comrades decided ta become cats.

But that wasn't teh way Old Salt was gonna go see." He taps the side of his head insightfully while puffing away at his pipe. "Ye see there was ah movement started, and even ah whelp like ye would know of it." Old Salt says the following words slowly with emphasis. "Teh Kennewes Offensive." Nodding sagely he returns to his story's previous speed. "So Ah got mahself enlisted an was put in teh First Assault Fleet. A nice DD-4 called Teh Fister in teh Third Destroyer Squadron. She was ugly as sin but ye can't beat teh performance. Ye'd do well ta remember that when ye're on shore leave looking for harlots Whelp. Performance." He pauses a moment to let that last word sink in. "Performance. A pretty looker that can't do ah thing be useless. She was ah wonder, could take ah licking as well as ah ship twice 'er tonnage. We had many ah battle together, and our share of losses but we always made it back ta port, where mah fifth wife be staying." His good eye narrows to scrutinize the listener. "Ah can see ye trying ta count it up

in ya head. Well don't ye bother, ye wouldn't understand anyways Whelp. "Ahh them was good days. Men an women forgin a nation outta fire an brimstone with nothin but they're wits an will." He puffs his chest up and takes a long drag from his pipe. "Proud times, proud times, would bring a tear ta mah eye if Ah was womanly enough teh be able an cry."

"After teh Fister Ah was transfered ta teh Second Assault Fleet." Old Salt's good eye narrows and he chews on his pipe sneering. "Ye ever get teh chance ta work on ah LHA ye best turn it down. Not ah thing wrong with teh ship itself. Ah was on teh NSS Dominatrix an don't let 'er name fool ye. She be as gentle ta ye as ye are teh 'er, we called it even after she took mah arm in teh secondary electrical turbine." Old Salt chuckles to himself. "Ah showed 'er. Now Ah got three good arms." He gestures with his cybernetic arm to another one sitting on top of an equipment locker. "Nah. Teh problem with ah LHA is that it be full of marines who do their best ta break everything on teh ship. Fools don't even know ta leave well enough alone, and Ah might have been promoted teh Cadet ah second time for strikin ah fool who kept breakin mah ship." He starts shaking his fist at no one in particular. "We even participated in Rok Veru an was part of teh first wave of responders after teh Acadia when evrything went ta hell at Funky City." He takes another long pause to gather his thoughts again. "Ah don't know how but ah somehow wound up in Ol' Matsobuki's lair. They told me that Ah had ta be evacuated from our ship after an explosion knocked me cold out an that our medbay couldn't handle any more people. But Ah warn ye it was Matsobuki's witchery that took me to 'er lair." He looks around manically for a moment before pointing to his own cybernetic eye. "Teh ol' hag took mah eye from me. There weren't ah thing wrong with it either. She did it all as ah example to teh marines ta keep them fools in line. Ah was only there for arterial bleedin." Old Salt finally stops pointing to his eye but swings his index finger to a box bolted to the wall. "An that's why if ye know what's good for ye, ye'll just put ah tourniquet on from that there box and call the medics down here. Ye see Ol' Matsobuki don't like ta leave 'er lair. So teh hag will send one of 'er lackeys instead. One of them bright eyed loves life types who haven't realized their works likely ta be undone before teh calender changes."

The ID-SOL sighs before taking his pipe out and stuffing it back in his pocket, not even bothering to make sure it's entirely out. "An that brings me up to mah last assignment. Ah can't tell ye about teh ship. The name of teh lass or 'er classification. We was ta bring 'er back from bein mothballed. Teh crew put ah lot of work into making 'er combat ready an Ah can guarantee she would have done Nepleslia proud. But it turns out teh Squids knew about 'er and on teh final test flight they ambushed us." Old Salt sighs again and pulls a canteen from his belt. "Teh Captain saw teh situation was hopeless an had us loaded up inta ah shuttle. Kept only himself an two bridge operators behind ta man teh ship. Teh only thing that saved teh rest of us was them taking that ship into teh heart of teh enemy force an detonating every munition, energy plant, and engine on 'er. Them squids was too worried about taking care of their damage ta worry about our shuttle." He takes a heavy gulp of the liquid in the canteen before slamming it down on the console next to him. "Ah'll drink ta teh memory of them heroes till ah'm dead and ye should drink ta them too." Old Salt thumbs towards his canteen.

"An somewhere between Ol' Mutsobuki, an this war with teh squids someone decided Ah should be ah Petty Officer again an assigned me ta this here H-Ray. So now ye know. Finish ye're drink an get back ta work Whelp.

Old Salt's Previous Assignments as follows.

- YE25 YSS Neptune - [Ender-class Gunship](#). Yamatai/Elysian intigration ship -
- YE27 YSS Hyou - [Ayame-class Cruiser](#).

- YE29 1st Assault Fleet 3rd Destroyer Squadron NSS The Fister - [DD4 Destroyer](#). Promoted to CtA then Ct.
- YE31 2nd Assault Fleet NSS Dominatrix - [lha\\_1](#). Lost arm, Promoted to PO, Demoted to Ct.
- YE32 Funky City Invasion - Lost Eye.
- YE33 Assigned to test flight crew of REDACTED - Promoted to PO following assignment.

## People Old Salt Knows

### Names an Faces

FACE	NAME
<a href="#">rodrigo_starblaster</a>	Cap'n
<a href="#">jessica_kowalski</a>	None yet
<a href="#">Spacecase Jack 69-4406-2207</a>	Jack
<a href="#">Judith Branthese</a>	Chip-chop
<a href="#">Antonia Stark</a>	Leprechaun
<a href="#">Jack Hamilton</a>	None yet
<a href="#">yuuko_barton</a>	Doc
Jared Burke	Tubbs
Lar'el "Pathfinder" Atherun Fyunnen	None Yet
Jake Morrison	Sparkles
Evan Orville	None Yet
Eric Ramirez	Ram
Gustav Rice	Minion 1
Monika Stephens	None Yet
Michael Webster	None Yet

### Words an teh meanin

- XXXXin - XXXXing
- 'ave - have
- 'er - her
- 'ere - here
- 'im - him
- Ah - I
- ah - a
- an - and
- bout - about
- fer - for
- git - get
- mah - my
- murderhole - Engineering
- ta - to
- teh - the

- ye - you
- ye're - you are

## Skills

**Communication** : Old Salt is 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 and Yamatain. He can speak and write them correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. He is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

**Fighting** : He received intensive hand-to-hand combat training from the military and has followed up that knowledge with a rigorous training program and bar fights. Weapons he is trained in include pistols of all types, knives, grenades (and other forms of explosive weaponry) and rifles of all kinds. Old Salt is in excellent physical shape and has considerable endurance. He is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.

**Survival**: Old Salt knows how to survive in hostile environments. He can build shelters, hunt and forage for food, build a fire, find booze, etc. He can camouflage himself and is familiar with guerrilla warfare tactics.

**Strategy (Tactics/discipline)**: He can understand and give out tactical commands and work with his troop to follow those commands efficiently. He knows the importance of teamwork on the battlefield, has been intensively trained in discipline and morale, and is able to recognize the command structure even while under extreme pressure (combat, etc). He is able to recognize ambush points. He knows basic math in order to calculate distances, etc, and can use a tactical map.

**Maintenance and Repair** : Old Salt is familiar with and able to fix most problems with vehicle components and systems. While not necessarily well-versed on how a part functions and the theory behind each, he will be able to keep things operating within normal parameters.

**Engineering**: Old Salt has might not have attended formal schooling but his experience aboard a multitude of spaceships has given him a unique insight into the operations, principles, and functional capabilities of various systems on which a spaceship depends for survival. He has studied their functionality in person and has the scars to prove the learning process.

**Brewing**: This Engineer has years of experience brewing drinks and has learned from many in his profession various ins and outs of the art of brewing. He has a vast knowledge of ingredients and brewing techniques and has developed a discerning eye to help him identify quality ingredients.

## Inventory

Old Salt has the following items:

## Clothing

### Uniform

- 1 [EM-G8 Gravity Boot](#)
- 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
- 1 [Styrling Muur Armor](#) Torso Armor
- 1 Engineering Jumpsuit

### Bunkwear

- 2 T shirt, white, with 1st fleet number on the right chest
- 1 T shirt, white, with 2nd 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 Revolver, [HHG 'High Hybrid Gun'](#), with 2 extra HJP magazines
- 1 [Styrling Auto Twelve](#), 3 30 round drums, Red Dot Sight, Compensator, 90 12 gauge Shells, Engraving "Vermin repellent"

## Accessories

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

- 1 Patrician down pillow
- 1 Rebreather
- 6 [Constriction Band](#)
- 2 Bottles [Anti-Radiation Meds](#)

## Finances

Old Salt is currently a Petty Officer in the SMDIoN Navy. And is paid 200DA a week.

Total Savings	Addition	Subtraction	Reason
6000DA			Starting Funds
5300DA		700DA	<a href="#">Styrling Muur Armor</a> Torso Armor
4600DA		700DA	<a href="#">EM-G8 Gravity Boot</a>
4180DA		420DA	Engineering Jumpsuit
3088DA		1092DA	Rebreather
1228DA		1860DA	<a href="#">Styrling Auto Twelve</a> , 3 30 round drums, Red Dot Sight, Engraving "Vermin Repellent", 90 Shells, Compensator
948DA		280DA	2 Bottles <a href="#">Anti-Radiation Meds</a>
498DA		450DA	6 <a href="#">Constriction Band</a>

## OOC Discussion

### [Saltionary](#)

Non Standard Equipment.

Cybernetic Eye This Cyberware is a rather bulky version of the cyber eye in that it does not fit in the eyesocket. It protrudes from the front and side of the cavity the eye would normally sit in. The lens on it is a dull grey and does not light up. This cybernetic eye includes zoom (Up to x5) function and can accept information feeds from a cable port on the right side of the Cyber Eye assembly. Does not contain special vision modes beyond Zoom and information overlay.

Cybernetic shoulder due to excessive arm damage. Built as a modular mount for specially build Cyber Arms. When there's no arm attached the connection area a four connection ports for the Cybernetics electrical components and a circular formation of gear teeth that face outward. This circle is broken into fourths with gaps that allow the circle to be pulled tighter to allow the attachment and dis-attachment of the cybernetic arms.

Cybernetic Arm A - The Strong Arm Contains build in [Styrling Shot 12](#) in the Forearm This cybernetic arm is for the most part shaped like a normal arm. The only actual obvious mechanical deviation is a tube that extends from the midpoint of the forearm towards the wrist. The design would imply this is a casing for a hydraulic component to the arm. It is however a feed tube for the build in shotgun. When activated the feed tube and shotgun barrel itself lower out of the forearm and the plate that the feed tube protrudes from is the actual cocking mechanism for the shotgun. The shoulder also contains a data connection line in the shoulder that is used to interface with cybernetics and feed targeting data (usually



in the form of a sight overlay).

**Cybernetic Arm B - The Delicate Arm** This Cybernetic limb has sectioned plates on both the forearm and bicep. This is because the internal working of the bicep and forearm are built with extra joints that are usually locked for a normal arm build but can be unlocked to allow the arm to bend and twist in 2 more locations (Mid bicep and mid forearm). This allows the arm to be much more maneuverable in tight places and is great for scratching that one part of your back you can never reach.

#### Engineering Jumpsuit - Built using Custom Apparel Guide

- NAME:Engineering Jumpsuit
- CLASS:Super Light Hazard Armor (Priced using Light Hazard Armor - 10)
- COST:210KS/420DA
- WEIGHT: 2KG
- BASE MATERIALS: Ballistic Mesh (50), Insulation (60), Hobbles: Waist belt (90)
- APPEARANCE: This is a full body mechanics jumpsuit. It zips up the front starting at the waist level and covers everything except the feet, hands, and head when worn properly. It is a bland brown with exception of the shoulder area and arms where it is a reflective yellow coloration. It has a belt to help insure it fits properly and loose material around the waist does not catch on anything. It is also highly tear resistant thanks to the material is it constructed of. This equipment provides protection from extreme heat, extreme cold, and slight protection from chemical agents, biological agents, and fire. It is liquid resistant.

#### Rebreather - Built using Custom Apparel Guide

- NAME:Rebreather
- CLASS:Rebreather (1) 4 Hour Capability (280)
- COST:546KS/1092DA
- WEIGHT: 1KG
- BASE MATERIALS: Ceramics (80), Comms System (70), Rechargeable Battery (115)
- APPEARANCE: This rebreather is a basic cup shaped apparatus that covers the mouth and nose. It also has a reserve tank of oxygen that looks like a bar sideways through the base assembly. The oxygen stored in this component is slowly mixed in with the exhalation of the user to enable the rebreather's unique functionality. It is self sealing and must only be placed over the mouth while two buttons are engaged on either side of the jaw to start the sealing process. It also contains a short range radio that can be programmed by various datapads and electronics and is powered by a rechargeable power cell. This rebreather functions for four hours before it must recharge. Recharging occurs at once hour of functionality for 4 hours of time spent recharging.

Character Data	
Character Name	Old Salt
Character Owner	<a href="#">Demonblooded</a>
Character Status	Inactive Player Character
Nepleslian Personnel Database System	
Career Status	Active Duty
Branch	NSN
Rank	<a href="#">Chief Petty Officer</a>

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