

# Sean Masson

Sean Masson



Species:	Neplesian
Gender:	Male 24 C
Age:	30 (YE 37)
Zodiac Sign:	Capricorn
Height:	6'4"
Weight:	213 lbs
Organization:	SMoDIoN
Occupation:	Infantry
Rank:	Corporal E-4
Current Placement:	NSS Altomir

**Fighting Music:** [Set It On Fire](#) - My Darkest Days (My Darkest Days)

## Sean Masson in Roleplay

Sean Masson is a [player character](#) played by [Aendri](#).

## Physical Characteristics



Height: 6' 4" Mass: 213 lbs

**Build and Skin Color:** Sean is solidly built, but not big. He has good muscle definition and mass, but doesn't go out of his way to show it off. He has very lightly tanned Caucasian skin, leftovers from a childhood of manual labor in the sun.

**Facial Features and Eye Color:** Sean has a square face, and a square jaw, with a bit of a cleft chin. He has solid, strong features, with prominent cheekbones. His eyes are a dark grey, and slightly almond

shaped.

**Hair Color and Style:** He has short, messy hair, that goes in all directions. It is irrevocably messy, despite any attempts to organize it. He has light brown hair, bordering on dirty blonde.

**Distinguishing Features:** He is ambidextrous. On top of that, he has two tattoos, one on each arm. The right arm has a tattoo of a rose in full bloom, the left arm has a tattoo of a withered rose. This is symbolic of the fact that he prefers to use his right arm to build and create, and his left hand to shoot.

## Psychological Characteristics

**Personality:** Sean is a steady person, never going too far in any direction if he can. He tends to be a bit on the quieter, introspective side, but has a temper just like any other person. He is very rational person, and tends to be good at solving anyone's problems, except his own. He has never had much luck with the ladies, despite his apparent ability to give great relationship advice. This has resulted in him being a bit of an introvert when it comes to relations with the other sex, though he has no problems with working with women. He likes his drinks, but for some reason, simply becomes more laid back when he drinks, not becoming violent, happy, sad, or any real variation in mood. When he needs to relax, he takes out one of his guns, and spends some time cleaning it, or shooting it if possible.

- [Like A Stone](#) - Audioslave (Audioslave)

**Likes:** Drinking, working on his models, do it yourself people and jobs, and definitely guns. **Dislikes:** Reliance on machinery, lazy people, the Reds. **Goals:** Do honor to his father's memory, become a great modeler(miniatures, not body).

## History

### Family (or Creators)

- ~~Jonathon Masson~~ (father)
- Milenie Masson (mother)
- Mathew Masson (younger brother, 22)

### Pre-RP

Sean was born in Funky City, Neplesia. His family was lower class, but did decently for themselves. His mother worked in a bar, serving drinks and the like, while his father was in the business of labor, though he did contracting work whenever he could. His father enjoyed a strong drink, but was nonetheless an upstanding man, and tried to raise his sons the same way his father had raised him. Growing up as the elder of the two sons, Sean was the one his father taught primarily, resulting in him feeling strongly about self-reliance and doing things by hand, as well as giving him a deft touch with construction tools. His father also had Sean and Mathew both help him with his work when he was doing simple labor, to

begin to ready themselves for the time when they would be feeding themselves. This resulted in them both becoming decently muscled at a young age. During the recent Kennewes Offensive, Jonathon Masson was declared MIA after joining the military, and his ship being destroyed in action. It is unknown whether he escaped or not, but it has been deemed unlikely. Following this news, Sean enlisted in the military in memory of his father.

## **Cirrus Station**

Sean had only just arrived on station, and had a little bit of fun with his new 'squad', when he received orders to transfer to the front lines instead. He figured it wasn't bad enough to want to quit yet, so he shrugged, and headed that way, though he wasn't quite sure where he was specifically headed.

## **NSS Acadia**

### **Mission 3**

After being transferred off of Cirrus Station due to a temporary cessation of duties there, Sean, along with the rest of the marines posted to the *NSS Acadia* were sent down to the surface of to run a last ditch defense of the main city, allowing the remainder of the people left there to be evacuated. After some decently heavy fighting, they were given the orders to fall back, meeting up with a few more squad members who had been rigging a power station to blow. After meeting back up at the rendezvous point, they had their return to the ship facilitated by the projection fields on the ship itself, though they were forced to defend themselves from incoming fighters and fire in transit. Sean received only minor injuries.

### **Mission 3.5**

Once they were back on the ship, they were given a bit of time to rest and recuperate. After getting his knee checked up and fixed by the medic, Sean went about the training along with the majority of his squadmates while awaiting their new orders. Upon hearing a rather disturbing bit of news, they immediately set course for the home planet.

### **Mission 4**

Under orders to reach and evacuate the Senators, the majority of the squad was given orders to deploy without armor, as it was currently disabled and non-functional, with four newer members of the squad staying behind to drop in the partially functioning armor once they could. After outfitting themselves for the mission as best they could, they dropped, making contact not long after they touched down. After eliminating the enemy presence with the assistance of some air support, they proceeded into a nearby building, where they encountered infested marines. Sean has done his absolute best to forget the rest of the mission here, since it translates to utter failure, and he wants to just move on.

## **Mission 5**

Put under the command of someone with no cares for the soldiers, who definitely rubbed pretty much every veteran in the squad wrong one way or another, the Marines were sent out on yet another missions with barely enough time to catch their breath and lick their wounds (since god knows none of them wanted to visit Suku). As the mission went on, more and more went wrong, from the number of enemies, to the preparedness of the enemies, down to even how much support they were being given on the ground. With the mission gone balls up, the Marines salvaged what they could of the situation, and got out, taking several injuries in the process. Not feeling any particular desire to deal with the aforementioned superior any longer, Sean requested a transfer just about the minute he made it back onto the ship, and was promptly transferred to a backwater planet with little in the way of external threats, where he rested up and recuperated a bit before deciding that he was better suited for the front lines than a job in the middle of nowhere.

## **Skills**

### **Communication**

Sean 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. He can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. Sean is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

### **Fighting and Physical**

Sean received intensive hand-to-hand combat training (primarily focused on disabling and/or killing opponents) and has followed up that knowledge with a rigorous training program. Weapons he is trained in include pistols of all types, knives, grenades (and other forms of explosive weaponry) and rifles of all kinds. The character can repair weaponry with adequate tools and time. He is in excellent physical shape and has considerable endurance, having built some muscle during his time on the streets and in Basic. Sean is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.

### **Survival**

Sean knows how to survive in hostile environments. He can build shelters, hunt and forage for food, build a fire, etc. He can camouflage himself and is familiar with guerrilla warfare tactics.

## Strategy

Sean 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). Sean 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

Sean is familiar with and able to fix most problems with vehicle components and to an extent, systems. While not necessarily well-versed on how a part functions and the theory behind each, they will be able to keep things operating within normal parameters. This applies especially to guns, which he is well versed in both the cleaning and maintenance for all standard issue weaponry, as well as his own personal collection.

## Art and Vocations

Sean enjoys building models of all sorts, though his favorite models are those of structures. This includes doing accurate to life representations, including full color, though he does not have the tools to include piping and electronics in true detail. However, he takes pride in making the models so lifelike that you can't tell the difference, aside from size.

## Construction

Sean loves doing things by hand, or 'the hard way'. He studied how to construct buildings by hand, in all aspects, rather than relying on machines to do any of the work. This includes reinforcing already standing buildings, and building simpler structures such as barricades. By understanding structural integrity, he also understands how to undermine it, though he has no skill in laces explosives and other such methods of causing the destabilization of a building.

## 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 pair gloves, leather, black
- 1 pair boots, black (or khaki)
- 6 pair boot [Socks](#), white
- 1 Belt, dark brown

## 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
- 1 Pair of trunks, green, fleet number on right leg
- 1 Pair of shooting gloves
- 1 Pair elbow pads
- 1 Pair knee pads

## Weapons, Weapon Accessories

- Military Issue
  - 1 Pistol belt, black, with .45 holster
    - 1 Pistol, [Styrling Silver Special .45 Caliber](#) (two-tone)
    - 2 extra magazines
- Personal
  - 1 [Sitanin Zbrojovka Model 79'P2'](#)
    - Converted to 10.5mm
    - 5 10.5mm magazines
    - Wooden grips
    - Holster
    - 1 Spare 10.5mm slide
    - 1 Spare 10.5mm barrel
  - 1 [Zen Armaments .45 Pistol](#)
    - 3 .45 magazines
  - 1 [FL-10 Porcupine Flechette Rifle](#)
    - 2 Spike chains (10mm Standard)
  - 1 [Styrling Ripshot](#)
    - Three point sling
    - 5 High-cap magazines (hollow points)
    - Red Dot Sight
    - 2 Cases of 30 rounds (hollow points)

- Extra barrel
  - 1 Pistol cleaning kit
  - 1 Rifle cleaning kit

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

Sean Masson is currently a [Corporal](#) in the SMOdIoN. He receives a weekly salary of 200 DA per week.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
5900 DA		100 DA	Shooting equipment
3500 DA		2400 DA	FL-10 Flechette Rifle
2444 DA		1056 DA	SiZi Model 79 'P2' + conversion to 10.5mm
			5 10.5mm magazines + Wooden Grips
			10.5 mm barrel and slide (spare) + Holster
1844 DA		600 DA	Zen .45 Pistol + Holster
			3 .45 magazines
1694 DA		150 DA	2 Spike chains
44 DA		1650 DA	Styrling Ripshot + Sling
			5 High Capacity magazines
			Extra Barrel
			Red Dot Sight
			2 boxes of 30 rounds
194 DA	150 DA		Salary
5894 DA	5700 DA		Salary (02/24)
6794 DA	900 DA		Salary (4/28/11)
16794 DA	10000 DA		Salary (4/11/12)

Notes

This character is not available for adoption.

Character Data	
Character Name	Sean Masson
Character Owner	<a href="#">Aendri</a>



Character Data	
Character Status	Inactive Player Character

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