

Slip-Ring Wind-Bell 89-9439-7126

Slip-Ring Wind-Bell 89-9439-7126 is a [player character](#) played by [Saul](#).

Slip-Ring Wind-Bell 89-9439-7126	
Species:	Type Five (Freespacer)
Gender:	Gender-Fluid / Androgynous
Age:	5 years old
Height:	170cm (5'7")
Weight:	68kg (150lbs)
Organization:	NSMC
Occupation:	Sniper / Tech Specialist
Rank:	Private Third Class (P3C)
Current Placement:	

Physical Characteristics

- Height: 170cm (5'7")
- Mass: 68kg (150lbs)
- Measurements: 32-27-32

Build and Skin Color: When not altered to any array of natural-looking or unnatural tones, Slip-Ring prefers to keep It's skin a light "mocha". As far as build, the body follows that of the stock androgynous Mimic models. It looks like it is fit and in good shape, but does not appear to be overly muscular, nor does it have any extra weight. The build is somewhat athletic and feminine, but lacks such features as breasts or the wider hips.

Eyes and Facial Features: It has an averagely proportioned face, which can be best described as 'round', and could be mistaken for either gender. Its eyes are almond-shaped when not altered visually by volumetrics and are a jade green color, and the default 'blank' expression borders on a mixture of happiness and slight amusement.

Ears: While physically more sensitive and capable, its ears are visually no different from an average Nepleslian.

Hair Color and Style: It's hair is roughly six and a half inches long - in a half-inch wide strip down the center of It's head. Patterned to a rainbow (with red at the front and violet at the rear), the hair is most usually kept up in a mohawk save when duty requires restrictive head-gear or a power-armor system at which point it is matted to one side or left to go wild. The rest of the head has the appearance of extremely light stubble from being shaved.

Distinguishing Features: It's BANGLE appears, when not concealed or altered by volumetrics, as a slightly thick-looking choker around It's neck. Across the body from that choker on down is a full-body tattoo that includes many designs and symbols, such as the symbols for every major Freespacer god in

the pantheon, to the words "LOVE" and "MORE" tattooed on It's right and left-hand fingers (respectively) to give just a few examples.

Psychological Characteristics

Personality: No total stranger, to an extent, is a bad person. At least that is what Slip-Ring seems to believe. Even Yamataians and Nekos, members of a society that launched a genocide against It's people, are treated with a warm and happy greeting. Personal space is a foreign concept with nearly nose-to-nose conversations and tight hugs being the order for the day when Slip-Ring greets people. And that is just for strangers. Those that know It have seen their laps used as seats, found It's head resting on their shoulder, and have been privy to at least one side of many conversations with its loved ones and friends back in its home-fleet.

That's not to say that Slip-Ring is entirely one-sided. On the topic of, say, the genocide It is both touchy and simultaneously blase. Non-Spacers, particularly Yamataians and Nekos, who try to dismiss the severity of it are met with a harsh stare and likely a significant loss of trust. Yet at the same time It dismisses it: they attempted to do wipe out Spacers and failed because, in its mind, Spacers are the only species that acknowledge the true way of the 'verse. That everything reverts back to chaos, and that the species practicing chaos in every facet of its life is most likely to survive. And of course, that is the Free State.

And It will rather simply explain why it has no kind feelings for Yamatai but has no ill will, barring personal exceptions, against individual Yamataians and Nekos. Wanting to hate a group or a nation is perfectly fine and easy to do. Hating individuals on a one-by-one basis for something like that? Its not fair to them and its a waste of processing power and time.

in its free time, when not dedicating itself more fully to interacting through polysentience with those It has back at It's home fleet, Slip-Ring can usually be seen tagging along with fellow Marines on shore leave. While Slip cannot actually drink to excess as they can, by virtue being the designated driver due to this, It simply enjoys spending time with others. And of course not being organic doesn't mean It doesn't enjoy a social scene, good music, and fun company. It prefers them, actually, when It isn't at the range working on It's form and technique.

One note is that Slip-Ring can also be rather - troublesome. While Marine training and an overarching desire to improve mutual relations have helped tone It's behavior down, Slip-Ring is still incredibly fond of causing mischief and trouble. Pranks and mostly harmless jokes are often the order of the day and Slip-Ring has shown a surprising open attitude to "retribution" of such things from others.

- **Likes:** Spending time with others, meeting new people, working on its form and ability as a sniper, helping others, loud music, dancing, reading, chess, spending time at the shooting range (preferably with others), And, in general, exciting or intense sensory input, and pranking others (or being pranked).
- **Dislikes:** People treating machinery or tech as if its disposable or valueless, being considered more a 'Spacer than a Marine (It is both, in equal measure), long periods of silence (*off* the field), slow dance music, and any sorts of syrups or similar materials getting on It's body.

- **Goals:** To advance mutual understanding of Nepleslian and Freespacer cultures, advance through the Marines, and some day go to the Great Lighthouse to serve over the articles of the book of Never Again - until It grows too large and is re-made anew.

History

Family (or Creators)

Mother Ship "*Warm Tidings*", Clone Batch Back-Up 89-9439-7126

Pre-RP

Slip-Ring's creation was rather instantaneous. At first there had been nothing, no existence and no senses at all. And in the next, its life came into being. Old favorite videos and songs of past lives, names and dates, and the recounting of old experiences all came to it. These were things all done in an attempt to help It develop along the same lines as it had in previous lives, with the end goal ideally being that It would develop the same or an incredibly similar personality. However what wasn't accounted for was that It had never been a Type Five, or even a Type Four, before. To exist now in a world of data and numbers, with raw data input replacing It's original senses, was somewhat jarring.

Initially for the first four years of It's life It served as an assistant aboard the fleet's mother ship aiding the technicians and engineers in maintaining and developing systems for the various ships of the fleet. While this work kept It busy and enabled It to learn quite a lot and meet many people in the fleet, it had really only been to keep Slip-Ring contributing to the fleet while waiting for its adulthood - at least by the standards of organic beings like some of It's fellow Spacers. It was tasked with the mission of helping to establish a mutual understanding and relationship between the Free State and Nepleslia - particularly by getting involved in the Nepleslian military for a time.

At five years old Slip was given a Mimic for use in the military and sent out to start its newly decided career in the Nepleslian Marines. Enlistment went quickly and without much trouble despite the recruiter telling Slip about, on multiple occasions, how this was the first time she'd ever signed up a syntelligence. Boot camp was an interesting experience for It, meeting many other fellow Marine recruits, and seeming to fit in rather well - which wasn't hard when the drill instructors didn't care about the past of their recruits and lovingly referred to them all as "stupid fraggin' rock-heads". It was in boot camp that Slip-Ring's specialties were shown to be far more than just computer systems and electronic warfare.

Not needing to breath? No pulse to be affected by cold or heat? And the literal ability to stay "awake" and motionless for days on end if necessary? These three things combined with the prodigious potential of a syntelligence's mind meant that Slip-Ring was immediately considered and approached for sniper school. Slip-Ring took the opportunity immediately and gave every effort at passing with flying colors through the school - which it did with an impressive marksmanship score to show for it. But then Slip-Ring did something that wasn't expected. With exemplary scores, good performance and attitude throughout boot camp and advanced training, and no stains on It's record It could have chosen any number of starting duties.

And it chose Francia. "To help the colonists", It had offered in way of explanation.

Skills

Communication

Along with its polysentience allowing It to communicate instantaneously with other Freespacers and the ability to interact and work with VI and AI systems, Slip-Ring has been trained in Nepleslian communications and radio procedures. Along with the polysentience, It can receive orders through radios in headsets, power armors, vehicles, or navy vessels' systems in both combat and non-combat situations. It can correctly and efficiently draft reports, orders, fill out forms, issue or understand orders under fire. As well as being familiar with binary, various forms of data file, the ability to learn and use common spoken languages: Slip-Ring can also use all forms of physical rudimentary communications (flashing lights, hand signals, etc.).

Fighting

Slip-Ring has a basic academic understanding of a variety of fighting styles, though in particular It received intensive and detailed hand-to-hand combat training primarily focused on killing or disabling one's opponents that was then backed up with rigorous and detailed training afterwards. It has been trained to use all kinds of pistols, knives, grenades and other explosives, and rifles or similar weapons. It can also operate power armored systems and can work with the suit's integral AI to perform advanced maneuvers and techniques. Also of note in Slip-Ring's profile: It is an *excellent* sniper and can act either in that role or as a designated marksman.

Survival

In a true show of bureaucracy, the one Marine in the course that literally required no food or water to sustain itself was put through survival courses. Slip-Ring can build shelters as necessary or recognize and use natural points of land to act as shelters, forage for food and water (for others, obviously), build a fire, and navigate based on landmarks or stars. Slip-Ring is also adept at concealing Itself and others and is familiar with guerrilla warfare tactics. It was also trained in things more specific to It's nature: how to search for spare parts and equipment to repair It's body should It find Itself damaged without proper facilities available to perform repairs.

Strategy (Tactics / Discipline)

Slip-Ring can easily understand or issue tactical commands and work with fellow Marines to follow those orders together. Slip-Ring has been educated in the Nepleslian principle of team-work, and while It may not often behave it also understands discipline, as well as the importance of morale in a unit. It can

recognize a structure of command even under circumstances such as the extreme pressure of combat. Slip-Ring can also recognize and use or avoid ambush sites and choke-points on the battlefield, advanced mathematics for calculating distances and times, and can use a tactical map with ease.

Starship Operations

Like any other Freespacer, Slip-Ring lived a majority of It's life aboard a navy vessel. If only by being exposed to it through the work of others, Slip-Ring learned a number of things about the operation of a starship. It's knowledge primarily concerns electronics and computer systems, such as neural nets and artificial or virtual intelligence systems.

Collective Intelligence

By networking with other nearby Synthetic Intelligence, a Syntelligence can achieve much higher levels of computational ability and creativity. Furthermore, they may uplink with compatible equipment remotely; using their ships' sensors to achieve what is essentially a degree of omnipresence aboard their own vessels, or controlling drones. This can be used for instantaneous communication with other Freespacers, gaining access to a plethora of knowledge in a number of fields (though it would lack the actual practice of proper experts and only hold academic knowledge), and similar things.

Technology Operations

Slip-Ring is, Itself, a computer. Its familiar with computer networking and can operate a variety of common systems, as well as with enough time learn the operation of more advanced or uncommon systems. Slip-Ring is capable of interfacing with a number of computer systems and nodal networks, virtual and artificial intelligences, and similar systems. It operate remote drones with proper time and focus, as well as bypass firewalls or similar systems with proper time assuming the system is not too advanced.

Inventory

Slip-Ring:

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, brown, with index and ring fingers cut short.
- 1 pair boots, brown
- 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, black
- 4 pairs green ankle [Socks](#)
- 1 pair green low-top sneaker shoes
- 2 black sports bra (female only)
- 1 Pair of trunks, green, fleet number on right leg

Weapons and Weapon Accessories

- 1 [M3 Assault Rifle](#)
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- 1 Pistol belt, brown, with HHG holster.
- 1 Revolver, [HHG 'High Hybrid Gun'](#), with 2 extra HJP magazines

Personal Weapons

- [M3 Assault Rifle](#)
 - Three-point sling
 - 5 issued standard magazines

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.
- Starting pay of: 6000 DA

Finances

Slip-Ring Wind-Bell 89-9439-7126 is currently a [Private Third Class \(P3C\)](#) in the [Star Military of the Democratic Imperium of Nepleslia](#).

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
5450 DA		550 DA	Personnel Armament Compliance Order 1337

Character Data	
Character Name	Slip-Ring Wind-Bell 89-9439-7126
Character Owner	Saul
Character Status	Inactive Player Character

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