

Thomas Mort

Thomas Mort is a [player character](#) played by [Foxtrot813](#).

Thomas Mort



Species:	Nepleslian
Gender:	Male
Age:	19
Height:	5'10" (1.77m)
Weight:	185
Organization:	SMoDloN
Occupation:	Infantry/Engineer
Rank:	Private 3rd Class
Current Placement:	

- Preferred Plots:
- 1. NSS Altomir

Physical Characteristics

- Height: 5'10" (1.77m)
- Mass: 185

Build and Skin Color: Thomas has a heavy build, with strong muscles that look like can lift twice his weight. He has a white skin, with minimal sun tan

Eyes and Facial Features: Thomas has blue eyes and a triangular face

Ears: Round normal ears

Hair Color and Style: His haircut is cut somewhat between short and medium and is of a light brown color

Distinguishing Features: none as of now.

Psychological Characteristics

Personality: A man with an genius level IQ and a remarkable talent for disorganization, Thomas is a pretty abrasive person, sometimes bordering the cynical, and with a serious lack of patience with nearly everything, making him a person hard to warm up with at first. Despite that, Thomas is able to work as a team player and most of the time will volunteer to do any tasks that he thinks are the ones that he will make the greatest difference.

Added with that, he has the habit of never telling people the true reasons behind his actions, and more often than not he won't admit helping someone because he took pity on them. Ultimately, Thomas is the kind of person who has his heart in the right place, but is too stubborn or proud to allow himself to act like it.

He constantly seeks to improve himself both mentally and physically, and views a problem or a situation as a challenge to be overcome, although he tends to skip or avoid as much as possible the things that don't concern or interest him directly, making small tasks like organizing his possessions an annoyance.

- **Likes:** Building gadgets, mechanics, challenging himself. fidgeting with any electronics/mechanisms, tinkering in general
- **Dislikes:** People who repeats themselves,
- **Goals:** Become a distinguished engineer

History

Family (or Creators)

William Mort (Father) Kathleen Mort (Mother)

Pre-RP

Born in Nepleslia, Thomas lived a fairly safe childhood, taking interest in engineering since he was little thanks to his father's job, who owned a small repair shop in Funky City that managed to keep his family sustained. Since he was young, he constantly tried to build new gadgets with the help of his father, who was his mentor and idol, and later on did that by himself as a hobby.

Although he could have gotten through school easily and smoothly, Thomas struggled with his grades for most of his life, having a small amount of friends for someone of his age at the time, making his own little gadgets his friends.

By his teens, Thomas had already eliminated every doubt about what path he wanted to take for his life: becoming an engineer, and quickly set his mind to the goal. That was also the time that he started to work at his family repair store, improving greatly as a mechanic. When he was nineteen, a year after (finally) graduating from high school, Thomas joined the NMSC, easily qualifying for engineer training.

RP

NSS Altomir

Thomas' first mission started during the Rok'Very offensive, when the spaceship he was aboard was shot down by the occupied planet's orbital defense grid. The marine only had time to get inside his Hostile power armor and board one of the escape pods and make it 'safely' to the surface, landing inside an abandoned warehouse.

Shortly after, he made contact with another [marine](#), who he teamed up with until he arrived at a nearby subway station from where a rally message was being broadcast. Upon reaching the place, Thomas was surprised that the broadcaster was no less than the legendary [Flint Vanderhuge](#).

Soon after that, he and the other marines who had gathered in the subway station fended off an attack by NMX infantry and another by NMX power armor. About to be facing a third attack, the marines were ordered to pull out in a procured truck, fleeing into the subway tracks and fending another attack by NMX crabs. After surviving the third and last attack, they reached an abandoned bunker where they managed to regroup and rearm.

The day following, the marines attacked and destroyed a landed NMX ship under the leadership of Vanderhuge, taking out its anti-ship weapons and allowing the friendly ground forces to attack Bal'Sharok and retake it. After the attack was over, he was shipped back to planet Nepleslia, but not after witnessing the mass genocide and what little was left of the planet.

Skills

Communication : Thomas 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 can speak and write it 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 : Thomas has 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. He is in excellent physical shape and has considerable endurance. Thomas is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.

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

Strategy (Tactics/discipline): Thomas 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. Thomas is able to recognize ambush points. He knows basic math in order to calculate distances, etc, and can use a tactical map.

Engineering: Thomas is a talented engineer, he can build and design objects, he is familiar with how most of the Power Armor works and has a talent for mechanical engineer, and creating gadgets is a hobby that consumes most of his free time.

Maintenance and Repair : Thomas is a natural and trained mechanic, and knows how to repair power armor and keep them maintained.

Art and Vocations(drawing): Closely related to engineering, Thomas can draw concepts and blueprints for his inventions and things in general, this being his second favorite hobby.

Inventory

Thomas Mort has the following items:

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 (or khaki)
- 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 Rifle Kit
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
 - 1 Automatic Pistol, [Nk-Ir "Knuckler"](#), with 2 extra HJP double 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

Thomas Mort is currently a Private 3rd Class in the SMOdIoN.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
10300 DA	4300 DA		P1C pay (86 weeks)
13500 DA	3200 DA		P2C pay (32 weeks)

Character Data	
Character Name	Thomas Mort
Character Owner	Foxtrot813
Character Status	Inactive Player Character

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