

Nathan Lone



Identity

full name: nathan lone
aka: captain lone, dr. lone
default age: 25 fo3, 35 at fo4
birthday: october 31, 2252
gender: cis man
orientation: gay
ethnicity: american, WASP
face claim: michael kitchen
description: 5'7", slim, the opposite of physically imposing. average, nondescript face. medium-brown hair that turns into a curly mess more easily than he likes. rather vivid light blue eyes. post-fo3, he has a deep and messy laceration scar on the left side of his face along his hairline.

Stats

S.trength: 4
P.erception: 7
E.ndurance: 4
C.harisma: 6
I.ntelligence: 10
A.gility: 8
L.uck: 5

traits: small frame, trigger discipline
tagged skills: science, energy weapons, small guns
combat style: ranged sneak attacks preferred, keep out of melee range and go for critical shots,
sample drop: plasma pistol, enclave officer uniform, enclave scout armor, combat knife, MRE, assorted combat chems, (would drop a finger to someone with the Lawbringer perk)

Personality

BASICS

controlling
wary
fastidious
ruthless
reserved
alert

SOCIAL

introvert
clannish
aloof
judgemental
pretentious

COMMUNICATION

snippy
acerbic
closed-off
suspicious
confrontational

UNDER STRESS

authoritarian
irritable
violent
cold
paranoid
vicious

ADAPTATION

curious
flexible
resilient
imaginative
determined

WORK ETHIC & PROBLEM-SOLVING

competitive
driven
decisive
thorough
logical

BOUNDARIES & CONFLICT

aggressive
impatient
stubborn
sadistic

PERSONALITY TYPINGS

mbti : INTJ
enneagram : 8w9
zodiac : scorpio
alignment : lawful evil
karma: evil/neutral

History

BACKGROUND

nathan was born in raven rock to an ordinary enclave family and had an ordinary enclave upbringing (which is to say, raised to believe in american exceptionalism and the importance of pure human genetics). he was a very bright but stubborn and aloof child who grew into a highly intelligent but calculating and paranoid young man.

he was originally assigned to the raven rock labs where he worked as a technician and was just promoted to jr. scientist when he requested a transfer to the army. after a battery of assessment tests to determine suitability, the transfer was granted.

after the enclave falls, he flees to the commonwealth and after a few years of doing merc work and scavving, catches the institute's eye and becomes a scientist in advanced systems.

FALLOUT 3/FALLOUT 4

in fo3 nathan commands a team of 12, and is typically assigned to field missions involving advanced tech. in fo4 nathan does computer modeling, software engineering, and molecular relay research for the institute.

evil karma in fo3. fo4 affinity gained by hacking, weapon modding, and entering power armor, but max affinity requires getting the BoS out of the commonwealth.

FALLOUT: NEW VEGAS

in an AU verse, nathan flees to the mojave after the events of fo3. there, he creates a false history for himself and joins the NCR. he works for colonel moore planning and carrying out missions of dubious morality that the NCR would like plausible deniability for.



Link tl;dr details: [click for link](#)