

# PARALLAX

Areas marked with an asterisk (\*) are optional and do not need to be included.

Artist's Note: Highlighted words are for decoration; don't read into it

## ID

**Name:** Brian Gaunt

**Age:** 26

**Gender:** Male (He/Him/They/Them)

**Orientation:** Bi

**Place of Origin:** Earth R-001

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## CAPABILITIES/ SKILLS

**Primary Class:** Intelligence (Drone Pilot/Camera specialty)

**Secondary Class:** N/A

**Traits:**

- |                                      |                                              |
|--------------------------------------|----------------------------------------------|
| <input type="checkbox"/> Eagle Eye   | <input type="checkbox"/> Silver tongue       |
| <input type="checkbox"/> Lock Picker | <input type="checkbox"/> Swift               |
| <input type="checkbox"/> Locked On   | <input type="checkbox"/> Hunting<br>Instinct |

**Equipment & Weaponry:**

- ☐ Baton weapon

**Additional special training or skills:**

- ☐ Map reading
- ☐ Good swimmer

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## PHYSICAL PROFILE

**Height:** 5'10.25

**Weight:** 150 pounds

**Blood type:** B-

**Appearance:**

- ☐ Wavy, medium-length black hair (just barely past collarbone)
- ☐ Gray Eyes
- ☐ Defined cheekbones
- ☐ Pale skin
- ☐ Long legs
- ☐ Piano Fingers; bony
- ☐ Slight muscular definition in arms

**Medical Notes:**

- ☐ Nose has been broken at least once
- ☐ Faint scars on elbows and knees

**Psychological Notes:**

- ☐ Experiences occasional mild depression

**PERSONALITY PROFILE**

**Likes:**

- ☐ Good-looking people
- ☐ Partying
- ☐ Games
- ☐ Make-up

**Dislikes:**

- ☐ Feeling Inferior
- ☐ Oily food
- ☐ Chewing noises

**Personality Description:**

❖ Social	❖ Confident	❖ Pessimistic
❖ Prideful	❖ Self-Aware	❖ Rude
		❖ Flirty
Brian truly tries his best to be a better person, but after 19 years of no self-awareness of how his behavior was literally fatally affecting other people, he is struggling to change.		

Unfortunately, he can be a little bit of a Karen. As in, a self-entitled prick. However, he's become aware enough that the behavior isn't attractive, and does sometimes catch himself before the whole damning sentence is out. He won't apologize, but he'll change his wording, and that's as much of an apology as you'll ever get.

If he's already in a bad mood, though, prepare for unapologetic finger snapping at restaurant waitstaff and possible tantrums in public. He'll be embarrassed later to the point of not showing his face in the area for a while, but, in the moment, Brian wouldn't have a lot of self control.

Brian is otherwise a social butterfly that loves to hear himself speak and loves it when other people also love hearing him speak. He thrives in activities with a large group of people and gets energy from being around others. Having a large party or a gaming night? Invite him, please!

Brian is confident most of the time and has no problem with talking to a stranger on the street or in the bathroom. He doesn't mind being in the center of attention, but he will shy away from it sometimes because it makes him feel like his teenage self again, and it brings back bad memories.

He also has the tendency of flirting with everyone he finds attractive despite knowing that he has a problem of developing crushes fast and falling in love just as fast. It's an issue. (He won't be fixing it.)

### Interesting Facts\*:

- |                                                                   |                          |
|-------------------------------------------------------------------|--------------------------|
| <input type="checkbox"/> English accent (Bristol, I think)        | <input type="checkbox"/> |
| <input type="checkbox"/> Knows a surprising amount of Ocean facts | <input type="checkbox"/> |

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## HISTORY

**TL/DR:**

**CW:** Mass Death, Betrayal, Teenage homelessness/Abandonment

**0-2:** Nomadic life with his family. He doesn't remember this.

**3:** His family and two other families founded a settlement called "Shield" and they lived in an abandoned hospital together.

**4-18:** Spent his years thinking that he was better than everybody else and managed to get away with not doing much at all because the settlement was a growing one. They had quite a few pairs of helping hands!

**19:** Met a cute girl and told her everything about his settlement. She told him about an "abandoned biome" that had resources. Unfortunately, the "abandoned biome" wasn't so abandoned, and the only reason she said this was so that all of the fighters weren't at "Shield" when her settlement launched an attack on the place. Only Brian and 10 others survived, but none of them wanted to travel with Brian, so he was left to survive on his own.

**19-20:** Met a guy called Cecil who was going to travel to America. Decided to go to America, too.

**20-25:** Traveled to different settlements, did work in a lot of places, met a lot of people, but didn't settle anywhere longterm.

**26:** After hearing a lot of good things about Salus, he decided that he wanted to live in one place with a bunch of people again.

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### **EXTENDED HISTORY:**

Brian grew up in the settlement "Shield" in England. It had been founded when he was 2, and Brian honestly couldn't remember what life had been like before living in an abandoned hospital with a little over 100 other people.

One of the settlement's founders and leaders was his father, and Brian ended up growing up with a sense of self-importance because of it. At the time, Brian had convinced himself that he was only proud of his dad, but he loved the feeling of feeling

powerful and important, despite not having done anything to deserve it. Since he was the youngest of his family, sometimes they'd give him a little more out of pure love, but Brian's child-level-reasoning convinced him that he was just better than everyone else.

He held these facts over the other children of "Shield" for years. ("Wait till I tell father about this!" and "Do you even know who my father even is?" were common phrases to come out of Brian's mouth.) Some children realized that Brian wasn't actually all that, but others stuck around and gassed him up. They pandered to him, and Brian soaked it all up.

From childhood to his teenage years, Brian usually tried to ditch any lessons to do with anything with contributing to the settlement or survival. To him, it was boring, and there were lots of people in their settlement that did work, so why should he have to? Instead, he spent his days sneaking out with tech that he didn't have permission to use, and after he finally learned how, speeding around dirt roads in a car that he shouldn't have taken out.

One day, he snuck out with his friends some time in the Autumn months and they met a group of other teens around their age that said they were from a nearby settlement. Brian fell in love at first sight with one of the girls, thinking that she was absolutely beautiful, so they ended up sticking around and talked with them for the whole day.

After that, Brian sometimes snuck out to meet her alone. He bragged to her about so many details about their settlement. He told her that he was the son of one of the leaders, of course, but he also told her things like how much food they had, how many weapons, and how many people lived there. Brian blabbed about secret passageways, hiding spots, emergency procedures-and-

In hindsight, he'd been an idiot. He just wanted her to know how good he had it and wanted her to like him.

When she told him about an abandoned biome with some resources still left over, he thought he hit jackpot. He thought that she was starting to care for him and worry about his survival during the harsh winter.

"She said that her settlement had cleared the biome," he told his father and the other leaders excitedly, "It's completely safe and not very far from here. There's apparently still a lot of stuff that they had to leave behind because they couldn't carry it all, but it's all really useful, and she said we could have it."

They were wary but winter was creeping up on them. Extra resources wouldn't hurt. Brian's father decided that he, his oldest son, and a bulk of their best fighters would go to the biome. They would leave a couple of guards behind for the settlement's protection, but they weren't planning on being gone for too long, so only a few would be enough.

While they were gone, though, Shield was (unsurprisingly) attacked by the settlement Brian's crush was from. Almost entirely defenseless because their best fighters were gone, it didn't take long for the attackers to overpower them and take over the hospital for themselves.

Brian and 10 others managed to escape out of just over 100 people. One of the other survivors was Brian's second older brother- who knew about the fact that Brian had gotten the information about the biome from a girl from a nearby settlement.

"You were duped and now everyone's dead because of you!" His brother shouted at him angrily. No one dared to defend Brian. It was true. "What if Dad's dead, too! The biome probably wasn't safe at all!"

"He's fine," Brian said, in denial.

But the scouts never returned. With only 11 survivors, none of them were willing to go to the biomes to look for them. They, including Brian's brother, were also not willing to travel with

Brian. So, the 19 year old found himself completely and utterly alone.

He'd been angry and prideful, but experiencing real hunger made him desperate, and he was reduced to begging people for anything. Being alone also left him with a lot of time with his own head to realize just how much he messed up and how much he'd lost. He realized just how entitled he'd been and he began to regret how many times he'd brushed off his parents to just lounge around doing absolutely nothing.

"I'm good at technology," he'd tell people when he finally got off his ass and decided that he should start living instead of begging for handouts. At least being a confident idiot made him good for one thing: bullshitting his way through conversations and convincing others that he was the absolute best at everything. "I can drive, too."

He wasn't exactly lying. The only things he'd been interested in learning growing up were driving really fast and flying drones.

Eventually, he stumbled on a man who was traveling alone and looking for a second driver to drive to the coast. It was a long drive away and a second driver to switch off with mid-way would really help him. The man, Cecil, wanted to leave to go to America- and there was a ship that was due to leave in a couple day's time. So he heard.

The more he heard about it, the more Brian realized that leaving this place for another continent sounded really nice. So he hopped into the car and then onto the boat with his new traveling companion. They did go their separate ways after arriving in America, but it was a considerably more genial parting than he'd had with his brother. Cecil even said, "Hope to see you again, someday," before he left.

For years, Brian just went around traveling from settlement to settlement, avoiding staying in one place for more than a year. (Subconsciously, he thought he might revert to who he was before and screw another settlement over.) He took up some odd jobs with people who would have him. Usually, courier jobs with

driving involved and one memorable job of helping a merchant try to sell tech (it didn't end prettily.) Then, got fired when he was a little too himself a few times, and met a lot of people.

From those people, he heard about a settlement called "Salus", which was apparently America's biggest settlement. It seemed like a good place to live, from what he'd heard. Although his chest tightened a little at the thought of living in one place for long term with so many people again, at the age of 26, he finally resolved to go there. He'd do better this time.

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## HANDLER

**Discord ID:** Lilybyte#5516

**Relevant social media ID:\***

instagram@lilybyteart

twitter@lilytries1

**Preferred Name:** Lily

**Pronouns:** she/her

**RP Style Preferences:**

- ☐ HC, SCRIPT, PARAGRAPH OK
- ☐ NSFW (ask first; i change my mind about it all the time)
- ☐ Shipping for Brian (we can talk about it! He tends have crushes-at-first-sight, so it's possible!)
- ☐ I prefer rps in server

**Fun facts:**

- ☐ May be busy with work/Inconsistent or unpredictable hours from March-May 2023
- ☐ Hawaii Standard Time
- ☐ ENG fluent/JP ok (not fluent but I can understand a bit)

**Triggers:\*** N/A



## **ROLE PLAY SAMPLE:**

### AT YOUR LEISURE [SUNDAY]

A soft beeping resounds, followed by the sound of rapid tapping and a strangely sweet citrusy smell fills the surrounding area of computer towers as you enter the dimly lit room, designated to all the towers and power switches necessary for Intel's vast technological array in the main room. A figure sits on a heavy system, half-leaning back as he plays what looks like a game, on a holographic screen. He doesn't seem to notice, or perhaps he just doesn't mind your presence before— success! Score 18900, Level 45 appears across the screen.

"Haha, *man...*" unsatisfied, it seems, as he sets his game to the side. His attention now focuses on you, realising you're here with him. The brightly and fashionably dressed man gives a grin. Leaning forward, shifting his weight onto his heels.

"Ahh amigo, looks like you caught me on my break! Ya know just needed a little bittt, to *myself!*"

"Need somethin'? *Oh- this?* It's an old game I like to play, **Quantum ships!** Wanna play?" the green-eyed man asks, patting for you to sit with a sleeved hand. He waits until you are settled, with him and hands you the game, "Yeah- yup, just enter your nameeee

### RESPONSE SAMPLE

Honestly, Brian hadn't come along for anything important at all. He was really just poking around to find something fun to play with, because Intel had the BEST toys. Drones and other cool tech- but mostly drones. He'd wanted to see if they'd let him play with some, but then he came across a man playing a little game.

They had video games here!? He stood with rapt attention as he stared at the brightly dressed man absolutely kill it at the level. (Sick drip, Brian thought absently.)

"Really? I can play? Sick!" And once he took a seat and started playing...Well, if nothing happened in the next hour, this guy was going to have a hell of a time trying to rip Brian away from this.

here, and there ya go! New player, a nice name by the way, uhh- yeah so these are the controls." he gives you a basic lo-down of the way the game works, and- well now, level 01 appears on the screen, <b><i>start!</i></b>	
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