

Mechwarrior: Arthur "Vandal" von Kesh

Age: 33

Mech: (Custom) Crusader CRD-3D(A) - LRM15, 2x SRM6, 2x ML, 13t armor, 18 SHS

Role: Medium range fire support

State of origin: Periphery (Lyran Commonwealth)

Backstory: Born as one of many heirs to the House von Kesh, a dynasty of minor Lyran nobles that settled the near-Periphery system of Halifax in the aftermath of the Amaris coup. Arthur was raised without ambitions for rule, opting to train as a Mechwarrior thanks to his family's status, a task that consumed much of his youth. After a successful but quiet career as a rear officer in his homeworld's militia, he opted to resign his commission and seek fortune in the Rift as a mercenary mechwarrior.

Finding his way south towards the outskirts of the Free Worlds League, Arthur bounced between several privateer outfits, dueling other pirate groups and raiding isolated settlements for the highest bidder over several years. This ended when a one-time alliance between his group and the bandit king Roland Quinn soured, leaving his compatriots dead or captured and his mech destroyed. Arthur himself escaped to the Reykavis system, lying low on Jollius for several months; when he attempted to escape again following Quinn's surprise arrival, he was apprehended by local authorities in Port Willoughsby.

Arthur von Kesh - Military, Mechwarrior - ???

Delivered to SIRA by local Jollius authorities on suspicion of being an opfor deserter, Arthur has been thus far less than helpful during questioning. Contradictory statements he has provided make claim to being a mercenary and/or ex-Lyran soldier, though his attempted escape following Quinn's arrival suggests he may also have run afoul with the pirate lord at some point. He has since refused to cooperate further unless he can be guaranteed travel offworld.