

Ace

Ace is a [player character](#) played by [Ace](#).

Ace	
	
Species:	Nepleslian
Gender:	Male
Age:	YE 17
Height:	6' 8" (203 cm)
Weight:	260 lb (118 kg)
Organization:	Psychopomp LLC
Occupation:	Mercenary
Current Placement:	Psychopomp

Preferred Plots

1. Ragnarok

Physical Characteristics (Ace)

- Height: 6' 8" (203 cm)
- Mass: 260 lb (118 kg)

Build and Skin Color: Athletic build and slightly tan skin

Eyes and Facial Features: Green eyes, red hair, no facial hair, almond eye shape, normal face shape

Ears: Human ears

Hair Color and Style: Red hair, messy

Distinguishing Features: Eyes have a slight glow due to AI integration. Ace also has three scars on his chest from a bear's claws.

Physical Characteristics (Aries/AI)

- Height: Variable but when to human size around 5' 10" (179 cm)
- Mass: none but visually around 128 lb (58 kg)
- **Measurements:** 36C-24-36

Build and Skin Color: slim and slightly athletic build and Caucasian

Eyes and Facial Features: Hazel eyes, normal facial features

Ears: Human ears

Hair Color and Style: Black straight hair that reaches to the small of her back

Psychological Characteristics

Personality: He has a strong sense of duty to his teammates and friends. He will willingly put his life on the line to save someone. He is normally cool headed but will immediately charge out to save someone in need if he thinks he can help them. He is very trusting and will have your back until the very end. He is quick to sum up situations and find the best course of action to take. There is nothing he will not do for a friend. He has strong morals and is quick to diffuse a situation. He hates to talk about his past. He normally likes to work with small teams and is always the first one into the fray.

- **Likes:** Friends, honesty, teammates, battle, protecting others, his AI
- **Dislikes:** Pirates, Military organizations, politicians, and losing someone
- **Goals:** To protect others from suffering. And to protect those in need.

History

Family (or Creators)

Father John Wentz (deceased) Mother Evangail Lowind (deceased)

Pre-RP

Born in YE 17 to John Wentz and Dr.Evangail Lowind. Both of his parents were killed during a raid by the

Pirates of the Fiddler's Flute in YE 24 at the age of 7. After witnessing both of his parents killed in front of him and learning that the military had decided not to intervene and stop the attack in order to save resources and soldiers for the war effort. He allowed himself to become a test subject and which turned him into an enhanced super soldier hybrid with an AI implanted into his brain. He threw away his own name and became a mercenary under the call sign Ace. He obtained armor, and weapons during his adventures. He has despised Pirates and military organizations especially the Yamataian military ever since vowing to never allow what happened to him happen to another for as long as he lived. He also vowed to take revenge on all those associated with the attackers. The events still plague him and he blames himself for everyone's deaths.

Skills

Communications

Having spent large amounts of time with many different species he has come to know many languages though he cannot speak many fluently he knows enough to be able to get around a city. His AI also can translate.

Fighting

After years of vigorous training Ace has a master at close quarters fighting. He also is experienced with using his daggers

Leadership

Due to his experience with working within both a group and as an individual he has become an adequate leader.

Physical

As a result of the enhancements done to him he has obtained superhuman strength, endurance, and speed.

Survival and Military

As a result of being a bounty hunter for many years he has become adept at survival and military practices.

Vehicles

With the help of his AI he is able to operate any type of vehicle, machinery, or weapon.

Technology Operation

Due to his AI he is able to operate any kind of technology.

Inventory

Ace has the following items:

Clothing

- 2 T-shirts (black)
- 2 Long-Sleeve Shirts (grey)
- 2 Pairs of Shorts (black)
- 4 Sets of Under Garments
- 2 Pairs of Pants
- Sneakers
- Combat Boots (light grey)
- Combat Pants (snow camo)
- Combat Shirt (snow camo)
- Cap (snow camo)
- Ski Mask (snow camo)
- Combat Gloves (black, fingerless, padded)
- Gloves (snow camo)

Armor

- Styrling Muur Armor (White w/ black trim and red accents)

Weapons and Weapon Accessories

- 2 CQB Dedicated knives (20" Durandium, vibro-knives)
- dual PIMPs (white w/ red accents)
 - belt
 - holster
 - 640 5.8x30mm rounds
 - 2 45-round (long) magazines
 - 4 20-round magazines

- IAW (white w/ grey accents)
 - Infrared/Visible rail mountable laser
 - fore grip
 - holo-sight
 - carrying strap
 - 400 6.56x40mm rounds
 - 3 batteries
 - 4 40-round magazines
- 2 Pulse grenades

Accessories

- AI neural implant w/ connection port
- Hacker Tablet
- Rope
- NAM binoculars
- Razor
- Duffel Bag

OOO Discussion

Will sacrifice himself in order to allow teammates to escape.

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