Adam Edison

Adam Edison is a player character played by Whitehart.

Adam Edison	
	
Species:	Nepleslian
Gender:	Male
Age:	YE 13
Height:	6' (1.83m)
Weight:	180lbs (81kg)
Organization:	Star Military of the Democratic Imperium of Nepleslia
Occupation:	Space Marine
Rank:	P2C
Current Placement:	NSS Inquiry
Theme:	Rumble in Brighton

Physical Characteristics

- Height: 6' (1.83m)
- Mass: 180lbs (81kg)
- Measurements:

Build and Skin Color: Adam is lean and muscular[1)] thanks to his violent lifestyle. His body seems to be at peak definition and tone for his height and weight. He has light brown skin that has a natural sheen.

Eyes and Facial Features: Adam's brown eyes look slightly asian. He has a thin clean shaven heart shaped face and an aggressive pitch to his eyebrows.

Hair Color and Style: His black hair is fashioned in a 3“ warhawk with very subtle dark green highlights.

Distinguishing Features: Adam's body is covered in snake motif tattoos. These tattoos consist of many species of snakes from the back of Adam's hands and cover his arms up to his shoulders. His back has a large hooded cobra with a skull within its fangs. Written across his abdomen is the word Serpens resting on a mass of snakes.

Psychological Characteristics

Personality: Although Adam is generally a hostile, aggressive person he has always been fiercely loyal if you can gain his respect. His time within the Marines has helped him overcome his natural instinct of self reliance and he now appreciates the need for teamwork. He can be very crass and crude but tries hard not to be as prejudice as he had been.

- **Likes:** Violence, loud music, money, rich people getting theirs
- **Dislikes:** Condescending people, the law, peace
- **Goals:** Adam originally just wanted to do his time then run. Now, he wants to serve until he dies and make a little money along the way.

History

Family (or Creators)

- Jane Edison (mother, deceased)
- Matthew Edison (father)
- Jason Edison (older brother, deceased)

Pre-RP

You could say that Adam was born into violence. Pregnant Jane Edison had been mugged, stabbed and left for dead. The only medical facilities around these particular slums of Funky City was a third rate clinic that basically ripped Adam from the warmth of the womb. Thus started his life under the abusive heel of his drunk father. Adam reached his childhood with a little help from his older brother, Jason. Though life was hard and brutal.

His little corner of slums in Funky City was as rough as others. Adam grew up into street fights, robberies and gang wars. It was no wonder that when Adam was 12, his brother was killed. Adam was tough as nails after that. Even though he was quickly embroiled into a gang he was known as an outsider and a wildcard. His leader even remarked that he was a 'Rabid dog best turned loose on only your worst enemy.'

In one brutal gang fight Adam had flown into rage and was there senselessy stabbing a corpse when the NPF arrived. Being quickly overwhelmed Adam was imprisoned. Faced with the charges of multiple crimes throughout his life Adam was looking at dying. He chose to be enlisted in the DION Marines to carry out his sentencing.

Many things changed for Adam when he arrived at the penal garrison. He was no longer the baddest man in his neighborhood. Sure, he was still high on the ladder, just not the top. The other change was his commanding officer. The Commandant was a big, loud and aggressive man. He constantly pushed the inmates towards sharpening their anger and aggression. Using it to focus on their goal. Let the brain do some of the driving since the body already knew the moves. Adam came to understand the point. It wasn't about turning off the aggression, it was learning to keep it at the ready. It was similar to a snake, coiled and ready to strike but waiting for that moment. He struggled at first but found it became easier and easier to focus even so far as to be able to work with others and perform certain unit duties. He was particularly good at Breach and Board maneuvers. Even with this new outlook forming, Adam still kept his shell of brovado and aggression. However he soon became a decent soldier.

Skills

Communication

- Adam is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from others through headsets, ships, ground vehicles, power armor, and shuttles in both combat and non-combat conditions. Adam is fluent in Nepleslian. He can speak and write it correctly and efficiently though has no knack for paperwork. Adam is skilled in field communications though lacks skill in more rudimentary forms.

Fighting

- Adam has a brutal, violent and dirty way of fighting that he has developed over his time on the streets. Though never previously trained in weapons, Adam has found an aptitude with pistols of all types, knives, grenades (and other forms of explosive weaponry) but prefers rifles of all kinds. Adam has also been trained to pilot most power armors with confidence and the appropriate skill level to handle the ins and outs of the hardware.

Survival

- Beyond his natural ability to survive on his own in an urban environment, Adam has been trained to survive in other hostile environments and does so quite well. He can build shelters, hunt and forage for food, build a fire, etc. The character can camouflage himself and is familiar with guerrilla warfare tactics.

Strategy - Tactics/Discipline

- Adam can understand and give out tactical commands and work with his troop to follow those commands though he is prone to rash actions. Concepts such as teamwork and chain of command are still newer concepts to Adam, but he still tries to adhere to them. Adam is able to recognize ambush points. He knows basic math in order to calculate distances, etc, and can use a tactical map.

Rogue

- Pre-Marines, Adam spent his life on the streets. He became adept at the ins and outs of illegal activities. He could go unnoticed when he wanted to, using stealth and social engineering. He can point out targets from glances that are weaker opponents and figure out leaders based on their actions. He is skilled at crime to include muggings, robberies, assaults and murder.

Construction (Armorer)

- Within the Penal Garrison not only did Adam learn he had some skill with weapons but he went on to make them. His base trainjng in their upkeep turned to him constructing chemical based projectile weapons. He can make parts, ammunition and provide other necessary improvements.

Physical

- Adam is skilled in free running and acrobatic maneuvers. While never properly trained he has experience in using his environment to evade capture and chase/stalk his enemies. He is nimble and built in a flexible manner. He is able to combine his natural agility and dexterity to dodge blows also scale and descend great heights quickly.

Inventory

Adam Edison has the following items:

Clothing

Civilian

- 1 Off-white wifebeater
- 1 Black wifebeater
- 1 Black/Green bandana
- 1 Black bicep band
- 1 Dark green lightweight coverall
- 1 Military style pair of steel toed Boots

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, brown
- 1 pair Boots, brown
- 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, black
- 4 pairs green ankle Socks
- 1 pair green low-top sneaker shoes
- 1 Pair of trunks, green, fleet number on right leg

Armor

- M10 Raider Light armor
    - Light Coil Autocannon

- Golem Assault Armor

Weapons and Weapon Accessories

- 1 Na-W/P-08d V4B Heavy Automatic Sidearm Long body, reflex sight, ammo counter, drum magazine, adjustable stock
    - durandium riot shield (modified 1'x 2'), hooded cobra with a skull within its fangs painted on front
    - 1 extra 12” Integral silencer barrel
- 1 Utility Combat Knife M01A
- 1 24“ (60.96 cm) Wicked Machete, shortsword, Durandium, Monomolecular Knit, Monomolecular Edge (700 DA)
- 1 Zen Armaments .45 Caliber Pistol w/ 2 double stack 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.

Miscellaneous

- 1 Hooded lighter
- 1 Picture of a souped up dark blue Prospect Pickup with white stripes
- 4 Silver chain necklaces of various sizes and styles
- 1 Wooden tube containing a handful of badly faded stills of Jane Edison
- Cranth Media Player w/ earbuds
    - Full of Rockabilly music
- 2” dark blue bouncy ball

Finances

Adam Edison is currently a P2C in the Star Military of the Democratic Imperium of Nepleslia.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
5300 DA		700	Machete
4900 DA		400	Shiv

OOC Discussion

Not Adoptable

Character Data	
Character Name	Adam Edison
Character Owner	Whitehart
Character Status	Inactive Player Character
Approval Thread URL	stararmy.com/...

Nepleslian Personnel Database System	
Career Status	Active Duty
Branch	NSMC
Rank	Private

[1)]

Build Reference

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