

# Aleksei Voronov

Aleksei Voronov is a [player character](#) played by [Fenix](#).

Aleksei Voronov	
	
Species:	Nepleslian/ID-SOL
Gender:	Male
Age:	21
Height:	7'5" (213.36 cm)
Weight:	376 lbs (170.55 kg)
Organization:	<a href="#">Star Military of the Democratic Imperium of Nepleslia</a>
Occupation:	Marine Infantry
Rank:	P2C
Current Placement:	

## Physical Characteristics

- Height: 7'5" (213.36 cm)
- Mass: 376 lbs (170.55 kg)

**Build and Skin Color:** Aleksei is an intimidating figure due to his height and muscles from his genetic heritage with light tan skin.

**Eyes and Facial Features:** His left, round, slate-gray eye tends to be jumping from object to object, as though expecting something. His right eye, rendered completely useless by an explosion, was replaced with a cybernetic, which he had colored purple. Aleksei appears to be smirking all of the time due to scars from an injury sustained.

**Ears:** He possesses normal, human shaped ears.

**Hair Color and Style:** Aleksei keeps his black hair cut in a short length mohawk that ends neatly at the rear center of his head with what looks like claw marks from an animal shaved into the left side.



**Distinguishing Features:** Facial scarring from a gang war beginning above his right eye ending at the chin. Aleksei often has a cigar in his mouth with the end chewed down slightly.

**Cybernetics:** Aleksei's cybernetics include his right eye, due to injuries suffered during a gang conflict. The new cybernetic give him enhanced vision along with a complete readout of his vitals. The eye is capable of a 4x zoom function. His right arm, just above the elbow, was also replaced with a cybernetic due to the same incident. The cybernetic arm gives him slightly enhanced strength. He leaves the arm

uncovered, forgoing synthetic flesh, opting instead to have it visible as a constant reminder.

**Medal and Ribbons:** Orbital Assault Badge Rok'Veru Campaign Medal

## Psychological Characteristics

**Personality:** Aleksei is a “get the job done” kind of individual which added with his idealistic nature, makes him both ruthless and loyal. His time among the gang hierarchy made him used to following orders, though he may find a loophole that allows him to get the job done in what he would feel is a more effective fashion. He will often be the first to admit it when he's wrong and even bury the hatchet if he feels it will resolve a situation. A love of demolitions often leads to bigger explosions than called for, though he often justifies it with “I wanted to make sure I got it.”

- **Likes:** Demolitions, Guns, Booze and Women. In that order.
- **Dislikes:** Nekos, Stupidity, Space Combat
- **Goals:** To attempt and make a difference.

## History

### Family (or Creators)

Sergei Voronov (Father, Deceased) Mother unknown (Deceased)

### Pre-RP

Aleksei grew up on the planet Nepleslia living with his father who had since taken over the role of parent after his mother left. His father who was an ID-SOL found that discipline and precision were the best methods. This caused Aleksei to have a strong sense of honor and focus which he dedicated to his education. When Aleksei was 15 his father was killed by a gang while he made his way home. Having heard who killed him, Aleksei found the rival gang, and soon found himself among their ranks. His upbringing by his father gave him multiple opportunities to take control of the gang which he ignored. He soon found justice when he was able to help annihilate the gang who killed his father.

By age 17 Aleksei was a well respected member and held control of a smaller chapter of younger members. Deciding they were powerful enough to take on one of the larger gangs, Aleksei found himself tasked with attacking their weaker chapters. This was a mistake he would live to regret.

The gang war went on for a year. At age 18, Aleksei found himself seriously injured in a bombing. His right arm was taken off a few inches above the elbow, along with the right side of his face being scarred and his eye being left completely useless. His fellow gangers managed to get him out and to a nearby doctor. Aleksei was given a cybernetic right eye which he found enhanced his vision as well gave a full readout on his vitals. He had it colored purple. His missing right lower arm was replaced with cybernetic that gave him slightly enhanced strength.

Shortly after, the gang war came to an end, leaving Aleksei's gang in shambles. He realized that he was going in the wrong direction. If he was going to fight anything it should be an enemy of Nepleslia. Not Nepleslia itself. The sense of honor his father had instilled in him all the years before finally found its way out. He joined the Nepleslian Space Marine Corps a few hours later.

## **Boot Camp**

Aleksei's time in boot camp was the rather generic experience. Due to the way his father had run the house, he was used to having orders barked at him. His ID-SOL genetics he inherited gave him less difficulty when it came to the physical training portions of the course. He graduated boot camp with what he hoped were high enough scores to get him placement with a unit that would allow him to complete his goal of helping make Nepleslia a better place.

## **Assault of SC-4**

After a failed boarding op alongside the naval forces while the rest of the marines assaulted ahead in powered armor frames, Aleksei was called up along with the rest of the Minutemen to cover the Cavaliers during the assault of an NMX stronghold on planet SC-4. During the assault Aleksei confirmed one power frame kill along with countless other unarmored NMX infantry kills. Shortly after the assault, the 4th was pulled from the fight and sent back home to Nepleslia for a well deserved R&R. It was there that he was informed of his promotion to P2C along with being awarded the Orbital Assault Badge and Rok'Veru Campaign Medal.

## **Demolitions Training**

Upon their return to home soil and despite the incident with the Dauntless, Aleksei wasted no time putting in a request for Demo Training. With Chief Santiago in critical condition, and the need for specialized marines at what would seem like an all time high the young marine was shipped off for the ten week course. It was the most fun he had in his life. While he needed proper tutelage in the construction of military grade explosives, his abilities during the Improvised Explosives portion of the course was looked upon with knowing grins and the occasional compliment from the instructors. He was taught the proper use of the "trade tools" and after ten weeks of doing what Aleksei loved more than a good fight, he passed the course with acceptable marks to receive the coveted title of Demolition Expert.

## **Old Friend, New Beginnings**

With the war against the NMX winding down and many marines with specialized training being sent to Funky City to give recruits their advanced training, Aleksei was given a choice. Rotate to the NSMC's major training station where he would train marines to be Demolitions Experts or transfer to a newly formed expeditionary unit on a Blackjack Cruiser. Not being the type to sit back getting fat and lazy wiping noses, he signed the transfer papers and was whisked away to report for the cruiser's maiden voyage from the Stanton Shipyard. It was here that he encountered a comrade from the 4th Fleet. Lisa

Simmons, a tech sentry from Volkov's Cavaliers who had been transferred to the cruiser as well.

## Skills

**Communication** : He is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from other characters through headsets, ships, ground vehicles, power armor, and shuttles in both combat and non-combat conditions. Aleksei is fluent in Neplesian. He can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. Aleksei is skilled in field communications and is proficient in all rudimentary forms of communication.

**Fighting** : In addition to the basic close quarters and firearms training by his father, Aleksei received intensive hand-to-hand combat training and has followed up that knowledge with a rigorous training program. Weapons he is trained in include pistols of all types, knives, grenades and rifles of all kinds. He is in excellent physical shape and has considerable endurance. Aleksei is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.

**Survival**: Aleksei knows how to survive in hostile environments. He can build shelters, hunt and forage for food, build a fire, etc. He can camouflage himself and is familiar with guerrilla warfare tactics due to his training as well as fighting among the gangs on Neplesia. His time in Boot Camp gave him the knowledge and understanding to keep himself alive until he can get back to friendly forces or until a rescue attempt can be made.

**Strategy (Tactics/discipline)**: Aleksei can understand and give out tactical commands and work with his troop to follow those commands efficiently. He knows the importance of teamwork on the battlefield, has been intensively trained in discipline and morale, and is able to recognize the command structure even while under extreme pressure. The character is able to recognize ambush points. He knows basic math in order to calculate distances, etc, and can use a tactical map.

**Demolitions**: Due to Aleksei's time among the gangs, he found himself using explosives that were often times homemade. This led him to find his love for demolitions as well as his knack for it despite his injuries being explosive based. Aleksei undertook the ten week demolitions course offered by the NSMC, gaining knowledge of military grade explosives and tactics for employing said explosives in a manner that renders the greatest possible effect. He is capable of placing a frame charge for breaching, along with knowledge of fortified position removal, arming and disarming of landmines, and improvised explosives through use of equipment standard to general infantry marines.

**Engineering**: Aleksei quickly learned how to spot the hard points of buildings during his time in the gangs for use in bombings on rival gangs headquarters and safehouses. This has also led him to learn the protocol and execution of building emplacements and other military essential platforms as well as how to bring down many kinds of enemy emplacements.

**Maintenance and Repair**: Aleksei is familiar with and able to fix most problems with vehicle components and to an extent, systems. While not necessarily well-versed on how a part functions and the theory behind each, he will be able to keep things operating within normal parameters. This allows him to make in the field repairs on armor and equipment given he has the appropriate gear and materials.

# Inventory

Aleksei Voronov has the following items:

## Clothing

### 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, black
- 1 pair [Boots](#), black (or khaki)
- 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, khaki
- 4 pairs green ankle [Socks](#)
- 1 pair green low-top sneaker shoes
- 1 Pair of trunks, green, fleet number on right leg

## Weapons and Weapon Accessories

- 1 Heavy Assault Rifle
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- 1 Revolver, [HHG 'High Hybrid Gun'](#), with 2 extra HJP magazines
- 1 Styrling .455 Loud Boom Revolver

- Tamahagane Ta-W2-1a - Wakizashi (Taken during boarding actions)

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.
- Starting pay of: 6000 DA

Finances

Aleksei Voronov is currently a P3C in the [Star Military of the Democratic Imperium of Nepleslia](#).

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
1000 DA			Combat Bonus Pay
7000 DA	1000 DA		Total Funds

Character Data	
Character Name	Aleksei Voronov
Character Owner	<a href="#">Fenix</a>
Character Status	Inactive Player Character
Approval Thread URL	<a href="#">stararmy.com/...</a>

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