

Anselm Wyatt

Anselm is a first-string Flash-Soldier serving in the Nepleslian Marine Corps

Anselm Wyatt



Anselm Wyatt	
Species:	Nepleslian
Gender:	Male
Age:	23 Apparent ¹⁾
Zodiac Sign:	Virgo
Height:	5' 7
Weight:	243lbs.
Organization:	Star Military of the Democratic Imperium of Neplesia
Occupation:	Space Marine
Rank:	Staff Sergeant
Identification Serial:	W01947
Current Placement:	NSS Acadia

Voice Sample

[Jason Statham](#)

Theme

Ultimate: [NieR OST - Blu-Bird](#) On the March: [Panzerlied](#) In the Field: [Panzermensch](#) by [And One](#)

Anselm Wyatt in Roleplay

Anselm Wyatt is a [player character](#) played by [Cy83r K0rp53](#) and is currently involved in the [Operation Chevalier](#) plot as an [NPC](#).

Physical Characteristics



Height: 5' 7

Mass: 243lbs.

Build and Skin Color: Anselm is stocky and well-muscled for his size with broad shoulders and pale white skin.

Facial Features and Eye Color: Anselm has a solid bone structure, squared jaw, heavy brow, and thick nose. He has severe and slightly unsettling red-flecked gray irises, resolving into a murky pink under normal observation; one eye is a cybernetic implant, a black orb lit red from inside.

Hair Color and Style: Tightly buzzed silver-white hair.

Distinguishing Features: Anselm's face and torso are mostly covered in warped burn scars because of a mishap during the cloning process, his left eye had to be replaced with a cybernetic and chemical augmentations made to allow his scar tissue to regain its elasticity rather than repair the damage with skin grafts and his left ear is misshapen due to the scarring. After the Evacuation of Rok'Veru, Anselm's

left arm below the elbow has been replaced with a temporary cybernetic pending the commission of a permanent prosthetic.

Cybernetics: left eye and left arm below the elbow, cybernetic eye has an infrared filter and can see a wider array of the visible spectrum.

Psychological Characteristics

Personality: Anselm is aggressively antagonistic, a trait that has won him few friends and several reprimands and punishments over the course of his training, though Aaliyah seems to have lessened the severity of his attitude. His choice of friends is unpredictable and a bad omen since anyone he seems to give an ounce of respect to suffers a bizarre accident, so far one person has suffered "Anselm's Omen", as his classmates have named the coincidence. Anselm is also very competitive, a piece of him realized during his friendship with Aaliyah.

Likes: Working on power armor; battlefield rations; wargames; Aaliyah Roberts; irritating [Suku Matsobuki](#).

Dislikes: Medical check-ups and exams; Wazu; Harm; Yamatai; Nekovalkyrja; Mishhuvurthyar; anything produced by the frilly cats in general.

Goals: kick ass with big [Boots](#) and a bigger gun.

History

Creators

Star Military of the Democratic Imperium of Nepleslia

Pre-RP

Born under the control of the Democratic Imperium of Neplesia as a clone in YE28, he was destined to be an ID-SOL, but unusual quirks in his genome and a rare fault in the incubation process caused multiple genetic abnormalities, resulting in his albinism and scars. Due to the excess of scar tissue it was decided that the time it would take to graft healthy skin in place of the scarring and the lengthy recovery period would place Anselm behind schedule, so chemical alterations were made to his scarred flesh to give him full mobility. A cybernetic eye replaced his left eye having been irreparably damaged by the effect that caused Anselm's scarring.

Hatched two months into the year, Anselm began the months long process of learning to use his body and strengthening it against injury. After he was deemed fit for service, Anselm was shipped to a government education facility for clones like him where they were taught to interact normally with society and graduated from an accelerated advanced schooling program, granting them the education

experience of a twelfth grade honors student; part of this program was the subliminal and conscious implanting of unswerving loyalty to Neplesia. Anselm placed near the middle of his class. Upon graduation each clone was allowed to replace their ID number with a name of their choosing, Subject W01947 became Anselm Wyatt.

After graduating, Anselm and the rest of his class were officially enlisted in the Star Army of the Democratic Imperium of Neplesia, then the Nepleslian Star Empire, and shipped off to basic. During the eight weeks of extensive training in Boot Camp, Anselm made one friend, S-R01293/Aaliyah Roberts. The two progressed through basic and into the marines together, placing near the top of their group because of their competitive natures. Aaliyah was injured once during basic, in a rappelling exercise, breaking her arm in three places and her leg in four. Aaliyah had been injured around Anselm before, but it had only been minor accidents that had been attributed, with much teasing, to the fabled clumsiness of girls around guys they like. The injury started the rumor of "Anselm's Omen" as Aaliyah was top of the class in almost every rope exercise, and shouldn't have fallen even if she was suffering a bout of girlishness. The official report documented it as carelessness and Aaliyah was promptly treated and recovered in several days, with the minor addition of titanium pins and fresh scars; her graduation was only slightly delayed.

Anselm excelled in marine training, graduating at the top of his class. He showed promise in the field of land-based power armor and was recommended for advanced armor training, where he and Aaliyah were reunited with several hushed whispers about fate and curses. During a live exercise Aaliyah's suit malfunctioned and she lost her right leg, the tale of Anselm's Omen spread like wildfire. Aaliyah's injury detained her progress such that she was placed with a newer class; Anselm wouldn't see her again during training or graduation. At the turn of the year YE30 Anselm was assigned to the [NAM-S1-01a Hray Class Stealth Gunship NSS Acadia](#).

Summary

YE 29

Birth & Physical Habilitation (6 months); Social Training & Basic Education (4 Months, unfinished)

YE 30

BasEd & SocTran Finished (+7 months); Basic Training (2 months); Marine Training (6 weeks); Advanced Armor Training (6 weeks)

YE 31

Assignment to [NSS Acadia](#)

Mission 1: High and Dry Over Golding

Anselm arrived at the Nepleslian [Ayenee-Class Starbase Golding](#) just in time to participate in defending it from a pirate attack.

Piloting a new Hostile model PA alongside [Seigmund Talbain](#), another marine assigned to the NSS Acadia. Fighting their way through enemy PAs, most of which turned out to be teleoperated units, to meet up with a team of marines lead by Master Cheif [Fian Vel Steyr](#). After several brutal exchanges of gunfire and missiles in narrow corridors, Anselm and his comrades made it an armory where a group of Neplessian personnel were being held. Freeing them and taking stock at the armory, the team made their way to the starbase's control tower, where the fighting was once again fierce and MC Fian Vel Steyr was the most severely wounded of the team. Piloting a custom loaded Aggressor suit this time, Anselm decided to try his Noisemaker again, since it had proven somewhat useful the last time, shutting down every active enemy suit but one. The only human-piloted PA made his escape before being shot down by the station's defenses as [Otarcael "Lilly" Livia](#) activated them.

Immediately after the action had ended, IPG Officers had detained the team for questioning on suspicion of treason and aiding the pirates. They were all released free of any charges on Nepleslia.

Post-Mission 1: Shore Leave

After the fracass on Golding and subsequent detainment and questioning by IPG officers, Anselm was released with the rest of his new team in front of a recruiting station on Nepleslia. A short shuttle ride later, the marine found himself agitating a navy officer by the name of [Suku Matsobuki](#), and after a breif exchange of words, suffering a Velseline-induced seizure. After the tense verbal spar that followed, Anselm joined his team mates for a round of drinking at a gentleman's club 'The Moldy Axehole' for a round of drinking, which unfortunately turned into a firefight with a street gang bolstered by ID-SOLs. Anselm managed to take one of the 'Tanks' prisoner, taking him on board the shuttle, something which the Master Chief disapproved of; Phaedra volunteered to throw the man out of the ship.

Mission 2: Brotherhood and Sisterly Love

Anselm and the rest of his squadmates, under command of Master Chief Fian vel Steyr, boarded the Acadia's sister ship, the NSS Emden, rushing the Emden's hangar bay in a powered armor blitzkrieg. After neutralizing several ELEMENT and Demon series PAs defending the Emden for its rightful owners, the Acadian Marines were confronted with an incoming fleet of Mishhuvurthyar vessels. Accompanying Private Otarcael "Lilly" Livia and Private Viktor Kingston, Anselm lead an assault on the Emden's bridge. After the encounter with a full-bodied Mishhu and its brainslaves in the bridge, Anselm pursued Otarcael down the Emden's hallways to the control room, where their arrival scared off a hostile soldier in a powered musclesuit that had been harassing several of his unarmored squadmates.

With the Emden captured, the Acadian Marines managed to pilot the ship away from the encroaching NMX interdiction zone, but at the cost of the Hray-class NSS Alder.

Mission 3: Between Lambs and Wolves

The Defence of Rok'Veru against a Mishhu invasion, Anselm deployed with the rest of his squad under the command of Master Chief vel Steyr. Becoming seperated from the others, Anselm ran into a group of Ripper PAs attempting to flank the Acadians' position, and suffered the amputation of his left forearm fighting a Commander-type Ripper in addition to several other minor injuries. Once the Nepleslian line buckled under the assault, the squad was lucky enough to be evacuated en-masse after a hasty withdrawal.

Mission 3.5: Back into the Frying Pan

Patched up and operating a new Aggressor Armorsuit with the distraction of a missing arm, Anselm and his comrades returned to Rok'Veru to blow a local powerplant and set the NMX occupation of Rok'Veru back slightly.

Post Mission 3: R&R (Rest and Rations)

Food was had, exercises done, and the marines mounted up in their Armors for a bit of sparing, Anselm getting his cybernetic arm skewered because of a stupid and clumsy move, luckily it was a spare. While removing the junked arm, he and Alex had a small heart-to-heart discussion about the war and the people left dirtside.

Mission 4: Heads of the Beast

no information

Mission 5:

no information

Assignment to Operation Chevalier

no information

Skills

Communication

Anselm 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. Anselm is fluent in Nepleslian. He can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. He is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

Fighting

Anselm received intensive hand-to-hand combat training (primarily focused on disabling and/or killing opponents) and has followed up that knowledge with a rigorous training program. Weapons he is trained in include pistols of all types, knives, grenades (and other forms of explosive weaponry) and rifles of all kinds. Anselm is in excellent physical shape and has considerable endurance. He is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.

Survival

Anselm 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.

Strategy (Tactics & Discipline)

Anselm 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 (combat, etc). Anselm is able to recognize ambush points. He knows basic math in order to calculate distances, etc, and can use a tactical map.

Technology Operation

Anselm is trained in the full utilisation of powered armor systems, able to pull stunts in multi-ton armor that would get a rookie severely mangled. He is also versed in the specifics of powered armor circuitry and engineering and has a better overall understanding of what his suit can and can't do, as well as being better able to perform maintenance and repairs in the field.

Physical

Anselm has undergone training for various environments, specifically with the intent of bringing powered

armor into the fray. He can move more efficiently and in tighter spaces than a regular trooper could. Anselm has also been trained to operate in microgravity without assistance.

Maintenance and Repair

Anselm 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. Anselm's training focuses mainly on power armor components and systems, increasing his efficiency as soldier being better able to synchronise his actions with the capabilities of his suit being the one making adjustments to its sensors and motors.

Inventory

Uniforms

- 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 pair gloves, leather, black
- 1 pair [Boots](#), black
- 6 pair boot [Socks](#), white
- 1 Belt, dark brown

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
- 1 Pair of trunks, green, fleet number on right leg

Accessories

- 1 Pistol belt, black, with HHG holster
- 1 Revolver, HHG 'High Hybrid Gun', with 2 extra HJP magazines

- 1 pair identification tags, metal, with name and hometown
- 1 [Canteen](#), 1 quart
- 1 Wallet with the Marine Corps Insignia plated on it.

Personal Hygiene

- Simmon Odor munchers: Oral Application
- Simmon Odor munchers: Scented (Mint)
- Collapsable Toothbrush

Electronics

- Electronic Money Card
- 1 AwesomeCorp DataJockey

Finances

Anselm Wyatt is currently a [Sergeant First Class](#) in the Star Military of Neplesia. He receives a weekly salary of 200DA per week.

Total Savings	Addition	Subtraction	Reason
3000 DA			Starting Funds
3150 DA	150 DA		Mon May 24, 2010, Promotion
3300 DA	150 DA		YE33 New Years Bonus
3500 DA	200 DA		Tues Feb 22, 2011, Promotion

Character Data	
Character Name	Anselm Wyatt
Character Owner	Cy83r K0rp53
Approval Thread URL	starmy.com/...

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4 actual

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