Billy T. Franks

Billy T. Franks is a player character played by Espatier.

Billy T. Franks	
Species:	Nepleslian
Gender:	Male
Age:	20
Height:	5' 11“
Weight:	185
Organization:	Nepleslian
Occupation:	Space Marine
Rank:	P3C
Current Placement:	

Preferred Plots:

Physical Characteristics

- Height: 5' 11”
- Mass: 185
- Measurements: N/A

Build and Skin Color: he has an atheletic build and tannish-brown skin

Eyes and Facial Features: soft, light brown eyes that are followed by a typical “War face”, the poker face that can stare down opponents that are taller and out weight him.

Ears:

Hair Color and Style: Bald, otherwise black in color on his gotte.

Distinguishing Features: Tattoos: xxx, xxxx, xxxx

Psychological Characteristics

Personality: Combat Veteran of several wars, changed branches of service several times and learned new skill set.

He is fond of adding various expletives and innuendos into his general conversation for no particular reason. His critical thinking skill have enabled him to be a natural born leader that takes charge when the

war machine fails. He is noted for his attention to detail of various skill sets that make him a excellent Instructor- Trainer.

- **Likes:** his taste in music wide and knowledgeful, but his taste for cigars are one that come from a remote island that is planetside, that he will visit when he has the time for rest and relaxation.
- **Dislikes:** regular troops that don't share in the disciple of thier own skill sets
- **Goals:** One day he wants to create his Mercenary force for hire, run his own ship and colonize a planet in his name.

History

Family (or Creators)

family type goes here

Pre-RP

history goes right here

Skills

Commo

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

Fighting

Your character 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. The character is in excellent physical shape and has considerable endurance. The character is also able to pilot land-based power armors, but must rely on the suit’s A.I. to do anything advanced.

survivial

The character knows how to survive in hostile environments. 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)

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

Maintenance and Repair

This character 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, they will be able to keep things operating within normal parameters.

Medical:

The character knows how to diagnose and treat conditions, apply first aid and emergency care (CPR, etc), and perform field surgery/general surgery if given the proper tools/facilities. The character knows how to work in and use hospital equipment.

Vehicles (land vehicles):

he character is familiar with how to effectively pilot most ground vehicles. He can make rudimentary repairs to his vehicle. In addition, the character has one vehicle type in which he is particularly skilled at operating. While inside this vehicle, the character can perform difficult maneuvers under high stress (combat, etc). The character is also proficient in repairing this type of vehicle (if given the proper tools and time).

Inventory

John Q. Normal 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
- Depends on gender and preference:
    - 1 Pair of trunks, green, fleet number on right leg

Weapons and Weapon Accessories

- A choice of one assault rifle
    - 1 M3 Assault Weapon System
    - 1 Heavy Assault Rifle (4th AASP Fleet Marines only!)
- 1 Utility Combat Knife M01A
- 1 Marine Combat Axe Model 01c
- A choice of one of the following sidearms (comes with brown pistol belt):
    - 1 Pistol, Styrling Silver Special .45 Caliber, with 2 extra 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.
- Starting pay of: 6000 DA

Finances

John Q. Normal is currently a P3C in the Nepleslian .

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds

OOC Discussion

test

this is a work in progress

Obviously I'm new

I didn't pick a plot due to the “legend” I'm looking for a slow game unil I get a fully understand of this system and would not want to hold others up in role play.

I'll be looking forward to seeing the skill list change as well, yes I still added the description to see how the form fills out.

Character Data	
Character Name	Billy T. Franks
Character Owner	Espatier
Character Status	Inactive Player Character

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