


# Chad Skwigleff

Chad Skwigleff is a [player character](#) played by [Titus Brutus](#) and is currently involved in the NSS Acadia roleplay plot.

Chad Skwigleff



Species:	Nepleslian
Gender:	Male
Age:	19
Zodiac Sign:	Gemini
Height:	6' 2"
Weight:	170lbs
Bra Size:	
Organization:	SMotDloN
Occupation:	Marine/Power Suit Operator
Rank:	Private 3rd Class
Current Placement:	NSS Acadia

## Physical Characteristics

Height: 6' 2" Mass: 170lbs Measurements: **Build and Skin Color:** Semi Muscular build, White skin  
**Eyes and Facial Features:** Round Grey Eyes, Young face with a long jaw and high cheek bones. Dark

bags under his eyes usually with small pupils and some red discoloration.

**Hair Color and Style:** Dirty Blonde hair in a shaggy cut, but short enough for helmet

**Distinguishing Features:** Pierced left ear, and scar tissue marking injection sites all along the undersides of both arms.

## Psychological Characteristics

**Personality:** Chad is very quiet and self reserved. Similar to his brother though, he is quickly irritated with incompetent people (although his idea of incompetent is slightly different from his brother). Always considered the family rebel, he likes to laugh at stupidity and loves complicated things. He has a tendency to say “Awesome” and “Man” a lot, although has a sense of knowingness of exactly what’s going on around him. He really likes to be good at things and loves to learn how to be better rounded. Chad has also been seen to be extremely disorganized most of the time. He thinks more than he talks, and usually only speaks when spoken too, although has been known to jut in conversation when bullpup’s or narcotics are involved.

**Likes:** Things that get you really blazed, loud music, complicated weaponry, laying around, working out, and modifying guns. **Dislikes:** Stupid people, authority, old people, cybernetic enhancements, Bullpup designs, and bad weapon smithing. **Goals:** Get as far away from home as he possibly can, and see as much as he can.

## History

### Family (or Creators)

Brother: John Skwigleff

### Pre-RP

Chad was born near the Nepleslian Megacity, Prime City. He lived a higher than average life, although was always in the shadow of his older workaholic brother John. In an early stage he got involved with a local bunch of fun loving layabout kids in order to piss off his brother and parents who wanted him to follow up on John’s work and produce designs for weaponry. Chad always loved guns and producing top quality firepower, but he loved to disappoint his parents and brother even more. He started to smoke funny plants that were provided by his friends around the age of 8 and has always been a firm believer in these “medicines” and their ability to improve his condition.

After his brother joined Styrling and began to produce some of the greatest Nepleslian weapons ever seen, he decided he had had enough of his boring existence and decided to op for joining the Marines and seeing the universe. This came as a shock to his family, although due to the pro-Green party

philosophy of his brother's company his brother should not be totally against the idea. Hopefully this decision will lead him to the adventure he wants and perhaps give him something he never really had. Purpose.

## **NSS Acadia**

Chad arrived on the Acadia as his first assignment. He was assigned to the Acadia with with 3 other greenhorns at the time, and they quickly became the concentration of pain on the ship. Almost immediately after arrival, they were all punished by CO Fian by having run multiple laps in unpowered armor for three days. Unknown to them, this punishment would benefit them in the up coming mission.

Three days after their arrival was the dreaded attack on Funky City, and the Acadia was one of the closest ships to the planet. Due to a misconception with the quartermasters, all but their four power armors were taken apart. Fian then ordered the four rookies into the unpowered armor that was immediatly set on a reboot, and onto the disarrayed planet.

Chad had instantly taken up combat situations and began to show a strategic genius quality that he previously did not know he had. After having saved one of his comrades, killing horde after horde of zombies, and using a trashy Monster Truck to destroy a road block, he led his team to the square in front of the cathedral that at the time held the trapped Imperium Senate. It wasn't long before the location of the Senators was discovered by the NMX and 4 Rippers marched on Chad and his fellow squad mates. Chad then quickly devised a plan that would lure the Rippers into a crossfire under Chad's heavy firepower. Once the enemy was under him, Chad unleashed himself laying down heavy fire on the Ripper Commander, a veteran soldier of Rok'Veru that had red markings on its armor. The Commander Ripper would then fly out of Chads reach and into a close combat fight that would nearly end one of Chad's comrades lives.

Although Chad was away from the Leader, he was still responsible for saving his other two comrades and taking out the remaining Rippers. After jumping out to the center of the street behind the Rippers he fired his DART missiles taking out the enemy shields but doing no real signifigant damage. As that happened, three Demon PA's from the Civil War arrived as reinforcements, however one was shot as he fell from the dropship, and released his unfired Panzerfaust with an antimatter load capable of taking out all of Chad's comrades. Seeing the chance for victory, Chad used full Thrust on his Storm and drew his sword slashing at a Ripper as he passed them almost completely disembowling it. Turning on his PPS he had grabbed the Panzer, and had thrown it at the two Rippers as his Comrades cowered. The Daisy exploded leaving the Rippers simply three sets of stumpy legs.

Amazed that his move worked, Chad then almost singlehandedly returned the Senators to their shuttles thus saving their lives and the stability of the Imperium. The Acadians were then transported to a new ship where Chad customized his AIR-R and celebrated his victory by shooting a mess bot and throwing up on Phaedra Volkov.

## **Skills**

## **Fighting**

Chad, having lived with his brother for a number of years, knows his way around firearms. He is an expert with Nepleslian ballistic weapons and can make a gun with no action, fire, or no barrel, hit its mark. While being good with his native weapons, he has trouble with bullpups and guns with freaky custom rounds, not to mention any conflicts that may be within a close radius. He is also well versed within a PA and is very efficient while suited, and requires no AI to do complicated maneuvers. Chad also knows the basics of explosives.

## **Communication**

Chad was taught several languages as a child and can communicate perfectly in three languages, including; English, Japanese, and Seraphim. He is also verse in most of their variants, but is completely confused by the less human languages. Chad can also successfully interpret any signals and etc. that would be needed in the Corps.

## **Vehicles**

During his teenage years, Chad had been involved in several illegal local races for a little money to by his "medicine". The kid can drive, that is as long as it isn't in space or too far off the ground. He can drive whatever needs to be driven to a basic extent, and even has some experience within foreign Mecha suits

## **Survival**

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**

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 (Weapons, Ground Vehicles, and Power Suits)**

Chad can do one thing above all other things, that is create, modify, and reconstruct any weapon you throw at him. Comeing from the family that bore the executive weapon's designer at Styrling, Chad has had many oppurtunities to work with all forms of mods and weapon designs imaginable to Nepleslia. His

skills can also be used in working on the huge weapons and complex integrated systems within Power Armor/Mecha's and most ground vehicles. This amazing ability is mainly directed at ballistic style weapons, and his experience with energy weapons is limited.

## Arts and Vocations (Guitar)

Chad has self taught himself to play the ancient instrument of Nepleslia, the Guitar. He can play many styles but prefers the heavy power chord and finger tapping styles congregated with old blues keys and tuning.

## 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, 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
- Depends on gender and preference:
  - 1 Pair of trunks, green, fleet number on right leg

## Weapons and Weapon Accessories

- 1 Rifle Kit

- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
  - 2 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.
- 10 packs of Nepleslian Greens Rich flavor.
- Starting pay of: 6000 DA

Finances

Chad Skwigleff is currently a Private 3rd Class in the SMotDloN. He receives a weekly salary of 50DA per week.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
Character Data			
Character Name	Chad Skwigleff		
Character Owner	<a href="#">Titus Brutus</a>		
Character Status	Inactive Player Character		
Approval Thread URL	<a href="#">starmy.com/...</a>		

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