Charles Alistair

Charles Alistair is a player character played by Alex Hart.



Charles Alistair	
Species & Gender:	Nepleslian Male
Year of Birth:	YE 22 (20 years old)
Organization:	Origin Industries
Occupation:	Mech Pilot
Rank:	Ensign
Current Placement:	OIF Karakoram

Physical Description

Charles is fairly short, only 5 feet, 2, inches, which often leads to him being mistaken for someone younger than he is. He has long-ish straw blonde hair, blue eyes and lots of freckles all over his face,

giving him a decidedly youthful appearance. He weighs about 100 pounds or roughly 45 kilograms. As a pilot and former member of the NSN, he is quite fit.

Personality

Most of the time, Charles' demeanor matches up with his appearance. He often *acts* childlike and innocent, as if in everything for the fun of it and never taking anything too seriously and he is easy to impress in passing. Despite his outwardly carefree demeanor, he has a strong sense of responsibility.

While not the worst when it comes to social ineptitude, Charles has a slight lack of social skills. This sometimes causes him to misread situations, miss social cues, and otherwise act a little off in social situations. This tendency is exacerbated when it comes to situations with girls; sometimes he will say exactly the right thing, and at other times he'll screw up monumentally.

Charles loves to fly and is very good at it, often appearing carefree both while flying out of combat and in combat. This apparently carefree attitude is emphasized by the fact that he frequently performs aerobatic loops and flashy maneuvers during combat.

History

Charles was born on Neplesia Prime to a moderately wealthy family. He grew up playing video games and soon was attracted to flight simulators. He grew more and more unsatisfied with simple games until, at age 16, he enlisted in the NSN hoping to learn to fly for real. His aptitude for flight was noted quickly and he after he became known as somewhat of a prodigy he was transferred to Aquila Flight for more advanced training under experienced pilots. He was able to keep up with the pilots of Aquila flight easily despite being far less experienced, and only flying an out-of-date F/A-1. Later he was assigned an Na-YF/A-6X(A) "Scythe" Stealth Fighter/Interceptor.

After serving with Aquila flight for a year and 5 months and realizing that military life wasn't what he had thought it would be, he paid off his time and left the military. After that Charles wandered about for a while, not knowing what he wanted with life. Soon, however, he signed on with Origin industries.

Skills Learned

Charles Alistair has the following notable skills:

- Starship operations (Fighters and small craft): Charles is skilled in the piloting small craft, and after spending over a year with Aquila flight his skills were honed to a razor-sharp edge in the specific area of fighter combat. However, his skills in most other areas of piloting can at best be called above average due to a lack of practice in anything other than a fighter.
- Fighting: Charles, as a member of the NSN was trained in hand to hand combat as well as the use of small arms.

- Strategy(Tactics): Charles was educated in the basics of tactics during boot camp, but his understanding of combat tactics was honed during his time with Aquila flight, leading to him having a keen sense of the battlefield situation in regards to space and aerial combat. His tactical knowledge in other areas is average at best.
- Physical: As an ex-NSN pilot, Charles is very physically fit, so much so that one would not expect it looking at one his size and apparent youth. He is capable of extremely long and arduous physical tasks, up to and including 15km runs in combat equipment followed by live fire exercises.
- Vehicles: While not an expert by any means in the world of mecha, Charles has many skills relevant to mecha operation and is learning quickly. He is able to move a mecha with ease as well as perform combat operations. While not as skilled in a mecha as with a fighter, he is nevertheless well above average in his raw ability (though his experience in a mecha is lacking compared to his time in fighters).

Inventory & Finance

Charles Alistair has:

- Several sets of clothes.
- Several sets of smallclothes.
- Toiletries.
- A handheld video game console.
- Pack of Purified medical-grade water bottles
- 25 x Whetsone (1 lb)
- Ship's bridge
- E-Knuckle Duster Large Battery
- Intact medical kit
- Origin Industries standard issue equipment.
- SSCC-XL containing bananas (YE 42 Giveaway, TC: 24-6, IC: 177-2043-28)
- SSCC-XL containing natural gas (YE 42 Giveaway, TC: 19-54, IC: 1083-17985-71)
- SSCC-XL containing bananas (YE 42 Giveaway, TC: 12-6, IC: 117-2055-17)
- Crate of Ammunition, 10mm KZ (YE 42 Giveaway, TC: 34-15, IC: 533-5067-45)
- SSCC-XL containing Sulfur (YE 42 Giveaway, TC: 6-81, IC: 543-27192-87)

Charles Alistair currently has 6000 DA.

OOC Information

In the case alex becomes inactive:

- Can this character be used as an NPC by a GM or FM? YES
- Can this character be adopted after I've been gone for a year? NO

Character Data	
Character Name	Charles Alistair
Character Owner	Alex Hart
Character Status	Inactive Player Character

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