


Dimitri Kholopov

Dimitri Kholopov is a [player character](#) played by [Vertius](#).

Dimitri Kholopov



Species:	Nepleslian
Gender:	Male
Age:	19
Height:	6'2"
Weight:	185 lbs
Organization:	Nepleslian Star Navy
Occupation:	Weapons Technician
Rank:	Cadet Recruit
Current Placement:	NSS Venus

Physical Characteristics

- Height: 6'2"
- Mass: 185 lbs

Build and Skin Color: He has a thick build and defined muscles, which are brought out by the pale skin he earned being stuffed in sheds and garages.

Eyes and Facial Features: He has his father's dimpled chin and square jaw, shaved to military standards. The straight nose and high cheekbones are taken from his mother.

Ears: His ears are slightly rounded, with a chunk of flesh missing, here or there, from digging through his family's scrapyard.

Hair Color and Style: His buzz cut is jet black and kept 1/4" over his head and down his sides, just above his ears.

Distinguishing Features: Cyborg legs have completely replaced his organic ones with increased lift-control, allowing for greater carrying capacity and stronger kicks and jumps. There are also two storage compartments are also included with one on the inside of each thigh, big enough to hide a few spare tools or a small handgun. Rough cuts are etched into his the left brow, and a childhood scar runs down his left cheek in a single line. His voice has a thick Russian acccet that is more apparent the louder he is.

Psychological Characteristics

Personality: Dimitri grew up as an artistic recluse, curious about the world but never wishing to be a part of it. He prefers to hide behind his work but can be amiable enough in conversation as long as it is to the point. His inquisitive nature makes him a fast-learner and eager to put new information to use. Outside of work, he is a bit more comfortable around others and enjoys a night out with good company. Be warned. When the heavy drink starts flowing, he becomes a womanizing tower of idiocy.

- **Likes:** His family, the military, sculpting, curiosity, manual labor, junk hunting, and cheap liquor.
- **Dislikes:** Frauds, dishonesty, being led on, having his work space disturbed, and slugs(critters).
- **Preferences:** Loose clothing, art, mellow foods, beer over wine, electric airbikes over combustion, and instrumental music.
- **Goals:** To master a trade and make his family proud.

History

Family (or Creators)

Russell Kholopov [Father]

Mona Kholopov [Mother]

Molly Kholopov [Sister]

Pre-RP

Dimitri was born into a metal rich family. His parents, both former Navy, owned a little scrap yard in Los Apagos that he would often clamber through. He developed a fondness for sculpting in these years, taking pieces from the scrap piles and bending them to his will with a hammer and torch. He sacrificed his childhood to craft figurines and abstracts out of anything and everything. They were crude, but he revered every new creation with pride.

Molly grew tired of her brother's anti-social ass and dragged Dimitri, kicking and screaming, into joining

her group, the Wild Broods. They were a gang of air bikers that competed in disorganized street circuits against other gangs for bet money and respect. He was put into the pit crew as a technician and stand-in driver, maintaining the garage and running different balance configurations on the bikes during test runs. It was tedious work, but it kept his hands and mind occupied and gave him experience with computers. After years of service, he got his first chance at first-string driver on a 61cm circuit. Dimitri had a bad start and aggressively fought to work his way up, grinding against other bikes to secure a lead. Some of the competitors fought back and he ended up crashing, crushing his legs in the fall.

Cybernetic replacements were available, but the costs of operation and physical calibration sessions needed were too much. Dennis could promise to join the military after release, and have the costs waived, but he would have to serve a tour of duty as repayment to the Imperium. After talking with his parents, he did just that and enlisted with NSN. He was not prepared for the training, the weaponry, the physical discipline, but he accepted it and took it in stride. He quickly acclimatized to the military's no-nonsense authority and completed basic training with a thirst for more. As a navy brat, Dimitri had inherited a fascination of warships, and knew his curiosity would never be sated unless he got as close as possible, so he applied for extended training to be mentally conditioned for a technical position.

Skills

Art : Dimitri grew up creating sculptures out of the raw metal in his parent's scrapyard. He would use his meager allowance to purchase items from the piles that he found interesting. He would then wheel them to his MiniTot-workbench, on his little red wagon, to shape and weld into whatever he saw fit. It keeps him sane and comfortable, reminding him of childhood and his Los Apagos home. Farm critters were a personal favorite.

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. Dimitri 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 : Dimitri 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.

Maintenance and Repair : He 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.

Survival : He 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) : Dimitri 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.

Vehicles (land Vehicles) : He is familiar with how to effectively pilot most ground vehicles. He can make rudimentary repairs to his vehicle. His years with the Wild Broods gave him plenty of practice time on airbikes and is adept at piloting them. He can pilot them through high-stress environments. The character is also proficient in repairing this type of vehicle (if given the proper tools and time).

Inventory

Dimitri Kholopov has the following items:

Clothing

Uniform

- 1 2 Button-up short-sleeved overshirt, blue, with rank patches on shoulder pads and name plate
- 4 [T-Shirts](#), white
- 1 Utility Suit
- 1 [EM-G3-2a Emrys Mettolidae Set](#) w/ kneepads
- 4 underwear, white
- 2 Blue jeans
- 1 Garrison hat, blue, with flash patch
- 1 pair of finger-cut gloves, leather, brown
- 1 pair of shoes, brown
- 6 pair boot [Socks](#), white
- 1 double-strap belt, brown
- 1 pair of Safety Goggles

Bunkwear

- 2 T shirt, white, with fleet number on the right chest
- 2 Pairs of ankle length pajama pants, blue
- 1 Pair of slip-on flexi-shoes, brown

Workout/Swim

- 2 Short-sleeved mocks with fleet number on the right chest, blue
- 2 Work-out shorts, light blue
- 1 Pair of trunks, blue, fleet number on right leg

Weapons and Weapon Accessories

- 1 Automatic Pistol, [Nk-Ir "Knuckler"](#), with 2 extra HJP double magazines

Personal Effects

- 1 Photo of family (framed)
- 3 Hand-made figurines made from scrap metal: 1 pig, 1 chicken, and 1 sheep
- 1 Pendant: a weathered gyroscope w/ a sting looped through

Accessories

- 1 [Ulti-Tool](#)
- 1 pair of identification tags, metal, with name and hometown
- 1 [Canteen](#), 1 quart
- 1 [AwesomeCorp DataJockey](#)
- 1 Wallet with the Naval Corps Insignia plated on it.
- Starting pay of: 6000 DA

Finances

Dimitri Kholopov is currently a Cadet Recruit in the Nepleslian Star Navy.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
5408 DA		-584 DA	Hazard Suit
5108 DA		-300 DA	EM-G3-2a Emrys Mettolidae Set
5058 DA		-50 DA	Ulti-Tool
3176 DA		-1882 DA	Safety Goggles

Custom Apparel

Name: Utility Suit

Type: Body Armor

Class: Personal Gear

Cost: 584 DA

Weight: 5 lbs

Base Materials: Light Hazard Suit (20), Exotic Fibers (60) Upgrades: Extra Padding (4), Insulation (120),

1 Hobbles (180), 2 Locking Zippers (200)

Appearance: Designed for hazardous conditions, this straight-fit jumpsuit was built to withstand radiation, chemical, and biological agents while providing a degree of protection against ballistics. The suit is all grey with a matching belt around the middle. The chest and groin have extra padding between the weaves for added protection over vital organs against radiation. The auto-locking zippers on the inner thighs allow easy access to the deep-seated compartments within Dimitri's cybernetic legs while preventing leaks, when sealed.

Name: Safety Goggles

Type: Visual and Communications

Class: Personal Gear

Cost: 1,882 DA

Weight: 2 lbs

Base Materials: Heavy Visor (2), Ceramics/Industrial Plastics (160) Upgrades: Power Weave (200), Comms System (140), Rangefinder (200), UV Filter/Light Amplification (120), External Sensor Network (600), 2 Rechargeable Batteries (460).

Appearance: These welding goggles use an optical filter to amplify light and protect the cornea from UV glare. The short-range transceiver and rangefinder are mounted on the sides while a monoeye suite sits on the rim to provide atmospheric and material data. Polarized lens display a fully dynamic HUD through an electric current that can be controlled by a small panel on the side to change power modes and display transparency, but it needs a wireless connection to a communication device to use the transceiver. Two batteries power the frame's electrical system and must be recharged after five hours on the HUD, or fourteen hours on standby mode. The lens are transparent by default, but become a luminescent blue when powered.

Character Data	
Character Name	Dimitri Kholopov
Character Owner	Vertius
Character Status	Inactive Player Character
Approval Thread URL	stararmy.com/...

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