


# Dusty Rhodes

Dusty Rhodes	
	
Species:	ID-SOL
Gender:	Male
Age:	1
Family (or Creators):	NAM corporation
Zodiac Sign:	-
Height:	7'9"
Weight:	380lb
Organization:	SMDION
Rank:	Private
Occupation:	Space Marine
Current Placement:	Cirrus Station

## Dusty in Roleplay

Dusty is a [Player Character](#) played by [Rook](#) and is currently involved in the [Cirrus Station](#) plot.

## Physical Characteristics

Height: 7'9" Mass: 380lb Measurements: Bra Size:

**Build and Skin colour:** broad shouldered and barrel chested, with long muscular arms. He definitely looks the part of an ID-SOL. Skin tone- Caucasian with a medium tan.

**Facial Features and Eye color:** Fairly square face with gray-blue eyes.

**Hair Color and Style:** Dark-brown and a standard Marine buzzcut

**Distinguishing Features:** A scar on his face that runs from his chin to just about his left ear (training accident)

## Psychological Characteristics

**Personality:** Extremely loyal but quite takes a while for him to trust new people. He appreciates humor and tells jokes very rarely, but overall he is an very serious person. He is a very calculating person often tries to come up with a few ways a situation could unfold, so that he is not caught off guard.

**Likes:** firearms, good leadership, **Dislikes:** bad leadership, bad intell, betrayal, people goofing off on the job. **Goals:** To serve the empire, Live to see another Day.

## History

### Pre-RP

Dusty was created by the NAM cooperation for use by SMDION. Shortley after creation Dusty was sent off for training. Training camp was an exciting time in Dusty's life, constently drilling, practicing, and learning. For the time they would all be sent off to do what ever the military wanted of them. During qualifications Dusty showed an advantage over many of the others and scored extremely highly on the marksmanship portion of the exam, and he was sent off for spec ops training.

If many thought training camp was tough this was about ten times thougher. Two months later when on a training mission, Dusty and one of his squadmates for the mission where sneaking around the edge of a ravine. When all of a sudden his buddy slipped and fell over the edge and into the treeline below. Dusty radioed this in and he was ordered to carry on with the mission, he directly disobade this order and climbed down the ravine only to find his buddy standing down at the bottom next to a large net, he then relised then that this was just a test amd he had failed.

He had had been on thin ice before, because he simply did not have the mindset for it. They needed someone who could get a mission done no matter what the cost, and he simply could not do that. So he was kicked out of the program. After being kicked out he underwent a breif program to specialize him in security operations, and he was then sent to Cirrus.

## Service Record

-assignment description-

-mission name-

-mission description-

## Skills

### Communication

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

### Fighting

Dusty received intensive hand-to-hand, and firearms training. He is proficient in most standard military weapons and is an extremely talented marksman. He is in excellent physical shape and he has an incredible amount of endurance. Dusty is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.

### 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 (Tactics/discipline)

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

## Demolitions

Through extensive training Dusty learned to handle, detect, and dispose of explosives. Given enough time he can also manufacture them.

## Physical

After months of in the training camp where some of the most common phrases are, "YOU CALL THAT RUNNING? PICK UP THE PACE!!" and "fifty push ups for timeliness, your lucky you're all not late I was going to make ya'll do a hundred." And so Dusty is in probably the best shape of his life.

## Domestic

Dusty learned quickly on that if your uniform and bunk are clean it saves you from being yelled at. He also learned that military rations are not the greatest thing in the universe to eat, so he learned how to cook. His cooking is not the best there is but it generally beats whats served in the messhall.

## Inventory

### Clothing

#### Armor

- Styrling Muur Armor(full set)

#### 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 pair gloves, leather, black
- 1 pair boots, black (or khaki)
- 6 pair boot [Socks](#), white
- 1 Belt, dark brown
- 1 Pistol belt, black, with 2 HHG holsters

#### 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

#### Weapons

- 2 HHG
- Utility Combat Knife M01A

#### Ammo and Batteries

- 4 HHG battery pack
- 8 boxes of varying bullets HHG hybrid bullets
- 4 boxes of mass HHG driver bullets

## Personal Hygiene

- *None*

## Electronics

- Electronic Money Card

## Miscellaneous

- 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.

## Finances

Dusty Rhodes is currently a Private 3rd Class in the SMDION. He receives a weekly salary of 50 DA per week.

Total Savings	Addition	Subtraction	Reason
3300 DA			Starting Funds

Character Data	
Character Name	Dusty Rhodes
Character Owner	<a href="#">Rook</a>
Character Status	Inactive Player Character
Approval Thread URL	<a href="#">stararmy.com/...</a>

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Last update: **2024/03/24 08:18**

