


Edgardo Cortez

Edgardo Cortez is a [player character](#) played by [FearTurkey](#).

Edgardo Cortez	
	
Species:	Nepleslia
Gender:	Male
Age:	20
Height:	6'11"
Weight:	200lbs
Organization:	Star Military of the Democratic Imperium of Nepleslia
Occupation:	Space Marine
Rank:	Private
Current Placement:	

- Preferred Plots:
1. Bounty Hunter Series
 2. Aquila Flight

Physical Characteristics

- Height: 6ft 11in

- Mass: 200lbs
- Measurements:

Build and Skin Color: Tall and muscular, can see muscles rippling across arms and chest. Light brownish skin that is sometimes mistaken for a tan.

Eyes and Facial Features: Round brown eyes, with sharp pointed face. Chin is square-ish, with stubble around firm mouth.

Ears: Rounded, wide ears.

Hair Color and Style: Black buzz-cut hair, with small sideburns that connect to the stubble.

Distinguishing Features: Has a scar that goes straight from his right eye to his bottom lip from protecting his brother in a pirate battle in an unknown NMX controlled system. The right eye has been replaced with a cybernetic implant that lets him see in the dark.

Psychological Characteristics

Personality: Outside of combat, he is very open and sort of awkward around his team mates. He will sometimes say the wrong thing at the wrong time, and can be a bit of a klutz. During his free time, he can normally be found at the shooting range practicing his aim, or conversing with his team. He likes to get to know who he is working with before going out into the field with them. In combat, he makes a complete 180. He becomes quiet, more focused, and less likely to make a mistake. He follows instructions to the letter, and will only disobey a direct order if he thinks it is absolutely necessary. Some have said he goes into a kind of trance when battle starts. His movements become almost machine-like in nature, moving from target to target. This is because, he wants to be sure the mission is ended as quickly as possible, so he can get his comrades back home safe. He makes it a point to never leave a man behind when it is possible to save his life. Talks in a sort of mixture of Scottish and Irish.

- **Likes:** Comrades, Fighting, Laughing, Talking, Preparing for a fight
- **Dislikes:** Comrades dying, losing friends, getting talked down to
- **Goals:** To make sure his brothers-in-arms come back from a mission intact, and to gain a rank where he can be the one telling his comrades where to go and what to do to get them out alive.

History

Family (or Creators)

- Kilik Cortez: ID-SOL
- Janet Cortez: Nepleslian
- Nemro Cortez: Nepleslian

Pre-RP

Edgardo Cortez never knew his mother. The only thing he really remembered about her, was that she was a Nepleslian with light brown skin. Other than that nothing. He certainly remembers his brother and father though. Kilik, the old bastard, was always hard on both Edgardo and Nemro. When they weren't trying to fight off the gangs and thugs who tried to take what little belongings they had scrounged up, they were hiking up massive hills, and climbing up abandoned buildings for 5 hours straight. His father had always believed that the only way for his sons to succeed or even get anywhere in life was to join the military, and he wanted to make sure they are ready. As such, when the his boys were finally recruited by the Nepleslian military, he couldn't be prouder. Edgardo doesn't know where his dad is now, but he has a sneaking suspicion that he is currently straddling the neck of one of the gang leaders on their birth planet.

Military life wasn't really that much different from Edgardo and Nemro's everyday lives. Lots of training, bruises, and the sounds of gunfire. However, Edgardo always seemed to outshine his brother, even when he didn't mean to. Soon, Nemro grew to see his brother as a kind of rival. Now normally, this was a good thing as it did cause him to become a better soldier. However, it also caused him to become more gun-ho, and less likely to plan out an attack. It all came to a head on the day of their first assignment. Edgardo doesn't remember much about the incident. All he remembers is when he took the bullet from an NMX sniper to the face for his brother. Edgardo survived, getting a cybernetic eye to replace the one he watched, and a wicked scar on the right side of his face. From that day on, Edgardo promised that he would defend any of his teammates during a combat situation, no matter the cost.

Skills

Communications

After getting picked up by the military, Edgardo was taught basic Trade language to be able to communicate with his teammates and superiors. He learned how to write, operate basic radios, and how to use hand signals to give silent orders to and information to his teammates. He seems to prefer the hand gesture orders during combat situations, and he seems only really speak when his teammates can't see him or when he absolutely has to relay something to them through talking.

Fighting

Thanks to his father's training, Edgardo excels at close quarters combat. His primary means of melee combat are to grab the enemy by the waist and suplex them into the ground. While this may not be the most efficient way of performing CQC, it certainly is effective. For medium engagements, he prefers the standard M3 assault rifle, and HHG gun. At long range, he uses his sniper training to fight with his "Scout Cannon." After completing the power armor training, he found he favored the Hostile variant, as it offered a good balance between speed and power.

Physical

Went through a vigorous training regiment that taught him how to be and stay fit enough to be a marine. He can run, jump, and climb as well as any soldier or ID-SOL. Coupled with his intense physical training under his father, Edgardo is able to ignore the strain physical exercise puts on other soldiers.

Survival

Edgardo knows how to survive and live off the land without resupply. His fourth month of training was spent learning the skills to recognize edible plants and animals, to catch and prepare said animals, and how to navigate without electronics or a map. He was also taught how to make a fire without any of the usual means as well as to survive in cold weather without a fire.

Strategy(Tactics/Discipline)

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

Sniper

Even though his father had primarily trained him for a close combat role, Edgardo had always had a soft spot for picking off enemies from afar with a high powered rifle. When he found out that one of the specialty he could train in was Sniper, he immediately signed up. By the time the training was over Edgardo could put a round through the cockpit of any "requisitioned" test NMX mechs they had gotten for the camp. Without power armor on.

Inventory

Edgardo Cortez 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, brown
- 1 pair boots, brown
- 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, black
- 4 pairs green ankle [Socks](#)
- 1 pair green low-top sneaker shoes
- 1 Pair of trunks, green, fleet number on right leg

Weapons and Weapon Accessories

- 1 [M3 Assault Rifle](#)
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- 1 Revolver, [HHG 'High Hybrid Gun'](#), with 2 extra HJP 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

Edgardo Cortez is currently a Private in the Star Military of the Democratic Imperium of Nepleslia.

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds
Character Data			
Character Name	Edgardo Cortez		
Character Owner	FearTurkey		
Character Status	Inactive Player Character		
Approval Thread URL	stararmy.com/...		

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