

# Elina Vanhanen

Elina Vanhanen is a [player character](#) played by [Exhack](#).

Elina Vanhanen



Species:	Nepleslian
Gender:	Female
Age:	26
Height:	5'5" (165 cm)
Weight:	98 lbs (44 kg)
Organization:	<a href="#">SMoDloN</a>
Occupation:	<a href="#">Marine Doctor</a>
Rank:	<a href="#">Staff Sergeant</a>
Current Placement:	

Preferred Plots:

- 1. [Service to the Free State](#)

## Physical Characteristics

- Height: 5'5" (165 cm)
- Mass: 98 lbs (44 kg)
- Measurements: 34B-27-36

**Build and Skin Color:** Elina has a light and ruddy complexion, creamy white skin occasionally deepening into shades of light pink in a somewhat uneven manner. Her body is compact but fit, figure slightly thick around the waist from developing her core with not-inconsiderable curves. Her arms and legs are clearly prosthetics that seemingly join to her flesh at the elbows and knees (although their anchorage is actually at the hips and shoulders), made of sterile white plastic and black nanoceramic, with partial synthflesh covering to allow her hands full touch sensitivity. Her body is covered with symmetrical patterns of studs where support bars have been laid to keep her cybernetic limbs from damaging her natural tissues.

**Eyes and Facial Features:** Elina's face is round and rather young-looking, with a small chin, wide cheekbones and full, rosy cheeks. Her eyes are large prosthetic constructions of veinless smooth white plastic and glass beneath natural lids, with expressive irises that display a number of shapes and light patterns in an icy blue. Although a vanity item, they have a number of uses, from communicating in Morse code to blinding and disorienting assailants with high-frequency strobes while preventing the same from being done to her.

Matching her modern sensibilities, she prefers sharp and artificial-looking cosmetic styles when off-duty, with neon colors, metallics and geometric patterns.

**Ears:** Elina's ears are fairly normal, although the ear canals have been plugged and replaced by inner-ear prosthetics in the same white-plastic on black-composite styling that pervades the rest of her augmentations. These insulate her from pressure sickness and disorientation from movement, and prevent sudden loud noises from deafening her. They also function as internal comms, allowing her to patch in without using a handheld device.

When on duty, she removes the half-dozen piercings she has on either ear to remain within regulations (and prevent them from snagging and tearing her ears).

**Hair Color and Style:** Elina has wavy light brown hair which she has to laboriously braid to maintain within regulations. She normally keeps it in a braided bun or ponytail, although generally prefers not to if she can help it.

**Distinguishing Features:** Elina's body is heavily modified with cybernetic organs and prosthetic limbs to enhance her functions as both a marine and medical practitioner. Most of her dense bone matter has been replaced with a blend of ultra-lightweight plastics and ceramics reinforced with fullerenes to give her an extremely lightweight, springy physique. She is not any stronger than her size would suggest, but substantially more durable and agile.

She is largely resistant to most N.B.C. risks in the short term, with a filtered respiratory system and robust immune system bolstered with nanomachines to prevent her from transferring diseases from patient to patient. Her substantial enhancements offer no protection from potent contact poisons, hard radiation and nanotechnological compounds, and enough of her organs are originals that she can

hemorrhage to death with severe enough blunt trauma.

She also has the Nepleslian flag tattooed on her right shoulder.

## Psychological Characteristics

**Personality:** Elina is a serious, consummate professional who loves her work and the people she works with with zeal and gusto. Her attitude can make her seem cold or even humorless at times, but she's deeply passionate and affects seriousness to ensure that others understand how she feels. At times she can go overboard or even get swept up in her own act and become genuinely angry, a trait that's gotten her in trouble now and then. She's honest and forthright, and quick to trust people who seem to have the same kinds of personalities. Conversely, while she personally dislikes people who take pride in their abilities to trick, convince or seduce others, she makes a bit of a hobby out of teasing them.

She also imagines herself a good judge of character, although a big part of that is her cybernetic eyes being able to see infrared blush response and subtle pupil dilation to parse bad liars easily.

She has a bad habit of holding in her actual feelings for too long, rarely telling people around her when she's angry or upset unless her feelings are rather severe and uncontrollable. Paradoxically, she frequently complains about minor, trivial things without much worry.

- **Likes:** Cyberware fashions, the color teal, the feeling of freshly laundered sheets, craft beers, laying down in gravity, cuddling.
- **Dislikes:** Rusty/poorly-maintained cybernetics, gaudy bodymods, sadists, people raiding the drug cabinets without permission, light beer<sup>1)</sup>.
- **Goals:** Serve long enough to get a decent pension. Open a private cybernetics practice.

## History

### Relations

#### Family

- Mother: Anna Louise Laviolette, 57
- Father: Lex Vanhanen, 55
- Older Brother: William Lee Vanhanen, 34, Deceased
- Younger Sister: Matilda Vanhanen, 24
- Younger Sister: Calla Vanhanen, 23
- Younger Sister: Elisabeth Vanhanen, 21
- Younger Brother: Lex Vanhanen Jr, 19

## Pre RP

Elina grew up on [Kennewes](#) as the second child of an emerging household in the industrial city of Ramagnac on the planet's southern hemisphere. Her father was a former prospected who'd fled [Geshrintall](#) and successfully made the leap to heavy industry after spending a decade of his life prospecting for old wrecks, and married into one of the planet's old money families. Although an heiress by birth, her mother wasn't a slouch, and had turned a meagre inheritance as the youngest child of a large family past its glory days into a very successful into large share of the region's tourism industry, especially with regards to the collection of old militaria and relics from the myriads wars fought across the surface.

With the continuous wars that flared across the Empire (whichever one planted the flag on Kennewes that year), the family's fortunes fluctuated wildly. Elina remembers spending one year in a wonderful penthouse atop a shimmering metal spire high above the swampland, and another in a flotilla of hoverships keeping away from the cities to avoid being caught in the orbital bombardment. For a young girl with an adventurous streak it was a bit of a dream, allowing her play outdoors whenever she wanted, to see all the interesting places on her homeworld and meet exciting people. Her education was well-taken care of by parents that though worn by the continuous crises, refused to see their children deprived of their proper upbringing.

She also remembers being very fond of an older brother who was her parents' firstborn and almost ten years her senior, always tired and fussing over her. She likes to imagine that together they took good care of all their younger siblings, although in reality the workload was rather one-sided.

The situation seemed to stabilize around the time that Nepleslia regained independence again, seemingly for good this time, and would be the final arbiter of its own destiny. Her eldest brother went off to become an officer in the planetary militia, in part to make a name for himself and also to escape the exhausting family life he felt he had become tied up by. Elina had gotten through her teens and become a mostly well-adjusted young adult, keen to get into medical school and find a career as shipboard doctor so she could keep exploring and leave a world that had gotten very small for her.

It wasn't too long after Nepleslia and the other old worlds of humanity began to split along the old sectarian divides that had gripped them since time immemorial, hostilities only barely suppressed by the firm grip of [Yamataian](#) power. When the incompatible ambitions of the [Green Faction](#) and [Red Faction](#) became intractable, [Kennewes was consumed in conflict](#). Even if there was dissent among the planet's elite, most sided out with the Reds, unwilling to broach the naked aggression of the Greens and their nascent Imperium.

As a member of the planetary militia, Elina's brother William fought alongside the diehard members of the factions and ultimately perished in the initial space battle in high orbit over the planet. Distraught and angry, she and many young people of her age signed on with the Reds as auxiliaries and fought the marine landing parties (though many more were coerced into doing the same). The differences in training and equipment proved to be insurmountable though, and the main of the resistance was sundered mere hours of the landings. The faction's leadership and diehard members scattered and left their broken fortress behind.

Although the process of surrendering was unpleasant, the short war was over and the Imperium was assured. Elina signed on as soon as she was allowed, reasoning that it ultimately didn't matter who paid

her way off-world and that even though they were largely responsible for the rough state of the planet in the aftermath of the invasion, it was the Greens that would be responsible for rebuilding her homeworld.

As the offensive grew more distant, she grew calmer and firmer in what was a mostly incidental loyalty, and served on a number of ships as a medic and eventually marine doctor during the [Second Mishhuvurthyar War](#). A steady series of promotions during the war saw her rise to the rank of [Sergeant First Class](#), in part thanks due to the frequent deaths of superiors during sudden NMX strikes on field medbays. She actually had a habit of losing limbs and nearly dying from bleeding out as a consequence of getting limbs locked in bladed tentacles or stuck in isolation barriers during escapes from besieged areas, which eventually convinced her to adopt extensive cybernetics. Although expensive and high-maintenance<sup>2)</sup>, the sheer convenience of not passing from shock every time she was maimed was enough to see her to the end of the war.

Now tired of shipboard life, she's requested a transfer to service in the colonies in the hopes of making a name for herself by making some unusual breakthroughs in applied cybernetics or xenobiology or settling down if that doesn't pan out.

## RP

## Skills

### Biology

In addition to her medical studies focusing on Nepleslian and derived physiologies, Elina has received some training to deal with alien lifeforms and ecologies. She is able to analyze and catalog species and based on their properties, discern whether or not they may be harmful to life. She is quite knowledgeable about NMX strains, their weaknesses and ways to counteract their various toxic and mind-altering emissions, due extended experience with them during the [Second Mishhuvurthyar War](#).

### Communications

Elina is completely fluent in both [Nepleslian](#) and [Yamataigo](#), although she has a faint [Kennewesian](#) accent that leads to slightly unusual phrasings and odd inflections on words. She is capable of reading but not speaking [Kodian](#) due to a desire to follow their trends in cybernetics when she was younger and has made some effort towards learning [Lorath](#) but can only read the language with computer assistance due to the extremely different structure it has in comparison to Nepleslian.

She is trained in the operation of most common [Star Military of the Democratic Imperium of Nepleslia](#) communications devices and protocols, capable of filling out forms and general paperwork, parsing common jargon and making use of simple communication methods like smoke signals, flashing lights, etc. Thought-controlled functions in her prosthetic allow her to communicate in some of these methods through light pulses emitted from the eyes.

## Fighting and Physical

Elina is trained in Nepleslian Marine Self-Defense Training to a competent level and passes the basic fitness requirements with flying colors. Thanks to a combination of her quality augmentations and lifelong dedication to sport, her body is fast and incredibly limber. The combination of the weight reduction and the high power of her prosthetic limbs allows her to jump and fling herself across the ground or through the air like a projectile. Her preferred method of unarmed fighting generally involves flying kicks and tackles using the hard edges of her prosthetic limbs to inflict wounding blows (and also, shooting them).

She is competent with the standard firearms, although she has a preference for short-ranged weapons like PDWs and automatic shotguns due to most of her combat experience involving repelling NMX boarders. Despite her lightweight body easily being pushed by recoil, she particularly enjoys the 'kick' of hypervelocity rounds fired from the hip out of a compact SMG. She is capable of competently operating most NAM powered armor, from the ELEMENT series to the newer AGGRESSOR and HOSTILE.

## Medical

Elina has the full skillset of a [marine doctor](#) as well as her prior training as a marine medic, and has extensive knowledge of a number of common medical procedures, first aid, Nepleslian pharmacology, cybernetic maintenance and health (diet, exercise, etc). She is experienced with most of the common tools available in a normal Nepleslian medbay and generally keeps up to date on the medical standards used by other nations, particularly the other signatories in the recent [DATASS](#) treaty.

In addition to her certifications as a marine doctor, Elina is trained in the operation and manufacture of a number of complicated medical devices. She is capable of using common design software to create manufacture blueprints for such devices and can modify existing prosthesis and implants to suit patient needs. She has a developed knowledge of various materials and their chemical and structural properties as well as their effects on patients after installation<sup>3)</sup>.

## Survival

Elina is trained in [marine survival techniques](#). Growing up on her native Kennewes she's also familiar with swampy environments and the frigid peat bogs and tundra of the planet's poles. As a trainee who served during the [Kennewes Offensive](#) on the Red side, Elina's early training heavily featured tracking, setting traps for the invading Greens and techniques for the concealment of travel or encampment.

Given her current allegiances, she tends to keep quiet about the source of her skills in the latter category.

## Strategy

Trained in marine [standards of tactics and discipline](#), Elina is fairly disciplined and capable in combat

situations if placed under a competent commander. She has no first-hand command experience other than in the management of ship medbays and field triage teams, and prefers to defer to more experienced personnel in cases outside of those two.

## Vehicles

Elina is trained in the usage of a number of ground vehicles, including a variety of civilian land and hovercraft.

## Inventory

Elina Vanhanen 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

- 2 black sports bra
- 1 Bikini, green, fleet number on right breast.

Weapons and Weapon Accessories

- 1 [M3 Assault Rifle](#)
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- 1 Automatic Pistol, [Na-W/P-08 Heavy Automatic Sidearm](#), with 2 extra regular ammo 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.

Finances

Elina Vanhanen is currently a [Staff Sergeant](#) in the [Star Military of the Democratic Imperium of Nepleslia](#) and makes 400 DA a week.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
Character Data			
Character Name	Elina Vanhanen		
Character Owner	<a href="#">Exhack</a>		
Character Status	Inactive Player Character		
Nepleslian Personnel Database System			
Career Status	Active Duty		
Branch	SAW		
Rank	<a href="#">Sergeant First Class</a>		

1)

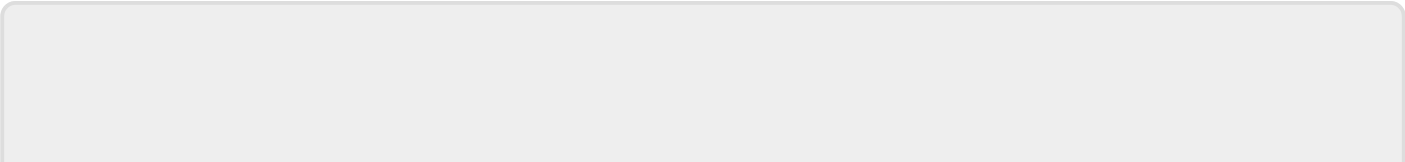
Aka Nepleslian sewer water.

2)

Cheap limbs aren't, but she of course had to go for top-end models, entirely custom-built.

3)

Although most Nepleslians are basically immune to most industrial toxins, it helps to be careful.





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