

# Esther Belmonte

## General Information

Esther Belmonte	
Species	<a href="#">Nepleslian</a>
Gender	Female
Age	27
Sign	Scorpio
Height	5'10"
Weight	156 lbs
Employer	<a href="#">SMODIoN</a>
Rank	<a href="#">Commander</a>
Occupation	Naval Corps Officer
Current Assignment	XO, <a href="#">NSS Nerkat</a>

## Relations

### Family

- **Father**, Yves Belmonte, Merchant 49
- **Mother**, Flavie Belmonte-Allard, Musician, 53
- **Sister**, [Mireille Belmonte](#), Intelligence Officer, 22
- **Sister**, Gisele Belmonte, Musician, 19
- **Brother**, Marrus Belmonte, Student, 17

## Physical Characteristics

Height: 5'10" Mass: 156 lbs Measurements: 37-27-38 Bra Size: 34C

**Build and Skin Colour:** Elegant but curvy frame, with just enough muscle to pass for something of an athlete. Esther doesn't have much more bulk than would be expected, but it's fairly well toned. She has naturally very lightly tanned skin, but it's gotten quite a bit fairer these past few years, likely from lack of exposure natural sunlight.

**Facial Features and Eye Colour:** Esther has a slender face with rounded cheekbones, thin cheeks, an up-turn nose, and a small, pointed chin. She has very bright cyan eyes, with flecks of a deeper blue near the iris.

**Hair Colour and Style:** Esther's warm orange hair reaches halfway down her neck, but is usually left untied. She keeps a little wild and feathered, or lets it hang down.

**Distinguishing Features:** Wears a small pendant with piece of polished Azurite encircled by a golden ring.

## Psychological Characteristics

### Personality

Esther is dutiful person, but on the other hand, never really trusting outside of a very close circle of friends and family. She could be considered dependable, but in the end, she really is a truly mercenary creature. This comes from her own lack of trust in her parents, who callously sent her off to a boarding school, and her extensive time spent working as a merchant. Money isn't really the end all of things, but it is the means to an end. If she can bring a little more to the Belmonte name and improve their standing, even if it's only a little, she'd be truly happy. She doesn't really have any qualms with Yves, who has been working his whole life, or her younger siblings. She developed a rampant dislike of her mother, who despite all of her best intentions, has done enough to Esther and her siblings, to make them all choose careers that placed them far away from home.

At the same time, she has spent something of a lonely life, often traveling alone or managing mercenaries, which is a lackluster existence for her, and not the best place to look for love. She's almost excessively romantic, truly longing for it, but has been hardened a bit after nothing ever seemed to happen. This may make her exterior to seem slightly cold, and often, very cynical, but has allowed to progress in her existence thus far. Despite this, she does have an excellent sense of humor, or at least, some semblance of it.

As for crime and contraband, Esther does not really distinguish between them. Some cargo is worth more than others, and should be sold to only the right people. To her there are only three kinds of deal, black (Illegal), white (Legal) and her personal favorite, gray. However, as loose as her morals have gotten, she still will never deal in slaves. If it can tell her it doesn't to be in the cage, she won't deal in it. It could be that she sympathizes with the idea of being put in an unpleasant place by someone that thinks that it knows the best place for you.

**Likes:** Interesting Music (Especially Jazz, Certain Kinds of Classical and Techno), Her Siblings, Expensive Liquors, Getting Rid of Troublesome Cargo, Long Vacations **Dislikes:** Zealous Lawmen, People with "Teacher" Complexes, Traitors, Slavery, Troublesome Cargo, Flavie **Goals:** Retire Before She Dies, Meet Someone Interesting, Protect Marrus and Gisele from Flavie

## History

### Pre RP: Early Years

Born in YE 3, Esther was the eldest of the Belmonte's children. Her first memory could be described as being told that she would not amount to anything without the tutelage of a bunch of dusty old men. She

of course, learned as much as she could from those lessons, but gradually began to chafe under the yolk of such strict discipline. Eventually, she began to rebel, but was simply sent away to a boarding school, right around the time that Mireille was still very young. Still, she was very worried about her sister, who might not handle her own tutoring as well. Her schooling couldn't be called anything special. She did very well, if only to further spite her teachers that found her exceedingly difficult. Despite doing very well for herself, she wasn't selected for any awards or given the possibility of scholarship. The greeting when she arrived home was lukewarm, but she was overjoyed to see how Mireille had turned out alright, despite her mother's influence. Regardless, employment wouldn't be much of a problem for her, as she simply sought work with her father.

## **Pre-RP: Adventure and Cargoships**

While it wasn't glamorous, it gave her enough experience to know how to keep a sizeable cargo operation going. Once she reached 18, she set out on her own, in the hopes of being able to eventually having her won ship. Often she'd hitch a ride with some pirates, pick up high payout cargo and split the profits once she found a buyer. She'd travel around like this, for weeks or months, even. Eventually, she was able to purchase a sizable cargo freighter, and for almost 2 years, enjoyed a decent amount of profit.

However, while passing dangerously close to Kennewes, her ship was interdicted, gutted and raided for almost everything it had. She would have died, but managed to reach one of the escape pods, but at the same time, contributed to the deaths of a few of her crew. She absolutely hates herself for it, as during those precious few minutes, she along with a part of the crew scrambled to the lifepods. Esther was one of the only survivors, and she holds it against herself personally.

After cutting her losses and going home, she decided to work freelance again and is currently looking for employment.

## **Pre RP: The Flight of the Nerkat**

After a series of quick supply runs for the SAoY and SMODIoN, she was eventually recruited by the Naval Corps to be the XO of the [NSS Nerkat](#), serving under a younger captain named [Tamara Novikov](#).

## **Skills**

**Fighting/Physical:** Esther has received extensive training in the art of fencing and savate. While not an entirely practical skill, it does give her a certain advantage in close quarters combat. She is highly proficient with most ranged weapons, but does not particularly favor any one, and is capable of using thrown explosives. She prefers any decent automatic ballistic weapon, with an underbelly grenade launcher.

**Tactics:** Could be described as the fastest way out of a fight. Esther relies on the cheapest, dirtiest trick possible, often to great effect, slashing tendons, shooting in the stomach, and liberal use of explosives, anything to get the job done. Exceedingly cunning, but specialized. Her ship combat tactics are fairly by

the book, though based on her situation, she is able to make the occasional, exceedingly unpredictable move. She isn't erratic, but simply, has more than a few tricks up her sleeve.

**Vehicles:** Esther is familiar with an array of land vehicles, including cars, trucks and airbikes. She has excellent response times, but only when she can get a certain feel for how she's moving.

**Mathematics:** Esther was properly educated in algebra, trigonometry and calculus. She knows accounting and inventory, skills she had to develop while working with her father in trading. Esther can effectively run an operation and keep tabs on everything without too much trouble, provided that she's given all the relevant information.

**Communications:** Esther is fully fluent in Nepleslian (Trade) and Corsair. She is able to speak speak Yamataian fairly well, but can't really read or write in the language. She can operate most common communications systems available to her, including text and sound based transmissions gear, in a variety of transmitter types. Esther is a very good speaker, albeit a less than inspirational one and knows how to use the right words to get what she needs. She can barter, but it isn't anything godly. At best, she can get a fair deal from a bad businessman or a decent discount from an honest dealer.

**Starship Operation:** Esther is a fully capable starship pilot. She has excellent response time and can manage the subsystems she needs to fly, but little else. She'd rather have her hands on the controls than deal with electronics.

**Entertainment:** Esther is a fairly skilled musician, but has a fairly diverse range of instruments to play. She is very passionate about her saxophone playing and learned to play the harp, following her mother's recommendations. She has studied therapeutic massage from a few manuals, so those skills aren't exactly professionals quality. But she tries. Esther also picked up a few dirty card tricks, and some sleight of hand, but she personally avoids the latter, as it tends to backfire on her.

## Inventory

### Clothing

#### Uniform

2 Button-up short-sleeved overshirt, blue, with rank patches on shoulder pads and name plate 4 [T-Shirts](#), white 4 underwear, white 2 Blue jeans 2 Navy blue skirts, knee length 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

#### 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 Bikini, blue, fleet number on right breast

## Undergarments

1 pair boyshort panties, black 2 pair bikini panties, white 1 demibra, black 2 bra, white

## Civilian

2 White Blouse 1 Red Jacket 3 Black Tank Top 2 Black leather Pants 1 Thigh-length skirt 1 Red formal dress 1 Black minidress

## Weapons, Weapon Accessories

1 Pistol belt, brown, with HHG holster 1 Revolver, [HHG 'High Hybrid Gun'](#), with 2 extra HJP magazines 1 Shotgun, [Styrling Auto Twelve](#)

## Vehicles

*Currently in-storage at Starbase Hayes.*

1 [General Purpose Off-Road Vehicle](#), light and dark blue paint scheme.

## Accessories

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.

## Finances

6000 DA

Character Data	
Character Name	Esther Belmonte
Character Owner	<a href="#">Exhack</a>
Character Status	Inactive Player Character

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