


Ezra Brand

Ezra Brand is a [player character](#) played by [Brand](#) and is currently awaiting assignment.

Ezra Brand



Species:	Neplesian
Gender:	Male
Age:	24
Zodiac Sign:	Virgo
Height:	5' 10
Weight:	210 lbs
Organization:	Neplesian Space Marine Corps
Occupation:	Marine
Rank:	Private
Current Placement:	N/A

Physical Characteristics

Height: 5' 10 Mass: 210 lbs

Build and Skin Color: Very fit, with defined musculature from training; broad chest and shoulders. Skin is an unremarkable Caucasian complexion.

Facial Features and Eye Color: Dark green eyes set deep in his face; a youthful face offset by a usually stern expression.

Hair Color and Style: Black hair, kept short and well trimmed.

Distinguishing Features: Has a large a back tattoo of a skull devouring a blazing sun - his old gang tattoo. The ink has faded with age, but clearly shows an artist's touch. A smaller tattoo of three black cats is located on his left bicep. While he usually keeps a shirt on covering these, he does not otherwise go out of his way to hide them.

Psychological Characteristics

Personality: Ezra is generally seen as reserved and somewhat distant. While not an overly talkative person, he does not shy away from social interactions, but prefers to "speak when spoken to".

He is calm, composed, and analytical - sometimes overly so. Rather than blindly acting on emotion or a gut reaction, he prefers to break down a situation before deciding on a course of action.

He does not flinch from duty and showed a willingness and eagerness to get things done during his training. He adamantly supports the idea of a stronger, more stable Imperium.

Likes: the Care Corps and Armorers - people who keep things running smoothly, learning new things, the discipline and structure of a military life **Dislikes:** Reds and Elysians, disorderly people, his given name, people who serve without a reason for doing so **Goals:** On a personal level, Ezra strives for self improvement in every area. On a larger scale, he wants to leave the Imperium in a better state than he found it in.

History

Family (or Creators)

Father - Noel, alive (Nepleslian) Mother - Blythe, alive (Geshrin) Brother - Peter, alive (Nepleslian) Brother - Jordan, alive (Nepleslian)

Pre-RP

Ezra was born in Funky City, the youngest of three, to a street family. Growing up in one of the poorer areas of the slums, he quickly bonded with the other children in the apartment complex in the same age group. While growing up as a street rat was by no means easy, his large support network softened many of the blows.

At the tender age of fifteen, in fine Nepleslian tradition, he co-founded a vehicle theft ring with two of his closest friends, Gerald Blaine and Helena Wainright. Gerald served as de facto leader and front man for

the gang, while Helena managed finances and recruitment. Ezra served as the enforcer, maintaining discipline within the gang and dealing with any outside issues that might arise.

Life was easy during those years. The money flowed like wine and the trio's influence only grew with every successful heist, though Gerald always hungered for more. He slowly began maneuvering the group to break into the slave trade, a move that split the founders' loyalties. Once she had figured out Gerald's motives, Helena was disgusted and began quietly subverting those she could over to her side - including an increasingly disillusioned Ezra.

In exchange for disposing of the gang members she could not win over and executing Gerald, Ezra got to walk away from the gang, no strings attached, free to pursue his own life and his own goals. The "radical restructuring of management", as Helena referred to her plan, did not end in a bloody gang war, but with a single shot. After Gerald's body was found, Ezra never heard another word from Helena.

After a few months of drifting aimlessly around Funky City, the disillusionment set back in. There had to be more to life than the crime and violence he had become so accustomed to. There had to be something in the bigger picture, something to give purpose and drive to wasted ability. Blowing the last of his money on lunch at a Neppies, Ezra saw what he had been looking for: a recruitment poster for the Star Military. While he sat eating, he considered his options: enlist and possibly find a purpose in life, or turn back to a life of crime. After he finished his burger, he went immediately to the recruitment offices and signed his contract. As far as Ezra cared, this was the only option.

He graduated from basic and advanced training in early YE 32.

Skills

Communication

Ezra is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from others through headsets, ships, ground vehicles, power armor, and shuttles in both combat and non-combat situations. He understands how to write reports, fill forms, issue orders under fire, etc. He is skilled field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc.).

Fighting

Ezra received intensive hand-to-hand combat training (primarily focused on disabling and/or killing opponents) and has followed up that program 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. He is in excellent physical shape and has considerable endurance. He is able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.

Survival

Ezra 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 guerilla warfare tactics.

Strategy (Tactics/Discipline)

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

Maintenance and Repair

Ezra is familiar with and able to fix most problems with basic weapons and assist in standard maintenance with powered armor. While not necessarily well-versed on how a part functions and the theory behind each, he is able to keep things operating with normal parameters.

Demolitions

Ezra can identify, manufacture, handle and dispose of explosives. With the proper tools, he can detect and disarm enemy explosives as well.

Knowledge (Memory)

In keeping with his studies, Ezra is quite good at remembering things he has seen, heard, and read in order to help with comprehension and analysis.

Inventory

Clothing

- 3 [T-Shirts](#), green
- 3 [T-Shirts](#), black
- 3 Pairs of denim jeans, blue
- 3 Pairs of [Socks](#), white
- 1 Pair of hiking boots, dark brown

Uniforms

- 2 Pullover shirts, green, with rank patches on shoulders and name plate
- 4 T-Shirts, white
- 4 Pairs of underwear, white
- 2 Khaki cargo pants
- 1 Beret, green, with flash patch
- 1 Pair of gloves, leather, black
- 1 Pair of boots, black
- 6 Pairs of boot Socks, white
- 1 Belt, dark brown

Workout Clothing and Undergarments

- 2 Short-sleeved mocks with fleet number on right chest, green
- 2 Pairs of work-out shorts, khaki
- 1 Pair of trunks with fleet number on right leg, green
- 2 Tank tops with fleet number on right chest, green
- 2 Pairs of ankle-length pajama pants, khaki
- 1 Pair of slip-on flexi-shoes, khaki

Weapons and Accessories

- 1 Pistol belt with .45 holster, black
- 1 Styrling Silver Special .45 Caliber pistol
- 2 Extra magazines

Personal Hygiene

- 1 Toothbrush, green
- 1 Tube of toothpaste
- 1 Comb, green
- 3 Towels, khaki
- 1 Soap bar
- 1 Deodorant bar
- 1 Single-strap shower bag, green

Electronics

- Electronic Money Card
- 1 AwesomeCorp DataJockey

Miscellaneous

- 1 Pair of identification tags with name and hometown, metal
- 1 Wallet with Marine Corp insignia plate
- 1 [Canteen](#), 1 quart

Finances

Ezra Brand is currently a [Private](#) in the Star Military of the Democratic Imperium of Nepleslia. He receives a weekly salary of 50 DA per week.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
Character Data			
Character Name	Ezra Brand		
Character Owner	Brand		
Character Status	Inactive Player Character		
Nepleslian Personnel Database System			
Career Status	Active Duty		
Branch	NSMC		
Rank	Private		

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