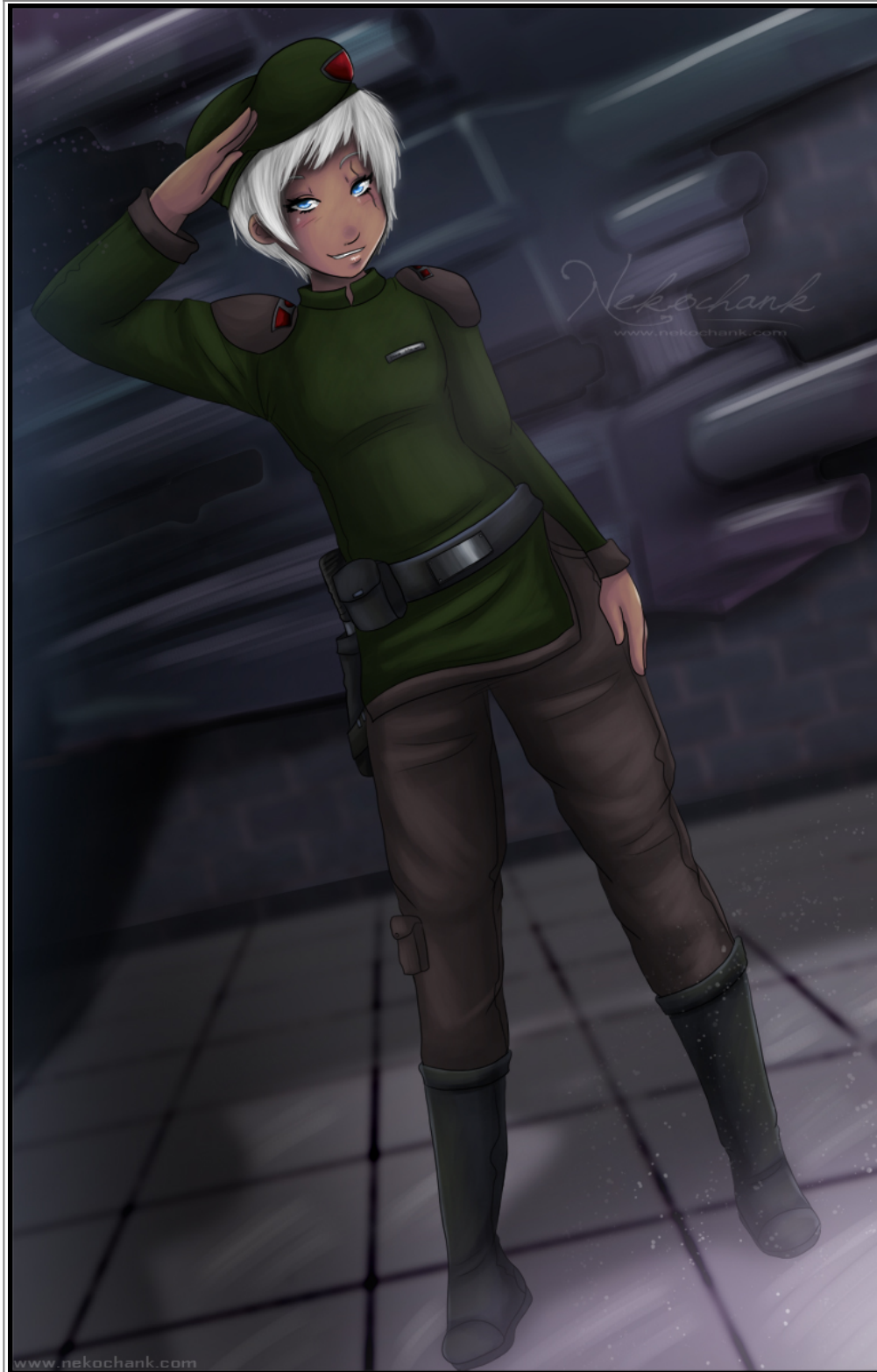


# Ice Plainsview

Ice Plainsview is a [player character](#) played by [Kevyn](#). She was [adopted](#) by [raz](#) in August 2017.

**Ice Plainsview**



Ice Plainsview	
Species:	Geshrin
Gender:	Female
Age:	18
Height:	157cm (5'2")
Weight:	50kg (110lbs)
Organization:	<a href="#">Star Military of the Democratic Imperium of Nepleslia</a>
Occupation:	<a href="#">Space Marine</a>
Rank:	P3C
Current Placement:	<a href="#">4th Fleet</a>

## Physical Characteristics

- Height: 157cm (5'2")
- Mass: 50kg (110lbs)
- Measurements: 30A-24-32

**Build and Skin Color:** Ice is extremely slender, especially for the idealized build typical to Geshrin. Years of scavenging for food and going hungry have had their effect, to the point where on recruitment she just barely passed her physical. While, with a proper diet for a change, she has filled out somewhat, she remains small, slender and flat as a board. Her skin is naturally pale, but has been tanned by years of living out of doors.

**Eyes and Facial Features:** Ice's almond shaped eyes are ice blue, the source of her name, and feature a typically Yamataian epicanthic fold. She has a vulpine face, and looks about as plain as geshrin get.

**Ears:** Ice has human standard ears typical of a geshrin.

**Hair Color and Style:** Ice's hair is naturally chalk white, and looks like it's been cropped medium short with a knife. This is because Ice is still in the habit of cutting her hair with a knife, hesitant to allow other people near her head with a blade

**Distinguishing Features:** Ice has a fine scar running over her right eye. Though hidden by her uniform, Ice's whole body is covered in scars from years of living on the streets.

## Psychological Characteristics

**Personality:** Long time denizen of the streets of Nepleslia, Ice's perceptions have been shaped mostly by her experiences there. She has issues with trusting others, the more intimately the harder it is for her. However, she respects the sort of authority that works towards a larger goal and is capable of warming up to people that don't try to kill or take advantage of her.

Ice projects a bristly exterior, a survival trait on the streets. In the military this is less useful. Her instructors in Basic did a lot to breaking that down as part of the general process of breaking her down. But it still remains as an active defence against getting very close to others.

Despite the occasional need for percussive maintenance of her discipline, Ice has the makings of a decent soldier. She responds well to good leaders, and after basic is willing to wait to see if she has been assigned under one. But she shows a willingness to speak out against poor leaders.

- **Likes:** Food, Security, Direction
- **Dislikes:** Street Life, Yamatai, Gang Members
- **Goals:** Survive, Find Something More Meaningful Than Survival

## History

### Family

Father: Akira Hiryu (52)

Mother: Alexandra Hiryu (47)

Ice hasn't spoken to either parent for years, and feels apathy to anger when she thinks about them

### Pre-RP

Ice Plainsview (real name Yuki Hiryu, though it doesn't appear in any Neplesian documents nor will she respond to it), is a newly minted Marine. She's a second generation Geshrin, one of the first generation born naturally rather than from a test tube. The daughter of a minor functionary of the Yamataian government of Neplesia, she was left behind during the withdrawal after Neplesian Independence.

Abandoned and without any real sympathy from Neplesians, she took to the streets. By the time that she could reasonably have gotten herself back to Yamatai, she not only had a healthy distrust for police and similar authority figures, her anger towards her father for abandoning her had festered and expanded towards Yamatai in general. She found herself locked in a cycle where she was too paranoid to try to come to the police, and in trying to stay alive did things that increasingly made going to the authorities a bad idea, and didn't even care as the idea of running back to Yamatai became increasingly disgusting.

This continued for years, until Ice finally crossed the wrong person. She got into a street fight with an enforcer from the 12th Street Greys, slicing him up badly with her knife. This didn't go over so well with the rest of the gang, and marked her out for special attention. The sort of special attention delivered at muzzle velocity. She made a few wrong moves, and found herself in a Star Military recruiting office with armed thugs waiting for her to get out. With a lack of real viable options, and taking her distrust of authority as less of a problem than a gunshot wound, she chose to enlist on the spot, giving a name made up from a street nickname and the neighbourhood she spent most of her time in.

Her time in basic was... interesting. She was sent to Funky City for power armour training, and her time on the street coloured her interactions with her instructors. She was an inch and a half away from flunking out before she shaped up, only holding on because of her skill in the actual drills and her Geshrin genes helping her keep at the front of her platoon for PE. But after a little bit of manual attitude adjustment, as well as a chance for her well cultivated paranoia to erode a bit after she wasn't shivved in

the night, she began to fall in as a model soldier.

She did well in power armour training, being able to push herself further than most of her baseline human comrades in the Hostile simulators and the old WATER suit live exercises thanks to her enhanced physique. But where she truly excelled was the NSMC Close Combat School. Here Ice's aptitude with powered armour meshed with her years of street fighting experience that is a requirement to survive as the lowest of the Street Men in Nepleslia.

## Skills

### Communications

Ice speaks fluent Nepleslian, and Yamataian rendered broken after not being used for years. She has been trained in the operation of personal radio equipment, proper comm protocol and basic ciphers.

### Fighting and Physical

Ice is most comfortable with a knife in her hand, but you can't go for years on the streets of Nepleslia without picking up a gun once or twice. Her basic familiarity has been enhanced, and in some cases replaced by, proper military training. Her experience with practical hand to hand has meshed very well with NMSDT, making her a credible threat in hand to hand entirely out of scale with her small stature.

While not a natural, Ice has taken well to power armour operation. Her Geshrin body gives her a slight edge over humans while operating suits, though nothing particularly spectacular.

Years of living on the streets in one of the most dangerous planets in Nepleslia has given Ice an intuitive sense for close range fighting. She has an instinct for hand to hand fighting that training can't instill, but has been honed by the NSMC Close Combat School. Her instinct, and fondness, for getting up close and personal are somewhat problematic in a modern battlefield, but she displays a worrying enthusiasm for the HPAR-01a that is eroding this, though she does eye the Condensed Fusion Cutter on VOID suits with great interest.

### Strategy (Tactics/Discipline)

Ice can understand and give out tactical commands and work with his troop to follow those commands efficiently. She 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). Ice is able to recognize ambush points. She knows basic math in order to calculate distances, etc, and can use a tactical map.

## Demolitions

Ice has been trained in the use of breaching and cutting charges. Her training mostly focused on using these in urban environments, but she was also taught how to employ them in ship boarding actions. That particular training focused mostly on how to do it without blowing (undesired) holes in the hull. She knows basic EOD, but since it mostly boils down to 'blow it up first, or call the engineers' it doesn't get much field use.

## Rogue

Ice has picked up a few less than legal tricks over the years. She can pick most mechanical locks with the right tools, and can bypass the cheaper sort of electronic ones. She's also very quiet on her feet when she wants to be, and is a passable pickpocket though she never quite mastered the 'looking harmless' part of the latter.

## Survival

Ice has years of practical experience in urban survival, in some ways better than the military training. She has done less well in wilderness survival, as the idea that food comes from something other than dumpsters and screaming street vendors was a dim and dusty memory. Camouflage took her some time to get the basics of, but she has learned enough for basic SERE and operations use.

## Cooking

Ice isn't strictly speaking an incompetent cook. However, her life experience and genetics have given her approach to the craft some... idiosyncrasies. Her cooking is actually quite excellent. IF you have the stomach of a Geshrin and have spent the past six years eating out of dumpsters. Normal humans, and even normal Geshrin, will find her culinary approach rough at best.

## Inventory

Ice Plainsview has the following items:

### Clothing

#### Uniform

- 1 [EM-G7 Emrys Environ suit](#)
- 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, black
- 1 pair boots, black (or khaki)
- 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, khaki
- 4 pairs green ankle [Socks](#)
- 1 pair green low-top sneaker shoes
- 1 One-piece bathing suit, green, fleet number on right breast

## Weapons and Weapon Accessories

- 1 Rifle Kit
- 1 [Survival Knife, Type 22](#)
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- 1 Revolver, [HHG 'High Hybrid Gun'](#), with 2 extra HJP magazines
  - Collapsible Skeleton Stock
  - x4 Telescopic Gunsight
  - 1 Pistol belt, brown leather

## 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

Ice Plainsview is currently a P3C in the [Star Military of the Democratic Imperium of Nepleslia](#).

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
5950 DA		50 DA	Type 22 Knife
5700 DA		250 DA	Handgun Accessories

## OOC Notes

This character may not be used as an NPC by the GM.

Because the original creator did not specify their wishes regarding character adoption, Ice can be adopted if raz leaves the site for more than a year.

Character Data	
Character Name	Ice Painsview
Character Owner	<a href="#">raz</a>
Character Status	Inactive Player Character

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

[https://wiki.stararmy.com/doku.php?id=characters:nepleslia:ice\\_plainsview](https://wiki.stararmy.com/doku.php?id=characters:nepleslia:ice_plainsview)

Last update: **2024/03/24 08:07**

