

Jezper Chrystoff Zusak

Jezper Chrystoff Zusak is a [player character](#) played by [SirSkully](#).

Jezper Chrystoff Zusak	
Species & Gender:	Quarter ID-SOL Nepleslian Male
Year of Birth:	YE 21
Organization:	Democratic Imperium of Nepleslia , Nepleslian Space Marine Corps
Occupation:	Autorifleman
Rank:	Corporal
Plot:	NSMC 309th Armored Infantry "Ruthless Riders"

Physical description

Jezper is a 6'2" tall and visibly muscular man with a physique often described as "A Kodian resleeved as a Nepleslian". From the shoulders down his arms are synthetic, made from ropes of durable black polymer reinforced by carbon-fiber plating, they grant him enhanced strength and were a gift from his parents on Jezper's 18th birthday. Fitting well with the rest of his 'dudebro' appearance Jezper has strong cheekbones, piercing blue eyes and dirty-blonde hair is dense and fluffy, with the sides kept short in accordance with NSMC grooming regulations.

Up until [YE 42](#) Jezper's arms were the only part of him that'd been replaced, but after getting the faceplate blown off his aggressor suit (and getting two thirds of his face taken with it) Jezper required lifesaving surgery that ended up replacing his jaw, throat and one eye with synthetic components. While they were able to **almost** perfectly match his new eye to the original¹⁾ Jezper opted to have the rest of his cybernetic components remain largely uncovered, with his lower jaw being forged from a durable titanium alloy and his throat being rebuilt in a similar manner to his arms, both given a black finish that'd match his arms. His cybernetic eye is framed by a few rough-looking scars beneath it that usually distract people from the slight colour-difference, something he "Couldn't give two shits about,".

Personality

Jezper is often considered a good source of morale for whoever he's currently embedded with, even if they'd say he's an asshole. Often making jokes between offering to be the first person into a shitty situation and the last one out he's loyal to a fault, even the injury that took half his face away was the result of Jezper using his power armour to block a shot that would have taken out a friendly artillery emplacement.

His 'all guns blazing' approach to life leaves the man with an unbreakable resolve, even as he was losing consciousness from the pain and bloodloss the remaining cameras in Jezper's aggressor recorded him flipping off the direction the shot had come from, and he takes pride in the fact that it was left in the official report. His team-mates might want to commit blue-on-blue violence but there's no doubt they'd be

worse off without Jezper by their side.

History

Both being from proud military families neither of Jezper's parents wanted to give up their surname when they were married, so the pilot and sniper who'd rescued her future husband opted to combine them into a double-barrelled, unhyphenated mouthful of a surname.

They'd eventually settle down in Funky City and bring two spitfire children into the world, their eldest daughter Alyce and their youngest son Jezper, while Alyce was just a bit sassy Jezper more than picked up the slack for her, often getting detention in school for his shamelessly foul language that he had no desire to change. During his last few years of highschool Jezper flew hover-skids for a courier company, this making the young blonde realize his love for throwing around a heavy hunk of crap with a nice heads up display.

His dreams of becoming a pilot were immediately dashed, with Jezper being deemed "too hot headed" to be put behind a vessle that cost more money than most people would see in their lifetime, so instead he enlisted as an autorifleman and got additional training to specialize in heavy power armour. In his eyes this was the next best thing.

Jezper has proven to be an exceptional soldier, proving his worth as a Private in the New Bernese conflict and rising to the rank of Corporal by mid [YE 43](#).

Skills Learned

Jeszper Chrystoff Zusak has the following notable skills:

NSMC Skills

Fighting: Jezper's preferred weapon of choice is anything with a lot of big bullets and a high rate of fire, although in his spare time he is partial to a good bit of augmented boxing.

Vehicles: He is a devil when sat behind the wheel of most ground vehicles, having some knack for getting from A to B as quickly as possible without rolling the vehicle.

Maintenance and Repair: Jezper has enough knowledge about cybernetics and mechanics in general to maintain and repair his own cybernetic augmentations to some degree, although any significant damage will still require outside assistance.

Social Connections

Kade Chrystoff Zusak (Father)

Laera Chrystoff Zusak (Mother)

Alyce Chrystoff Zusak (Sister)

Inventory & Finance

Jeszper Chrystoff Zusak has:

[Nepleslian Standard Issue Equipment](#)

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

Awards

Award	Description	Image
New Bernese Gold Conflict Ribbon	A ribbon awarded to those who served in the first wave of the New Bernese Conflict.	

OOO Information

In the case sirskully becomes inactive:

- Can this character be used as an NPC by a GM or FM? NO
- Can this character be [adopted](#) after I've been gone for a year? NO

Character Data	
Character Name	Jezper Chrystoff Zusak
Character Owner	SirSkully
Character Status	Active Player Character
Current Location	New Bernese
Plots	Cracked Skulls

1)

the new one is a few shades darker

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