Joe "Radar" Larson

Joe Larson is a player character played by Whitehart.

Joe Larson



Species:	Nepleslian
Gender:	Male
Age:	YE 16

Joe Larson	
Height:	5'10“ (1.76 m)
Weight:	127 lbs (57.6 kg)
Organization:	Nepleslian Space Marine Corps
Occupation:	Radio/Loader
Rank:	Private First Class
Current Placement:	

Physical Characteristics

Build and Skin Color: Joe is thin, lanky and wiry. Although It would be easy to pass over him by these traits, Joe is actually quite blessed with a very compact musculature. He is fair of skin but not white as a ghost, like his schoolmates used to tease him about.

Eyes and Facial Features: He has a thin diamond shaped face, meaning his face tapers from his cranium to his jaw. His brown eyes have always been smaller than others and he is described as always squinting.

Hair Color and Style: Joe keeps his dark blonde hair in a military buzz cut and sports a fine pyramid moustache.

Distinguishing Features: Probably the most noticeable thing about Joe would be his fairly odd ears. They are larger than usual and slightly pointed, not Yamataian pointed, but surprisingly bat shaped. This along with his rather poor vision, which he corrects with highly comical “Coke bottle” goggles, has led many a doctor to wonder about a possible mutation in his lineage.



Psychological Characteristics

Personality: Joe is a very care free and fun loving guy. He has a very easy personality to get a long with and loves to spend time with others. Although odd in the looks department, Joe has always had an easy time with the ladies. He would often joke with his friends that it was because he was such a good listener, while gesturing to his ears.

As for his particular deformaties, they were targeted by his peers for a long time but that never bothered Joe. He lets those things slide off him because he is vrry comfortable with who he is.

- **Likes:** Good food, good company and good music.
- **Dislikes:** Selfishness, stubbornness and pessimism.
- **Goals:** To be a great soldier and maybe one day have a command of his own.

History

Family

- Tayna Larson (Mother)
- Eric Larson (Father)
- Daniel Larson (Uncle)
- Shana Larson (Older Sister)
- Bill Larson (Younger Brother, twin of Bob)
- Bob Larson (Younger Brother, twin of Bill)

Pre-RP

The Larson family was a bit of a legacy family. Joe's Grandfather had carried a fairly mediocre yet life changing military career. This led to Joe's father entering the Marines and his Uncle, the Navy. Once again their time in service was nothing outstanding but the experience certainly helped shape their lives for the better.

As for Joe, he was quite lucky in life. His family were quite optimistic people. They were unique, almost annoyingly so, in their neighborhood for being those helpful cheerful neighbors. Even with Joe's subtle deformaties he was never left out of his family's thoughts. He was a bright student and had quite a few good friends as well as girlfriends growing up. He participated in many school activities and even went on to be “King” of the school before he graduated.

His future was open and he decided to carry on the legacy. The only decision was which branch, in the end however he chose the Marines. While he once again had to endure the scrutiny, teasing and comments over his appearance he won people over with his personality. It also helped that it soon became apparent that his sense of hearing was vastly superior, even compared to those with cybernetic ears.

He fell in lovevwith mechanized combat and tanks in particular. He devoted his training and expertise to ensuring himself a place on board one day. Luckily, that dream was realized as he was committed to the 309TH Division.

Skills

Communications

Joe is actually quite adept at 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 conditions. He is fluent in Nepleslian. He can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. Joe is highly skilled in field communications and is proficient in all rudimentary forms of communication (morse code, hand signals, flashing lights, etc). He is also a student of Cryptography, specializing in code breaking.

Survival

He 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 has a passing familiarity with guerrilla warfare tactics.

Technology Operation

Joe is capable of operating most Nepleslian standard computers and is proficient in entering and/or searching for information.

Maintenance/Repair

He is familiar with and able to fix most problems with vehicle components and to an extent, systems. He has a vast knowledge on the use, functions, maintenance and repair of varios audio, sensor and communication devices and systems

Fighting

He received intensive hand-to-hand combat training and has followed up that knowledge with a rigorous training program. Weapons he is trained in include pistols of all types, knives, grenades and rifles of all kinds. In addition he was trained in the operation of various kinds of vehicular weaponry. Joe is in good physical shape and has a healthy endurance. The character is also able to pilot land-based power armors, but must rely on the suit’s A.I. to do anything advanced.

Vehicle Operation

Joe is familiar with how to effectively pilot most ground vehicles, in particular however he is trained in Tanks and Cavalry training. While inside this vehicle, he can perform most combat maneuvers.

Strategy

Joe 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.

Inventory

Joe Larson 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)

Weapons and Weapon Accessories

- 1 Carbine M3 Assault Rifle w/angled foregrip
- 1 Utility Combat Knife M01A
- 1 Marine Combat Axe Model 01c
- 1 Pistol, Styrling Silver Special .45 Caliber, with 2 extra magazines and brown pistol belt

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.
- 1 Pair of really thick lensed goggles

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.	

Finances

Joe Larson is currently a in the Nepleslian Space Marine Corps.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds

OOC Discussion

Not Adoptable

Character Data	
Character Name	joe larson
Character Owner	Whitehart
Character Status	Inactive Player Character
Current Location	New Bernese

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