Leonel Phipps

Leonel Phipps is a player character played by Oscar Geare.

Leonel 'Lee' Phipps	
	
Species:	Nepleslian
Gender:	Male
Age:	28
Height:	158cm, 5'2
Weight:	62kg, 136lb
Organization:	NSMC
Occupation:	Infantry
Rank:	P3C
Current Placement:	

Physical Characteristics

- Height: 158cm, 5'2
- Mass: 62kg, 136lb
- Measurements:

Build and Skin Color: Akin of many Humans who hail from Delsauria who can trace their lineage back to the first ships, the Phipps family have adapted to their new home. Leonel is no different. Short and

stocky, like many heavy worlders, Leonel's dark skin stands out among the predominantly white Marines Corps.

Eyes and Facial Features: Leonel is almost permanently scowling thanks to the natural squint that most who live on a planet with little shade adapts. Along the sides of his dark eyes are callouses developed from either the dark glasses all who visit Delsauria wear, or welders goggles.

Ears: Leonel would have normal human ears, if they weren't disfigured. His right ear is burnt along with the rest of the right side of his face and looks deformed and melted.

Hair Color and Style: When not shaven, Leonel's hair is dark and matted, growing around the burn scars which occupy the right side of his face.

Distinguishing Features: Leonel has a long burn scar along the right side of his head, neck and arm, courtesy of a malfunctioning plasma welder. To build up his strength to the 1.2G standard enjoyed by many on the home planet, Leonel received biological enhancement to improve muscle growth and strengthen bones to cope with the higher gravity Nepleslia.

Psychological Characteristics

Personality: Leonel Phipps was brought up on the desert planet of Delsauria, a harsh planet with a long history. Due to the nature of the planet, Leonel has a sense of hard work which allows every desert dweller to thrive. A result of this attitude would be his excessive weight building upon joining the NSMC. Having to undergo treatment to bring his strength up to par with native Nepleslians hurt his ego and sense of being reliant upon ones self.

Most significant of his personality is the ethics that many families of the desert adopted. “I against my brother, my brothers and I against my cousins, then my cousins and I against strangers”. This represents the hierarchy of loyalties he is bound to. Should someone find themselves within this hierarchy, it could only be broken by the grandest of transgressions.

The Phipps family has always held distrust towards the Yamatai, extending back generations before the formation of the Yamatai Star Empire. Leonel holds a particular hatred for the Empire, however it has dulled and faded since Nepleslia gained independence.

Leonel is immediately suspicious of any kind of law enforcement or intelligence group, due to having fled Delsauria after being investigated for actions he was part of as a teenager.

- **Likes:** Any kind of heavy technology - be it Power Armor, Spacecraft or ground vehicles.
- **Dislikes:** Yamatain Space Empire, fighting the head-on fight, being in command.
- **Goals:** Once he's free from the eyes of the Law, to open his own Engineering firm focusing on military equipment.

History

Family (or Creators)

Father: Wilson Phipps, 59. Worked for most of his life in the Maharombi spaceport and currently a Foreman on one of the yards. Speaks to Leonel on and off, but hasn't seen him since he was sixteen.

Mother: Silvia Phipps, 56. Also works in the Maharombi Spaceport primarily installing electronics. Separated from Wilson in YE27.

Brother: Sade Phipps, Deceased. Leonel's older brother and mentor for most of his teenage years. Unfortunately this lead him astray and ended in Sade's death.

Brother: David Phipps, 24. Leonel's younger brother, works in the mines outside of Maharombi. For many years hasn't spoken to Leonel, however assisted to get him off the planet in YE35 – “My Brothers and I before strangers.” Was too young to be involved in the death of Sade, however blames Leonel.

Brother: Sade Phipps, Jr, 10. The youngest brother. Lives with his mother's family. Hardly knows Leonel due to the separation of his parents and from Leonel.

Pre-RP

Leonel Phipps was born in YE08, the year of the great plague, the year twenty billion humans fell dead and the Elysians were slaughtered. Despite being a major drydock, the city of Maharombi was hardly affected by it, and the Phipps family managed to coast through – in shock, but unharmed. As with most who live in the city, Leonel was destined for drydocks and manufacturing facilities which were the heart of the Delsaurian economy and as a result his childhood was rather uninteresting. At the age of five he attended school, which was all focused around mathematical and engineering based schools. Leonel was not one of those few who were identified as having skills not beneficial to starship construction, so he continued along the same vein as his parents and older brother in the same rigorous training seeking to prepare him for a hard life in the yards.

What was atypical was the involvement of Sade Phipps, and by extend his dog loyal younger brother, with the Reds movement on Delsauria, attending many anti-Yamatai and Green rallies. Sade joined the workforce at the age of fifteen and was soon indoctrinated into a local Red faction. Leonel found him following his brother to many of the meetings and was quickly jumped upon by the faction leadership, sensing another gullible, young mind.

The Red faction on Delsauria resented the Yamatai and the traitorous Greens and undertook everything from anti-social activities such as trashing pro-Green stores to directly sabotaging military equipment produced on the desert ball. Every year the Maharombi Reds would attempt to capture as many Yamatai and Greens as they could – the higher ranking the better – and chain them in the open desert in time for the Glassagow. It was their way of representing their enslavement: Pushnagatt punishes the Delsaurians for their slavery of fire, so too the Reds punish the traitors for theirs. Unfortunately, this action became predictable.

When Leonel turned fifteen he joined the workforce, just like his brother, working in the shipyards on a Yamatai vessel. This was the same year Damasica was destroyed by the Elysians, an inevitable act in their never-ending war against the Star Empire. Thousands of Nepleslian families lost relatives in the

destruction of the planet which founded the Democratic Imperium. Tensions were high amongst the Reds and Greens and tensions broke out into riots numerous times. This year the Reds sought to capture the Highest Ranking Yamatai Officer within the system while she was visiting Delsauria for the Glassagow. This action was however predicted, and prevented by Green Forces.

Leonel, being young and easily led astray, found himself riled up by patriotic speeches from his comrades and likely intoxicated by a spiked air supply. The Reds had themselves eager and willing followers with their latest batch of recruits, and intoxicated as they were they were little better than willing meatshields. The Reds managed to make it to the hotel where the officer was staying, however was ambushed. Sade died during this conflict, along with many of his comrades. Leonel somehow managed to survive unharmed.

This failed raid set the Delsauria Reds and caused havoc in the Phipps household. Leonel was eventually thrown out of home, being involved in the death of his brother an irreconcilable transgression against the family. His father, knowing of the potential for sabotage if Leonel continued to work on military projects, organised to transfer him to civilian shipping. Leonel took the change in his stride and managed to excel in his new line of work, and his attendance at Red rallies ceased upon learning of the Battle of Nepleslia.

In YE29, following the succession of Nepleslia the year before, in recognition of his dedication and innovation working in the drydocks – his previous Red activities unknown – Leonel was recruited into the ranks of the ranks of the Nepleslian Arms and Munitions and soon began work on production level prototype power armors, bringing his experience working with space and atmospheric craft into the AIR ELEMENT armors. Following the Kennewes Offensive, Leonel – like many former Reds – faded into grey ambiguity to avoid persecution.

Leonel's work with NAM continued throughout the Second Mishhuvurthyar War and was otherwise unremarkable.

In YE35 Leonel heard from one of his old Red contacts that local law enforcement was following up on old leads regarding terrorist activity. Calling upon his family – "My brothers and I against my cousins" – they got him off planet… straight into the arms of the NSMC, the last place that Delsaurian officials would look for former radicals.

Skills

Communications

Thanks to basic training, Leonel is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from other Marines 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. Due to his early life on Delsauria, he can speak limited Delsaurians, however cannot write it.

Leonel is skilled in field communications and is proficient in all rudimentary forms of communication

(hand signals, flashing lights, etc).

Fighting

Due to his unorthodox teenage years, Leonel is skilled in brawling with bigger opponents and all sorts of dirty street fighting. Many times the unorganised Red teenagers would be easily overcome by the Greens, and as a result Leonel can take a beating and fight an asymmetrical fight.

In basic training he received intensive hand-to-hand combat training (primarily focused on disabling and/or killing opponents) and has followed up that knowledge 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. The character is in excellent physical shape and has considerable endurance.

Thanks to his experience in the manufacturing plants (from his knowledge of everything from its construction to testing), Leonel is highly skilled with the use of power armors, however has had limited experience actually fighting in one.

Survival

Leonel grew up on a desert planet and knows how to survive in hostile environments. He can build shelters, hunt and forage for food, build a fire, etc. If necessary he can camouflage himself and is familiar with guerrilla warfare tactics.

Strategy

Leonel has a limited understanding of strategy, however not enough to give out commands. 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). Leonel understands advanced land navigation thanks to having to find his way across an ever changing landscape of dunes.

Maintenance and Repair

Due to his extensive experience with the creation of Power Armor, Leonel understands the in and out of almost every power armor he comes across. With rudimentary tools and material he can reliably repair almost any damage.

Engineering

From being involved in the construction process for prototypes for so long, Leonel understands the basic principles of engineering, however is no expert. Leonel can jury-rig a functional system if given the right parts and tools, and many times his temporary fixes during testing have lead to permanent changes on the production line.

Inventory

Leonel Phipps 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)

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 Pistol, Styrling Silver Special .45 Caliber, with 2 extra 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.

Finances

Leonel Phipps is currently a P3C in the NSMC.

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds
3000 KS	6000		Starting Pay

OOC Discussion

Character Data	
Character Name	Leonel Phipps
Character Owner	Oscar Geare
Character Status	Inactive Player Character

From:
https://wiki.stararmy.com/ - **STAR ARMY**

Permanent link:
https://wiki.stararmy.com/doku.php?id=characters:nepleslia:leonel_phipps

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