


Mark Villines

Mark Villines is a [player character](#) played by [Compouds117](#).

Mark Villines	
	
Species:	ID-SOL
Gender:	Male
Age:	11 (YE 29)
Height:	9'5"/2.87m
Weight:	490lbs
Organization:	Star Military of the Democratic Imperium of Nepleslia
Occupation:	Demolition Specialist
Rank:	Private First Class
Current Placement:	

Physical Characteristics

- Height: 9ft 5in
- Mass: 490lbs

Build and Skin Color: Well muscled. Olive colored skin.

Eyes and Facial Features: Squared jaw with a cleft chin with a long and wide nose and hazel eyes

Ears: Rounded, slightly larger than normal and sticking out slightly

Hair Color and Style: Sandy hair in a crew cut

Distinguishing Features: Long scar coming across his right cheek stopping just before the corner of his mouth. The iris of the right eye is a milky white color.

Psychological Characteristics

Personality: Mark is hot headed and not always the most pleasant to be around. He is enthusiastic and immature at the best of times. He enjoys watching things burn and blowing things up. Mark can't handle sitting around doing nothing with his time and makes him even more ill tempered than he already is. He can often be seen lost in thought, most likely thinking about how great it would be to rig some object with explosives. He can stay relatively calm during combat environments and enjoys the thrill of it. He has extreme trouble making friends after he watched his best and only friend die. Painting and smoking are some of the only things that can calm him when he is not fighting because it requires a lot of concentration. Mark enjoys drinking and fighting as he sees it as a very manly thing to do. He retains the disdain for the Nepleslian government that was implanted in his mind during his time with the reds and through time has come to view it as not quite so bad. Mark suffers from leporiphobia (the fear of evil mutant bunny rabbits)

- **Likes:** Drinking, smoking, fighting, listening to music, swimming
- **Dislikes:** Complaining, people that can't do their job right, cowards, stuck up officers, idiots
- **Goals:** To give 100% and then some in every task, to become an officer

History

Creators

[Nepleslian Research and Manufacturing](#)

Pre-RP

Mark was created by [Nepleslian Research and Manufacturing](#), at the time called the Nepleslian Retrofitting and Maintenance, in the year YE 29. He was trained in New Detroit and was taught the basic skills needed to survive. During power armor training, Mark was supplied with a [Crooked Demon](#), which proved to be highly uncomfortable but the only thing he could fit in, where he showed to be more than proficient in its use.

He was cut across his right cheek by a piece of shrapnel when it skimmed across his face during a raid by the greens late in YE 33. During the raid, Mark's lungs were considerably damaged by a gas attack (he wasn't in his power armor and was too slow to get his mask on) and left him in a medical bay on oxygen until he received cybernetic lungs from [Claymere Cybernetics Unlimited](#). He watched his best and only

friend, Nick, die from the same gas attack and never quite got over it.

Mark returned and remained on standby until he defected in the year YE 34 after the realization that the Reds and their ideology was corrupt and where ultimately going to fail and joined the [Nepleslian Space Marine Corps](#). After being trained to the marines standards, as the Reds trained their troops differently, he participated in power armor training. He had some trouble during power armor training at first due instinctively reacting as he would with his old armor. Mark went to demolition training shortly after leaving power armor training.

RP

Forged

Mark reinforced the troops onboard the NMX ship halfway through their battle with a large crab-type. The squad went on to secure the ship capturing the NMX soldier Emi and freeing the Yamataian prisoner Mayumi. Mark gained a minor wound in a knife fight with a squid which caused him to hallucinate and believe his squad leader was a big black man named Bubba.

Into Steel

The squad participated in friendly war games with a group of Yamataians before things turning into a Neps vs. Cats CTF match. An all-out fight to the death occurred in the simulation leading several members of the squad to be severely injured before the sim was shut down mid-battle. Returning to the real work, the Marines found themselves in a bad spot as militants were assaulting them with the only armaments being their sidearms. After defeating the Militants, the group acquired Yamataian power armor and fought through various halls and rooms until they came across a cyber-neko. Not remembering most of the battle, the only thing Mark is for certain of is that it cost him half of an arm.

Debriefing : Blink of an Eye Briefing

The squad conducted a raid on what appeared to be a manufacturing facility, but once inside it was revealed to be housing secret biological experiments on the Elefrins there. Mark and Alec secured several datapads while receiving minor injuries in the ensuing close quarters battle as well as the destruction of the facility by orbital bombardment. During debrief, PVT Mark Villines was promoted to Private First Class.

Skills

Communications

Mark is proficient in basic radio operation and procedures and can send and receive transmissions through headsets, power armor, ground vehicles, and shuttles in both combat and non-combat conditions. Mark is fluent in Nepleslian. He can speak and write it correctly and efficiently and can issue orders under fire. He is also proficient in all types of rudimentary communications including flashing lights and hand signals. Mark has trouble filing reports as he isn't much of a writer and is at a loss of words whenever its time to write.

Fighting

Mark 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. Marks in excellent physical shape and has considerable endurance. Mark is also capable of piloting land-based power armors but depends on the on board AI to do anything advanced

Survival

Mark knows how to survive in hostile environments. He can build shelters, hunt and forage for food, build a fire, etc. Mark is capable of camouflaging himself and is familiar with guerrilla tactics.

Strategy (Tactics/Discipline)

Mark 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. Mark is also able to recognize ambush points. He knows basic math in order to calculate distances and such and can use a tactical map.

Art and Vocations (Painting)

Mark taught himself to paint in his spare time and is capable of creating nice looking fruit bowls and a fat Mona Lisa using the principles of depth and shadows.

Demolitions

Mark can create several different kinds of explosives to suit different purposes. He is capable of disarming most bombs he comes across, set them, and detonate them. Mark is able to properly assess charge placement for the desired level of destruction. He is capable of making an improvised explosive device but it isn't as effective as the conventional explosives Mark prefers to use.

Inventory

Mark Villines 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

Misc. Clothing

- 1 Armatae Occulte Jacket
- 1 worn [Red Military Uniform](#) with holes doting the sleeves, chest, and back of the jacket

Weapons and Weapon Accessories

- 1 [M3 Assault Rifle](#)
 - 8 30rd Magazines
 - Holographic Sight
 - Forward Grip
 - 10" Barrel
 - Collapsible Stock
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- 1 Gold plated [Zen Armaments .45 Caliber Pistol Compact](#)
 - 5 Standard Magazines
 - Box of 100 Rounds
 - Black Leather Holster
- 1 [Zen Armaments 10mm Covert Ops Pistol](#)
 - 5 Standard Magazines
 - 100 Round Box of 10mm
 - Black Leather Holster
 - Standard Red Army Silencer
- 3 2 pound blocks of [rx33](#)
- 2 Remote detonators
- 2 50ft Spools of Detcord

Accessories

- 2 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 large cube of styrofoam
- 2 liters of Petrol

Armatae Occulte Jacket

A custom made jacket for [Mark Villines](#) by [Godfrey & Morrison Clothing Company](#) to be worn when light and unobtrusive chest protection is required.



Statistics

Type: Combat Jacket **Production:** Made to Order, with Measurements **Cost:** 1600 KS

Base Materials: Leather, Wool

Upgrades Made: Stone Thread, Pocket Holster

Damage Reduction: Personal 3

Appearance

A faded black leather jacket with white shoulder pads with thick white double stripes on the forearms and thick white double stripes coming down from the shoulder, over the left, to the bottom of the jacket. The collar has a button to close it and the sleeves have a blue lining on the inside while the rest of the lining is black. There is a grey hood attached to the jacket by a zipper on the inside of the collar.

Composition

The jacket is made of three layers containing Leather, Stone Thread, and Wool on the inside. The leather is designed to have a stylish that could be worn at any place or event. The wool is there to provide comfort in the way of warmth and a small bit of padding while The stone thread is used to provide a

protective layer against physical, ballistic and energy attacks. There are two front pockets at the waistline, a vertical front pocket on the left breast, an inside pocket on the right breast and an inside pistol pocket on the right breast custom made to fit Mark's [Silenced Zen 10mm](#).

Cybernetics:

Lungs: Mark has two compact cybernetic lungs that includes thought activated poisonous gas filtration and are equipped with the SCUBA-V feature allowing him to breath in a vacuum or underwater for up to two hours.

Left Arm: From the elbow down on his left arm is cybernetic coated in synthetic flesh.

Finances

Mark Villines is currently a Private 3rd Class in the [Star Military of the Democratic Imperium of Nepleslia](#).

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
5440 DA		560	Explosives
4690 DA		750	Gold plated Zen .45 Compact
4615 DA		75	100 rounds & holster
4915 DA	300		6 weeks of pay
5165 DA	250		5 weeks of pay
1965 DA		3200	Custom Jacket
2465 DA	500		10 weeks pay
3015 DA	550		11 weeks pay
3665 DA	650		13 weeks pay
3115 DA		550	M3 Assault Rifle
3765 DA	650 DA		13 weeks pay
4465 DA	700 DA		14 weeks pay

OOC

Character Data	
Character Name	Mark Villines
Character Owner	Compouds117
Character Status	Inactive Player Character
Nepleslian Personnel Database System	
Career Status	Active Duty
Branch	NSMC
Rank	Private First Class

From:

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

Permanent link:

https://wiki.stararmy.com/doku.php?id=characters:nepleslia:mark_villines

Last update: **2023/12/21 00:54**

