Miles Haggard

Miles Haggard is a player character played by logaritm.

Miles Haggard	
	
Species:	Nepeslian
Gender:	Male
Age:	21
Height:	6'0“ (182cm)
Weight:	205 pounds (93kg)
Organization:	Star Military of the Democratic Imperium of Nepleslia
Occupation:	Marine Demolition Specialist
Rank:	P3C
Current Placement:	

Preferred Plots:

1. 4th fleet

Physical Characteristics

- Height: 6'0” (182cm)
- Mass: 205 pounds (93kg)

Build and Skin Color: Miles average human height, his body is well built thanks taking care of his body from early age, he has normal white skin.

Eyes and Facial Features: He has deep brown eyes and he mostly wears a neutral expression.

Ears: normal round human ears.

Hair Color and Style: Miles has black hair and he has the typical “Jarhead” haircut, he has a shaved face.

Distinguishing Features: He has a scar from a split lip on his upper lip, on the left side.

Psychological Characteristics

Personality: Miles is an officers dream, mostly, he never questions orders and does almost everything he tells him without asking why. He does every order he gets with the same high level of commitment, even if the order is something like cleaning the latrines he will put the some effort into it as if he was given a high level assignment.

Miles used to take all of his orders at the word but today Miles he has lessened on how blindly to follow orders, he has taken a habit about asking a lot of details about his orders and always asks his commanding officer if any extreme cases would arise.

People that are negligent about their orders and assignments angers Miles a lot, he would see other recruits failures as lack of commitment in bootcamp and early advanced training, this is not the case anymore and Miles looks back at that time with shame.

Other then that Miles is a kind, understanding but sometimes a harsh person. During his free time Miles usually train to stave of boredom, he also picked up the habit of reading books from his demolition training.

- **Likes:** Succeeding with hard things, completing assignments
- **Dislikes:** People that does not take their assignments seriously, alcohol
- **Goals:** pay for his mother's retirement home

History

Family (or Creators)

George Haggard (KIA)

Mary Haggard

Pre-RP

Miles father was a Marine, as his father's father and as his grandfather's father. Being a marine runs in Miles blood and ever since he can remember he always wanted to be just that, a marine, maybe it's because his father would always tell him that when he grew up he would be a marine or the all those stories he would tell him. Miles father would come home every year for Miles birthday but when he turned twelve his father never came home, instead Uniformed people from the military came telling him and his mother that George Haggard had been killed in action.

Young Miles didn't take it as bad as people believed, his father had always told him that one day he would not come home for his birthday and instead of him being sad about it, Miles should be proud because his father had died in the line of duty and that means he died defending what he believed in. That does not mean that Miles where not sad, he cried for many weeks after those Uniformed men came but he always found comfort in what his father had told him.

The same can not be said about Miles mother, which was completely destroyed about the news that her husband had been killed in action, Miles tried to comfort her and cheer her up but that only made her worse, she took to drinking and on the anniversary of her husbands death she snapped, screamed at Miles that the only thing in the world his father cared about was him, the only thing George ever talked about was how his son would succeed him and how proud he was for Miles, that he never seemed to show any concern for her, never show any emotion for her, it seemed like he never cared what would happen to her if he died in combat. Everything ended with his mother throwing an bottle that hit Miles square in the face. Miles was only thirteen at that time and did not understand what his mother went trough.

After that indecent Miles moved to one of his relatives where he trained hard until the day he could join the marines. Just before going to bootcamp he went to see his mother. Too his regret he saw that she had fallen gravelly ill and could not even recognize her own son. Miles moved her to a retirement home but she had used up almost all the money that his father had left behind. Miles now went into the marines with a goal to pay for his mother's retirement home.

Bootcamp was not nice to Miles which was more or less his own fault. It was not because it was hard but because of the Ideals that Miles brought with him that put him on the wrong side of his fellow recruits. Often because he where more physically trained and mentally tough then his fellow recruits, he would fail to sympathize with them and call them lazy and failures as marines. But as bootcamp successfully hardens some marines, it also successfully softened Miles and today he looks back at that time with shame.

After bootcamp Miles where sent to NAM Proving Grounds where he was chosen for the demolition program after advanced training. This proved to be something completely different from what he and probably most of the other ones chosen for the program thought it would be. Instead of just learning about different kinds of explosives and how to use and disarm them, they where also drowned in physics, math and engineering courses that taught them the theory about being a efficient and safe demolition expert. Miles found it hard in the beginning but at the end of the course he had evolved a talent for it.

Skill Areas

Fighting and Physical

Miles knew how to take care of his body before he joined the marines. Which made most of the things they threw on him during early training a breeze. He also knew Unarmed combat before joining the marines, but the marines taught him more advanced skills that he could not learn on his own. He had some foreknowledge about firearms before the marines but learned most of what he knows today from the marines.

One thing that he did not know was how to piloting a power armor, something advanced training taught him well.

Communication

Miles is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from other characters 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 both correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. The character is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

Survival

Miles nows how to survive in hostile environments. He can build shelters, hunt and forage for food, build a fire, etc. He can camouflage herself and is familiar with guerrilla warfare tactics.

Strategy (Tactics/Discipline)

Miles 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 also able to recognize ambush points. Bernhard knows basic math in order to calculate distances, etc, and can use a tactical map.

Demolitions

Miles has been taught knows how to identify, handle, use, manufacture and dispose of both military grade and improvised explosives.

With the right tools he detect and disarm enemy explosives and if he has the right material at hand he

can make his own improvised explosives.

Demolition engineering

“To efficiently completely destroy something, you first need know how to build it, now stop asking me why you are forced to take this course!”

The engineering course in the Demolition program taught Miles how to make and read Engineering drawings of all kinds of different objects, why objects are built as they are built, where weak spots usually appear, identify those weak spots and just why a “weak spot” is a weak spot. He was also taught how to plan, prepare and execute a safe demolishing of an objective.

The course also taught Miles same kind of math and physics that a architectural engineering would need.

Inventory

Miles Haggard 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, 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
- 1 Pair of trunks, green, fleet number on right leg

Weapons and Weapon Accessories

- 1 Rifle Kit
- 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.

Finances

Miles Haggard is currently a P3C in the Star Military of the Democratic Imperium of Nepleslia.

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds

OOC Discussion

Not finished yet

Character Data	
Character Name	Miles Haggard
Character Status	Inactive Player Character
Nepleslian Personnel Database System	
Career Status	Active Duty
Branch	NSMC
Rank	Private

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