

Richard Braddock

Richard Braddock is a [player character](#) played by [Amaryllis](#) and is currently involved in the [Cirrus Station](#) plot.

Richard Braddock	
	
Species:	Nepleslian/ID-SOL
Gender:	Male
Age:	18
Height:	6'6"/198cm
Weight:	250lbs/113.4kg
Organization:	Star Military of the Democratic Imperium of Nepleslia
Occupation:	Marine
Rank:	Private
Current Placement:	Cirrus Station

Physical Characteristics

- Height: 6'6"/198cm
- Mass: 250lbs/113.4kg

Build and Skin Color: Richard has broad shoulders, a barrel chest and catcher's mitt hands. His frame is overall large and well-muscled. It is also very lean. His skin is very pale.

Facial Features and Eye Color: Richard's face is square, chiseled and gaunt. His forehead is flat and his brow is prominent. His eyebrows are low and thick. Richard's eyes are round and dark grey. His nose is aquiline. His cheekbones are high. He has a large, square, cleft chin.

Hair Color and Style: Richard's hair is pitch black, but he is completely bald and has no hair on his face or neck. He underwent an operation to permanently remove all such hair.

Distinguishing Features: Richard has no significant distinguishing features beyond his already listed bald head, large frame, tall stature and sharp, masculine features.

Cybernetics: Richard's natural eyes have been replaced with cybernetics that allow for microscopic, infrared and enhanced low light vision. They look identical to his original ones. His hearing has also been enhanced with cybernetics.

Psychological Characteristics

Personality: Richard is a serious person, but he is also very easygoing. He has a good sense of humour and can be plenty whimsical. He's also quite tolerant of others. What makes him serious is that he is always thinking about what he and others say and do. He always thinks about how to best word things. He is very introspective and reflective. He perpetually worries about unintentionally wronging people or presenting himself in an unfavourable manner when he cares about the situation he is in or the people he is dealing with. Richard holds himself to much higher standards than he does others. At the same time he takes things in stride and accepts things as they are. Richard doesn't worry much about what others think of him unless he is trying to make them see him a certain way.

Richard quite enjoys comedy. He does so not only because he likes to laugh, but because it exercises his mind. He wishes he could be as witty and eloquent as the performers he's watched and appreciates that there's an art and science to being amusing. He thus tries to emulate them in general.

Richard is a friendly person and prides himself on being disciplined and virtuous. He doesn't actually care about being kind or friendly although he may come off as such. What he cares about most about is being logical, fair and mature. As a result he is easy to get along with.

- **Likes:** Comedy, relaxing, reading, watching television, viewing art, his bald head and clean shaven face. Being around, getting attention from and pleasing attractive women.
- **Dislikes:** Loud, rude, irrational, over-enthusiastic and/or dumb people.
- **Goals:** Find romance, make friends, have fun, serve well, stay out of trouble and keep a clean record.

History

Family (or Creators)

- Edric Braddock

- Adelaide Braddock

Pre-RP

Richard's life before the military was very uneventful. He lived in one of the safer, more industrialized areas of [Nepleslia](#) because his family was much better off than most. He therefore didn't personally experience much of the crime and poverty so characteristic of the planet. His father was an [ID-SOL](#) and military officer and his mother was a homemaker. He decided to join the military because nothing else really interested him and he figured it would please his parents as well as help the empire.

Skills

Communication

Richard is familiar with basic 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 naturally fluent in Nepleslian. He can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. He is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

Fighting and Physical

Richard 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. He is in excellent physical shape and has considerable endurance. He is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.

Survival

Richard 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 is familiar with guerrilla warfare tactics.

Strategy (Tactics/discipline)

Richard 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. He knows basic math in order to

calculate distances, etc, and can use a tactical map.

Entertainment

Richard has a knack for doing impressions of others. He has no trouble saying ridiculous things in a serious or casual manner. His comedic timing and delivery are technically very good.

Leadership (Public Speaking)

Richard can deliver a speech well regardless of whether he is in front of a large audience or in a tense situation. He is hard to faze or fluster and always remembers his manners.

Rogue

Richard is quite skilled at lying without exhibiting any obvious visual or auditory tells. He has an excellent poker face and is adept at feigning a wide variety of emotions. Despite his size he can move in a very quiet, graceful and subtle manner. Richard has keen senses and wits when it comes to spotting deception, reading emotions and noticing minute details about people, places and things others might miss.

Inventory

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 Pistol belt, brown, with holster
- 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.
- Starting pay of: 6000 DA

Finances

Richard Braddock is currently a [P3C](#) in the [Star Military of the Democratic Imperium of Nepleslia](#). He receives a weekly salary of 50 [DA](#) per week.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
Character Data			
Character Name	Richard Braddock		
Character Status	Inactive Player Character		
Nepleslian Personnel Database System			
Branch	NSMC		
Rank	Private		

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