Eric "Epic Sequence" Spence

Eric Spence is a player character played by Viralyte.

Eric Spence	
	
Species:	Nepleslian
Gender:	Male
Age:	23
Height:	5'8“/1.75m
Weight:	145 lbs/65kg
Organization:	Nepleslian Space Marine Corps
Occupation:	Combat Engineer
Rank:	P3C
Current Placement:	

Involved Plots

- 4th AASP

Physical Characteristics

- Height: 5'8”/1.75m
- Mass: 145 lbs/65kg
- Measurements:

Build and Skin Color: He is normally slender but has gained considerable lean muscles from his physical training. His skin is light tan.

Eyes and Facial Features: Eric's eyes are almond shaped with dark brown irises.

Ears: Nothing particularly odd.

Hair Color and Style: Even before he joined the Corp, he had always kept his hair short in a crew cut. His barber always knowing that this customer always ordered a “one on the sides and maybe a half inch on top.”

Distinguishing Features: He was fond of a goatee before the Corp made him give it up for “equality in recruits.” With his new discipline, he has taken to shaving every day and keeping himself in accordance with military regulation.

Psychological Characteristics

Personality: Eric Spence has always been the calm, quiet guy. Not a loner by any means, he just enjoys watching how the world moves about him without his input. He is a thinker, but not a genius and the manual labor his early years of adulthood on Hope offered him, never struck him as something he was cut out for.

He is a self proclaimed “people watcher” and one of his hobbies include watching how people interact with one another. When something is needed from him, or he has something valuable to contribute, he has no problem speaking up.

A lover of practical jokes and riddles, he finds the time to bring the mood up if it's in a low state, being a canteen half full kind of guy. He is usually lighthearted but doesn't deal with failure or loss very well at all. He knows that the job needs done and wont allow that to impede on the mission, but it really hits home on leave or right after lights out lying in his bunk.

- **Likes:** Jokes, Riddles, Spaceships, and Chewing Tobacco.
- **Dislikes:** Failure and Cold Temperature.
- **Goals:** His main reason for enlisting was to get off Hope and get the skills needed for a career in the civillian world.

History

Family (or Creators)

Lizbeth Mariana Age: 49 - Mess Hall Cook, System P1-3 “Hope”

Jared Spence Age: 50 - Ice Miner, System P1-3 “Hope”

Evrin Spence Age: 28 - Ice Miner, System P1-3 “Hope”

Pre-RP

Eric was born in System P1-3, his homeworld “Hope”, when all it offered for him was a slow, cold death where labor took your body slowly, like his father. His mother wanted the best for him and his brother and went to work in the mines with her husband to put their children through a better school system. Eric's brother Evrin didn't take to school and quickly dropped the extra schooling to “work like a man like dad.” Eric wasn't as keen on slaving away all day, and happily continued learning.

In his later teens, Eric's father took to drinking to take away the edge from his old injuries and his too-demanding-for-his-age job. His mother accepted it and told her sons to live with it, their father had had a hard life. Even when the alcohol was too much for Eric's father and he took to violence easily, the family endured; Eric as the school boy and his brother the worker.

It happened by chance while cleaning up their small home that Eric came across a small foot locker stamped with an old Nepleslian Star. Eric had wondered what his life would be like after his schooling ended, and seeing his fathers military memorabilia, it had started the spark for adventure.

The next couple months, Eric was on his way out of school with the military as his choice to get off the rock called Hope. If anything, Hope was an ironic twist on life as there wasn't really a way off the planet by normal means. Confronting his parents days before he was to leave for Nepleslia, his brother and mother were outraged. His father just took it all in and retired to his bedroom. At the spaceport, his father had taken his son's hand, nodded, and wished him luck, knowing well that his son was doing exactly what he had done so long ago.

Transfer orders, transfer orders. That's all Eric had been given since he enlisted. He was seriously getting tired of it. The view from inside a spaceport never got anymore interesting, no matter how long you stared at the bulkheads and civilians. Three months after his completion of Combat Engineer School, he was whisked away to a support unit on Malaise for some construction oversight. Nothing really fascinating, he guarded the gates of the under construction outpost and didn't see any action. After the main element finished their construction, Eric was taken to a support unit on Nepleslia to oversee maintenance on trainee operated gear. He liked how the work was routine, but damnit if the dumb recruits didn't break more stuff than they used. Now here he was, sitting with his transport papers in some no-name-worth-remembering space station being transferred to a frontline unit in the 4th Fleet. He had of course been excited for a new job, but wasn't overly thrilled on the combat part. Whatever was to happen, he would take it in stride. Also, it was too late to go back now, his transport had arrived.

4th AASP

Having since been assigned to the famed Cavaliers of the 4th Fleet, Spence had been inducted, under fire, into their ranks. During his first mission, he was assigned to defend Grand Admiral Valken from Paragon mercenaries. He played a minor role in the mission, but it was completed with zero casualties.

Playing a supporting role in squad operations, Eric had performed as expected. He finished his assignment to the unit until his squad was disbanded.

Current Assignment

Eric is now stationed once again in Funky City where he oversees recruit equipment and repair training for up and coming Combat Engineers. Having had prior combat experience, he has less menial tasks and more hands on time with the recruits.

Skills

Tactics and Discipline

Since enlisting in the marines, Eric has continued his daily regime of physical fitness, preparation training for his job, and abiding by the rules and regulations of the Democratic Imperium of Nepleslia. Clean shaven, physically fit, and ready to do his job. He will follow orders without question, until they start moving into the gray area or morality.

Specialty: Combat Engineer

The Marine Specialty School for him, the Engineer courses interested him greatly. He loves his job and it keeps him busy, but he doesn't tire of it. He is adept at most engineer tasks, but his skills really shine when fortifications or Power Armor field repairs are needed. Whether it be makeshift beams welded together, vehicles creating funnels for the enemy, or Nepleslian grade field fortifications, Eric can always be counted on to aid troops in digging in and fortifying their positions. He is stronger at fortifying urban areas than natural areas, simply because buildings and other modern infrastructure provide a foundation to build off of. Eric stays read up on his passion for defense and it has leaked over to his combat attitude, he prefers to have a strong defense before any offensive actions should be made.

Communication

Eric once prided himself on being able to use his radio effectively. As time in the support units increased, he didn't see a need to practice. He considers it the “bread and butter” of an engineer, there are probably people better trained for it than himself. The paperwork side of the military he has no problem

with. He knows what the forms do, how to fill them out, and what superiors want to hear.

Survival

Trained in Funky Town, but not really caring for it, his survival skills tend to be on the sloppy side and only half remembered. It was instilled in him, forcefully at times, but it reminded him of his homeworld Hope, and he shuffled it to the back of his mind. Though not fond of it, he knows it is essential and reads the traning manuals when he has time.

Fighting

His only notable skill with weapons is the use of his self purchased handgun. Not fancy, or able to stop power armor, but it gets the job done and he prided himself on his ability to outshoot the other engineers in his former unit with it. He is proficient with other weapons, but prefers his handgun and, when given the choice, a shotgun.

Maintenance and Repair

His time working as a supply/armorer for the recruits in Funky Town has granted him experience in the workings and shortcuts to make the equipment function properly. Maintenance for all the gear can be carried out by him, to ensure the integrity of supplies. Given that he has worked in Supply, he knows that extra supplies and gear sometimes turn up missing or a few magazines from a crate wont be noticed.

Basic Demolitions

Nothing as high classed as the Demolition Marines, but enough of a working knowledge to blow a door or create an exit where there is none. He stays away from the big explosives and only carries what he thinks will be necessary to destroy the engineer's sensitive equipment in the event of capture. ie: Technical manuals on the operation of various marine issued gear, Nepleslian sensitive gear if any, and his datajockey.

Technology Operation

Eric's ability to use workarounds or bypasses to avoid troublesome door locks or useless security warnings on field repaired gear. Imparted in his Specialty School, enhanced as a supply soldier in Funky Town. With the right tools, he can configure his skills to meet any combat engineer role, and he can promise that 99% of the time he will [i]eventually[/i] get the job done.

Inventory

Eric Spence 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
- 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
- 4 pairs green ankle Socks
- 1 pair green low-top sneaker shoes
- Depends on gender and preference:
    - 1 Speedo, green, fleet number on right cheek

Weapons and Weapon Accessories

- A choice of one assault rifle
    - 1 M3 Assault Weapon System
- 1 Utility Combat Knife M01A
- 1 Marine Combat Axe Model 01c
    - 1 Pistol, Zen Armaments .45 Caliber Pistol, with 2 extra .45 Caliber magazines and an extra

barrel and various smaller parts. Self Purchased, preferred handgun.
    - 1 Automatic Pistol, Na-W/P-08 Heavy Automatic Sidearm, with 2 extra regular ammo magazines.

Accessories

- 1 pair identification tags, metal, with name and hometown
- 1 Canteen, 1 quart
- 1 AwesomeCorp DataJockey
- 1 Wallet with the Engineer Corps Insignia plated on it.
- Starting pay of: 6000 DA

Finances

Eric Spence is currently a P3C in the Nepleslian Space Marine Corps.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
		1500 DA	Purchase of Handgun

OOC Discussion

Fun Fact: Eric will provide jokes or riddles to lighten the mood!

Character Data	
Character Name	Eric Spence
Character Owner	Viralyte
Character Status	Inactive Player Character

Nepleslian Personnel Database System	
Career Status	Active Duty
Branch	NSMC
Rank	Private

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

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

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