


Talbain

Talbain, Seigmund	
	
Species:	ID-SOL
Gender:	Male
Age:	6
DOM:	1122Y30
Height:	6'8"
Weight:	327Lbs
Organization:	SMDIoN
Occupation:	Space Marine

Talbain, Seigmund	
Rank:	
Current Placement:	

Talbain in Roleplay

Talbain is a [player character](#) played by [Demonblooded](#) and is currently involved in .

Physical Characteristics

Height: 6'8" Mass: 327Lbs

Build and Skin Colour: Short (for an [ID-SOL](#)) but still packing all the muscle one would expect with a Caucasian skin tone.

Facial Features and Eye Colour: Blue eyes, a squared jaw, and high cheekbones.

Hair Colour and Style: Blond hair styled into a flattop.

Distinguishing Features: A near permanent look of indifference.

Psychological Characteristics

Personality: Reserved would be the most dominant trait of his personality, unless of course unless someone directs a short joke at him. Then it's time to have a fistfight. He prefers to let others do the talking since he doesn't have much in the ways of inter person experience that doesn't involve fighting. Has a distinct interest in learning new skills. He also has a tendency to push himself hard because he feels he has to outperform the other [ID-SOLs](#). He also enjoys a good bit of irony.

Likes: Working with mechanical objects, good intel, and melee. **Dislikes:** Short jokes, people that talk too much, and incompetent cooks, indecisiveness. **Goals:** Learning more combat skills, learning to interact with other people outside of combat, completion of all objectives.

History

Family (or Creators)

NAM Clone Batch 18378

Pre-RP

Starting life as the shortest of a batch of [ID-SOLs](#) he quickly ran out of patience for short jokes and a penchant for fist fighting since the instructors saw it as good training. Outside of training he would spend any free time he could get working out so that he could become stronger and working on his combat techniques. The short jokes never stopped but the fights got shorter. Other than this he believes the training he's done his entire life is normal.

Acadia Mission-1: High and Dry over Golding

Talbain worked with [Anselm Wyatt](#) to escape and evade the pirates that had taken over Golding Station while inflicting as much damage as possible before being found by Chief [Vel Steyr](#) and his squad of PA pilots. After hooking up with the squad he distinguished his aptitude for assault roles in his [Aggressor Heavy Assault Armor](#) and used his suits heavy shielding in an attempt to take the brunt of attack in the stead of his teammates in less armored PAs. He also hot-wired an anti-starship torpedo resulting in the destruction of several enemy units, He is still waiting to see if the cost of the torpedo will be deducted from his pay. For his contribution to the mission he was awarded a General Defense Ribbon.

Acadia Mission-2: Brotherhood and Sisterly Love

During the retaking of the NSS Emden Talbain was originally part of the PA breaching squad. After the breaching of the PA bays he was moved over to the non-PA infantry group when volunteers were asked for. While in this squad Talbain performed as security for the initial move into the hostile areas of the ship then as a leader of one of the room clearing teams. Upon finishing mission related combat he aided in the recovery of wounded personnel to the casualty collection point of the retaken NSS Emden.

Acadia Mission-3: Between Lambs and Wolves

Talbain participated in the defence of Rok'Veru against Mishhu forces. During the fighting he received a concussion and was rendered unconscious from being too close to friendly air forces bombing sites. He was recovered by other Marine forces that were falling back later in the fight and rejoined his squad after they returned from their ship on a resupply trip. During final extraction he lost consciousness again after being hauled aboard the NSS Acadia. He also had the luxury of not being worked on by Petty Officer [Matsobuki](#).

DOWNTIME

Following the Defence of Rok'Veru and the bombing of the senate by the NMX Talbain was reassigned to planet [Francia](#)'s newly developed garrison to assist in the training of new marines. While he did find great honor in being selected to train these recruits he couldn't shake the feeling of being a misplaced asset. [ID-SOLs](#) were for fighting war and while he could understand the importance of insuring the [SMDIoN](#) had new combat ready recruits. Talbain desired reassignment to combat operations. Apparently Grand Admiral [Valken](#) shared this view. As soon as he had completed his minimum tour length as a trainer he found himself receiving orders requiring immediate assignment to [4th AASP](#).

4th Fleet Mission 5.3: Debriefing and Preparations

As part of his reassignment to [4th AASP](#) Talbain finds himself being tested in combat simulation by his new squad leader Sergeant [Volkov](#). Taking the roll of team leader for P3C [Plainsview](#) and P3C [Lasalle](#).

4th Fleet Mission 5.5: The Digging Cavaliers

Talbain finds himself sent to the dustball that is [SC-4](#) as part of Volkov's Cavaliers. Their mission objective to take and hold a mining facility behind the main enemy front. The Cavaliers found token resistance in the form of NMX Nekos inside the complex though the forces outside had far more significant problems to deal with. Following Chief [Santiago's](#) medivac from the combat area and Sergeant [Volkov](#) taking over as the ground force commander Talbain found himself acting as the team leader for P2C [Brandt](#), P2C [Stones](#), and P3C [Wreno](#). The team successfully located and secured prisoners of the NMX who had presumably been the mines labor force while taking some prisoners of their own.

4th Fleet Mission 6: A Not-So-Brief Interruption

Volkov's Cavaliers are assigned as a protection detail for [Dominic Valken](#). The squad is immediately required to perform escort duty as the Grand Admiral has a meeting he wishes to attend. A decoy convoy is dispatched in addition to the real convoy. Both come under attack. The Cavaliers proceed to occupy a roadside building along with Hardman's squad. The building is found to be a Paragon strong point that has overtaken the residents. The Grand Admiral orders the building to be taken back. Citizens begin performing guerrilla actions against their oppressors while the marines work their way up the building. Flamethrowers, explosions, and home made weapons everywhere. Commandos arrive and hose down the rest of the fight in 30mm chainguns. Talbain spends the entirety of this mission angry that the original point of the mission has been largely ignored.

4th Fleet Mission 6.1: Housekeeping

The Cavaliers pay a surprise visit to a warehouse used by Paragon. After dropping through the roof the marines proceed to bring down the occupants with gunfire and tracking devices. A poor attempt to

oppose the marines in the form of combat robots is batted aside, but the squad is forced to withdraw due to new directives from HQ. Headquarters had been attacked while the marines were away and the base vulnerable.

4th Fleet Fun on Lewis Pasco Day

The squad is invited to a Pasco Day dinner by the Greer family. Saved from awkward conversations with the Greers by a local gang arriving to crash the party.

4th Fleet Mission 7.1: Exercise: Loud Party

4th and 2nd fleet perform war game exercises against each other with 4th fleet as the initial assaulting force. Following the war games the 4th fleet marines are disbanded to reconstitute the 4th Shaik. Select individuals were selected to go through training administered by the IPG for five months. Talbain's training was focused primarily on reinforcing his existing skill set but also included stealth as a major point of training.

Skills

Fighting and Physical

Talbain 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 can repair weaponry with adequate tools and time. Talbain is also in excellent physical shape and has considerable endurance. Talbain is trained for the use of land-based power armors. Talbain's preexisting training and experience has been supplemented by the IPG over the span of a 5 month training course as well.

Strategy (Tactics/discipline)

Talbain 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. He is able to recognize ambush points. He knows basic math in order to calculate distances, etc, and can use a tactical map. This skill set has been sharpened by the IPG training as well.

Communications

He 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 fluent in Nepleslian, speaking and writing it correctly and efficiently. Talbain is able to write reports, fill forms, issue orders under fire, etc. He is also skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

Demolitions

He can identify, manufacture, handle and dispose of explosives. With the proper tools, he can detect and disarm enemy explosives as well. Talbain is able to properly assess charge placement for the desired level of destruction. From breaching doors and walls to bringing down the house.

Technology Operation

He has been trained in the use of computers, networking, nodal systems, and the more advanced functions of power armor. This training is mostly geared towards advanced uses of power armor though Talbain can recognize potential for using electronics advantageously even if he himself does not possess the skills to do so himself.

Maintenance and Repair

Talbain is familiar with and able to fix most problems with vehicle components and to an extent, systems. While not necessarily well-versed on how a part functions and the theory behind each, he will be able to keep things operating within normal parameters.

Survival

He knows how to survive in hostile environments. He can build shelters, hunt and forage for food, build a fire, etc. Talbain can also camouflage himself and is familiar with guerrilla warfare tactics.

Stealth

Talbain's time going through an IPG training regimen has taught him how to move with stealth in mind. From the act of moving silently to directing groups movement to prevent detection. His training and practical experience have been based on the IPG basis for stealth. However, he lacks the abilities to blend into crowds that a more practiced individual would have. The IPG have given him great motivation to master the knowledge and the relevant techniques in this field.

Inventory

Weapons

- 1 [Na-W/P-08 Heavy Automatic Sidearm](#)
 - 10" Barrel
 - Reflex Sights
 - Forward Grip
 - Drum Magazine x2
 - Standard Magazine x3
 - Wire Stock
- 1 Gunmetal Black [Styrling Silver Special .45 Caliber](#)
 - Heavy Slide Customization
 - Standard Magazine x4
- 1 Set Durandium shot gloves
 - Concussion Modification
 - Battery Set x2
- 1 [Devil's Fountain Gatling Weapon](#)
- 1 [M3 Assault Weapon System](#) with all attachments.
- 1 [Zen Armaments .357 Pistol](#)
 - Standard Magazine x2

Uniforms

- 2 Pullover shirt, green, with rank patches on shoulder pads and name plate
- 4 [T-Shirts](#), white
- 2 Khaki cargo pants
- 1 Beret, green, with flash patch
- 1 pair gloves, leather, black
- 1 pair boots, black
- 6 pair boot [Socks](#), white
- 1 Belt, dark brown

Bunk Wear

- 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 Clothing and Undergarments

- 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

Accessories

- 1 Pistol belt, black, with [Na-W/P-08 Heavy Automatic Sidearm](#) Holster
- 1 Black Leather [Styrling Silver Special .45 Caliber](#) Holster and Magazine Pouch
- 1 Brown [Zen Armaments .357 Pistol](#) Holster

Personal Hygiene

- Simmon Odour Munchers: Scented Old Spice

Electronics

- Electronic Money Card

Miscellaneous

- 1 pair identification tags, metal, with Name and Manufacturer
- 1 [Canteen](#), 1 quart
- 1 AwesomeCorp DataJockey
- 1 Wallet with the Marine Corps Insignia plated on it.
- Mini-fridge
- [Phantom Blades](#)
- 6 Meal Coupons for [neppy_burger](#)
- [Airbike](#)

Awards

- 2 General Defense Ribbon (Golding Station Defence, Rok'Veru Defence)
- Orbital Assault Badge
- Rok'Veru Campaign Medal
- Promotion to P1C (0525Y32)
- Promotion to CPL (1026Y34)
- Promotion to MCp (0808Y34)

Drinks Owed

- 1 from [Anselm Wyatt](#)
- 1 from [Henry Morris](#)

Finances

Talbain is currently a [Mid-Corporal \(Old Nepleslian Rank\)](#) in the SMDIoN. He receives a weekly salary of 250DA per week.

Total Savings	Addition	Subtraction	Reason
3000 DA			Starting Funds
1590 DA		1410 DA	Purchased Styrling Special, Heavy slide, Magazine Pouch, 4 Extra Magazines
590 DA		1000 DA	Durandium Shot Gloves with Concussion Modification, Extra set of Rechargeable Batteries
1040 DA	350 DA		Payday x7, Latest 100209
40 DA		1000DA	Purchased Devil's Fountain Gatling Weapon from PCN Seller.
1540 DA	1500 DA		Payday x30, Latest 052110
2740 DA	1200 DA		Payday x8 Latest 071610
20440 DA	17700 DA		Payday x118 Latest 101912
22440 DA	2000 DA		Payday x10 Latest 122812
28640 DA	6200 DA		Payday x31 Latest 080913
30140 DA	1500 DA		Combat Bonuses (Mission 5.5 The Digging Cavaliers)
39140 DA	9000 DA		Payday x36 Latest 041814
46890 DA	7750 DA		Payday x31 Latest 111414
49890 DA	3000 DA		Payday x12 Latest 012315
61390 DA	11500 DA		Payday x46 Latest 121115

Character Data

Character Name	Talbain
Character Owner	Demonblooded
Character Status	Inactive Player Character

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