

Norvan Wallace

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Species:	Nepleslian
Gender:	Male
Age:	19
Zodiac Sign:	Sagittarius
Height:	8
Weight:	310lbs
Organization:	Star Military of Nepleslia
Occupation:	Soldier
Rank:	Private 3rd Class
Current Placement:	Awaiting Assignment

Norvan Wallace in Roleplay

Norvan Wallace is a [player character](#) played by [wallace](#) and is currently involved in the Awaiting Assignment plot.

Physical Characteristics

Height: 8' Mass: 310lbs Measurements: N/A

Build and Skin Color: Pale skin, a large and highly muscular frame

Facial Features and Eye Color: An angular face with sharp angles. He has the beginnings of a beard(Similar to a 5 O'clock shadow) and green eyes.

Hair Color and Style: Short born hair, when grown long becomes an uncontrollable mess. He tries to have it in a short buzz style.

Distinguishing Features: He is very tall, and his right arm is completely robotic, the hydraulics and surfaces of the arm can be seen clearly when it is not covered. He left eye is also robotic, allowing him to see great distances and body signatures. The eye is hidden behind a contact lens, appearing normal.

Psychological Characteristics

Personality: He thrives on the prospect of adventure. As long as it dose not harm any of his friends or family he will do so, for this reason he leans more to the Green Faction rather than Red. Loyalty and friendship our important to him and he do much to maintain them. He is at heart a good man, and he will not take part in any mission that could result in the death of civilians without a good reason. He is slightly naive about the military, even though being bred for it he is still nervous when meeting officers.

Likes: Courage, wealth, and adventure. **Dislikes:** Cowards, waiting, and ignorance. **Goals:** To join the army, travel through its ranks, and reach the role of commander.

History

Family (or Creators)

Nepleslian Arms and Munitions

Pre-RP

Created by the Nepleslian Arms and Munitions company, he spent much of his life training for combat. A brief malfunction with the training centre allowed him to experience life outside the military. After two days he went back to the centre to continue his training. Since then he has made friends with several others among the ID-SOL.

His combat experience is limited to one location when he and several others on training patrol, had to engage several armed groups of pirates. Separated from his unit, he spent two days travelling through a hostile environment to reach his evac point. Over the two days he had to repeatedly evade capture to reach his evac. On the final day he and the rescue crew had to engage in a light arms fight against the hostiles, during which Norvan right arm was hurt badly, leading to it being amputated. A shrapnel wound damaged his left eye and that was also removed.

A week after the events, he was put on court trial for breaking rank and causing the situation in the first place. The trial ended up with Norvan being demoted, but also receiving free robotic implants to replace the missing limb and his eye, with a restriction requiring him to remain enlisted for longer than five years or face jail time.

He awaits his first assignment.

Skills

Communication

Norvan is familiar with basic radio operation, procedures, can make transmissions to and receive transmissions from other characters through headsets, ships, ground vehicles, power armour, and shuttles in both combat and non-combat conditions. He is 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 also skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc). All of this was taught to him during his childhood spent training for the military career.

Fighting

Norvan has received intensive hand-to-hand combat training (primarily focused on 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 good physical shape and has considerable endurance. He is also able to pilot land-based power armours, but has to rely on the suit's A.I. to do anything advanced. All of this was taught to him during his childhood spent training for the military career.

Survival

Norvan knows how to survive in hostile environments. He can build shelters, hunt and forage for food, build a fire, etc. He can also camouflage himself and is familiar with guerrilla warfare tactics. This was among one of the first skills taught to him, by the trainers.

Strategy (Tactics/discipline)

Norvan 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 knows basic math in order to calculate distances, etc, and can use a tactical map. As he progressed through age so did his understanding of tactics and organisation. This was mainly due to the teachings of his instructors.

Vehicles (land vehicles):

Norvan is familiar with how to effectively pilot most ground vehicles. He can make rudimentary repairs to his vehicle. In addition, the character has one vehicle type in which he is particularly skilled at operating. While inside this vehicle, Norvan can perform difficult maneuvers under high stress (combat, etc). He is also proficient in repairing this type of vehicle (if given the proper tools and time). After he had finished learning about unarmed and weapons combat his instructors moved onto vehicle training. Norvan looks hopeful that in the future he will move onto space vehicles.

Starship Operations

The simulators in the training facility, gave him brief experience in managing certain operations on the ship bridge, in case the need would ever arise, he would take control of communication on a ship bridge.

Humanities

While many of his fellows were skilled entirely in combat he choose to concentrate on diplomacy, avoiding hazardous situations with words instead of violence. During one of his training sessions a fellow soldier became mentally unstable, threatening to shoot his instructor and class mates. Norvan managed to talk him down, before the incident got out of hand.

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 pair gloves, leather, black 1 pair boots, black (or khaki) 6 pair boot **Socks**, white 1 Belt, dark brown

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 Depends on gender and preference:

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

Weapons, Weapon Accessories

1 Pistol belt, black, with HHG holster 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

Norvan Wallace is currently a Private 3rd Class in the Star Military of Nepleslia . He receives a weekly salary of 50DA per week.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds

OOC Discussion

(OOC: This is my first character and I know it is by far the best I have ever done, so bare with me. Also I have stolen the skill examples and molded them for my own use. *Hangs head in shame.*)

Character Data	
Character Name	Norvan Wallace
Character Owner	wallace
Character Status	Inactive Player Character

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