


Wulfe Stones

Wulfe Stones is a [player character](#) played by [Foxtrot813](#).

Wulfe Stones



Wulfe Stones	
Species:	Nepleslian
Gender:	Male
Age:	20
Height:	5'10" (1.77m)
Weight:	165 lbs (77.8kg)
Organization:	<div></div> <div>Nepleslian Space Marine Corps</div>
Occupation:	Space Marine
Rank:	Private First Class
Current Placement:	4th Fleet

Physical Characteristics

- Height: 5'10" (1.77m)
- Mass: 176.37 lbs (~80kg)
- Measurements:

Build and Skin Color: having a white skin and with an athletic physique, Wulfe had a medium frame as per Nepleslian standards, somewhat short and stocky albeit with muscles that are as fast as they are strong thanks to the conditioning he received during his basic training. During the extra commando training he received from the IPG, his frame increased a small degree, while his muscles got more defined, like whipcord.

Eyes and Facial Features: He has dark brown eyes and is square jawed, with his most marking feature being the fact that he always seems to be frowning. His eyes, despite the seemingly neverchanging

expression, are always alight with the activity and alertness of someone who is a veteran.



Ears: round, human ears.

Hair Color and Style: Wulfe has dark brown buzz cut hair

Distinguishing Features: One circular entry and exit scar on the abdomen and left thigh.

Psychological Characteristics

Personality: After the events that led Wulfe to enlist for the NMSC, he turned into a sour, sarcastic and somewhat fatalistic individual, seeking to make a living and a career in the military life by starting from the bottom after the loss his inheritance and any prospects of leading a civilian life. He copes with any stressful situation by not caring, tends to only pay attention to the things that interest him and constantly strives to improve his skills, he dislikes people who seem to be pen-pushers and appraisers of their superiors to lead an 'easy life' and will more than often like to point that out.

Socially, although Wulfe isn't the kind of person who would actively seek any interaction or conversation that leaves the boundaries of his duties, he's the kind of blunt, insensible person who has more than often got into trouble for mouthing off his thoughts more than he should. Being a person of a few friends thanks to his shortage of optimism and compliments while having a more than large stock of blunt criticism and a fatalism to which he claims to be his own way of realism. Although he can be the master of the art of yapping and complaining, Wulfe will nevertheless obey the orders given to him as soon as they are given.

Professionally, although still maintaining his attitude, Wulfe has a wild card conduct, and if motivated, he

tries to be as much competent as he can for keeping his credibility, being a fast thinker and a fast learner, he can quickly adapt to a new situation and plan on how to solve it.

Lastly, Wulfe doesn't talk much about himself and even less about his childhood, and when he does he mostly describes the things he has done when he was younger rather than his family members or complains about the said family members, showing off great rancor and resentment.

- **Likes:** Operating power armor, reading, challenging himself when motivated.
- **Dislikes:** Apple polisher, things he deems uninteresting and demotivating, most forms of extra-official social interactions **and being buried alive**
- **Goals:** He strives to constantly improve himself and seeks to make a career and a living in the NMSC

History

Family (or Creators)

John Stones (Fater, deceased.) Laura Stones (Mother) David Stones (Younger brother)

Pre-RP

Born on planet Nepleslia and the first born a relatively wealthy family, His father working as an electronic engineer for Awesomecorp and his mother a owner of a small business. Wulfe managed to get a more higher-quality education thanks to his parents and much to his displeasure. Needless to say, he struggled through school, having earned a great deal of disapproval from his mother and brother, and reluctantly, from his father. This managed to brew what would later become a very serious family feud.

With Wulfe's mother being the matriarch of the family, she always had 'plans' for her two kids, for both of them to become renowned scientists, and any of them deviating from it would cause her disapproval, and consequently the disapproval of their father. While Wulfe's brother constantly acted to earn his mother approval, becoming the sort of favorite son, Wulfe deviated from that to seek his own goals, then definitely splitting any relations from the two brothers.

Any further attempt to fix that, however, was over when Wulfe was nineteen years old upon his father's death on a job accident, giving any support that Wulfe might have had from his father its end and prompting his mother say her ultimatum: He would either study and become a scientist, or he would be disinherited. Choosing the latter more from wanting to displease his mother and brother rather than to fulfill his own ambitions, he joined the NMSC.

Due to his personality, Wulfe had a hard time adapting to the routine and environment of basic training, more so from having grudges with the other recruits than from not being able to do what was told of him, only showing true aptitude when the basic training was over and he moved on to power armor training, which was something new and interesting for Wulfe, who had only heard about the operation of power armor through other people. Being motivated enough, he gave his best during the power armor training, earning some recommendations from his superiors thanks to his aptitude in operation power armor and

cleared for immediate deployment.

4th Fleet



Wulfe's first assignment was on 4th Fleet, where he was part of the Cavaliers. After being assigned to a squad by Captain Murdoch, and thrown at a wall, the marine realized much to his chagrin, he arrived between missions, and incidently during the squad's shore leave, and got himself into a fight along with the rest of the Cavaliers. The fight ended after one of the sailors was set ablaze by a marine after Wulfe being thrown at a wall, again.

[Training Mission 1.0] Welcome to Boot Camp. Again.

After the incident, Wulfe and the rest of his squad were involved in a battle simulation in a jungle environment. The marines were put inside 'boxes' that simulated the inside of a power armor for the training. During the simulation, Wulfe was seriously hit by the fake enemy, and managed to evade further damage until the conclusion of the simulation after the marines were reinforced by the fake allies.

[Side Mission] Admiral in Distress

Ironically enough, Wulfe's first mission wasn't in power armor, and neither was his first kill an NMX. He was directly involved in the rescue attempt of the (then) Rear Admiral Dominic Valken, being part of the squad of marines tasked with storming the admiral's house and taking out the mercenaries holding the admiral and his family hostage.

The marines were inserted by the rooftop with an additional sniper cover, rappelling towards the windows to enter the building. After fighting their way through the upper floor and releasing the admiral, who tagged with the them, the rest of the squad made their way to the lower floor where the mercenaries had prepared their last stand. After a short melee with the mercenaries, the hostages were secured and the mission concluded.

[Mission 5.1] Operation Roundhouse

Wulfe's next mission involved in performing boarding actions against the NMX fleet at Mwigflukbajik. The Cavaliers boarded one of the enemy warships, fighting through the narrow hallways and taking it room by room. During this phase of the operation, Wulfe tried to take cover from the raging fusillade that was occurring inside an enemy occupied room, which prompted the room's occupant to detonate a grenade, killing themselves and flinging Wulfe away from the room.

Once the marines had cleared that section of the ship, they proceeded to assault a large, cafeteria looking room, with the help of some "Bobs" combat robots. In the firefight, the marines managed to take the room, but the NMX leader also managed to escape and one of the enemy warship's aether core overloading, destroying it and shaking the ship the Cavaliers were in with the shockwave after the bridge had been secured.

[Mission 5.5] The Digging Cavaliers

On the Cavalier's next mission, Wulfe took part in securing a mining complex. The marines were airlifted there, and engaged a small contingent of infantry as soon as they deployed before storming into the single main building.

After a brief search and not finding any enemies, the Cavaliers went underground towards the mine. Upon descending, the squad was faced with two rooms to the side and a tunnel to the front. Wulfe proceeded to clear the rooms while the rest of the squad went on. After clearing the first room and proceeding to the next on, Wulfe was engaged by NMX troops entrenched inside the second room as soon as he got in. The marine went on to engage them instead of doubling back, calling for support from another marine.

The support came in the form of a RED High Explosive round, that when fired inside the close confines of the room not only threw the other marine out of the room but everything within, including Wulfe. Not only buried alive, Wulfe also suffered two injuries from metal bars that went through his armor.

He was eventually dug out by the rest of his squad, patched up by the squad's doctor and managed to carry on until the conclusion of the mission, but the experience unsettled him very much.

Skill Areas

Fighting and Physical - Power armor operation

Wulfe was taught in the basics of self-defense in the Funky City Boot Camp, apart from knowing how to operate the main weapons used by the Nepleslian military and physically conditioned for the amount of effort that his job requires.

In addition, Wulfe has a natural aptitude with power armor to the point where he can make it an extension of his body, which he didn't know up until the actual training with power armor on Funky City, having a faster reaction time and agility with the armor than most of the other recruits, giving him a small advantage.

Survival

Wulfe was trained on how to survive in a wilderness, he can build a shelter, hunt and forage for food, build a fire, etc. He can camouflage himself and knows the basics of an ambush.

Communications

Wulfe 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. Your character is fluent in Nepleslian. He can speak and write it 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

Strategy - Tactical aptitude

Apart from knowing how to understand and give out tactical commands and work with his troop to follow those commands efficiently. Wulfe has been intensively trained in discipline, although morale and motivation can still be a problem, and is able to recognize the command structure even while under a combat situation. The character is able to recognize ambush points. He knows basic math in order to calculate distances, etc, and can use a tactical map. Wulfe can quickly adapt to most of the situations, quickly reorganizing to react, giving him more mobility and flexibility on combat situations.

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
- Depends on gender and preference:
 - 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](#)
- A choice of one of the following sidearms (comes with brown pistol belt):
 - 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

Wulfe Stones is currently a Private 3rd Class in the Nepleslia: Military.

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds
Character Data			
Character Name	Wulfe Stones		
Character Owner	Foxtrot813		
Character Status	Inactive Player Character		

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