

# Maximillian Keno

Maximillian Keno is a [player character](#) played by [aendri](#).

## Maximillian Keno



STAR.ARMY

Maximillian Keno	
<b>Species:</b>	Nepleslian
<b>Gender:</b>	Male
<b>Age:</b>	24 (YE 36)
<b>Height:</b>	5' 10" / 177.8 cm
<b>Weight:</b>	143 lbs / 64.86 kg
<b>Organization:</b>	<a href="#">SMoDloN</a>
<b>Occupation:</b>	<a href="#">Intelligence Officer</a>
<b>Rank:</b>	<a href="#">Lieutenant (NSN)</a>
<b>Current Placement:</b>	<a href="#">Service to the Free State</a>

**Main Theme:** [Russia Privjet](#) - Basshunter (Now You're Gone) **Fighting Music:** [The Crow & The Butterfly](#) - Shinedown (Sound of Madness)

## Physical Characteristics

- Height: 5' 10" / 177.8 cm
- Mass: 143 lbs / 64.86 kg
- **Measurements:**

**Build and Skin Color:** Max is a scrawny little guy, with a very thin frame, and wiry muscles. He has long arms, and big (if scrawny) hands. He has very well tanned Caucasian, which seems off based on how much time he spends indoors.

**Eyes and Facial Features:** Max has a small, elfin face. His eyes are a light green-grey, accented well by very expressive eyebrows.

**Hair Color and Style:** Max has mid-length, unruly black hair. It's about 4 inches long, and lays moderately flat on his head, giving his hair a shaggy appearance to it.

**Distinguishing Features:** Max has tried his best to keep his appearance reasonably free of distinguishing features, on the principle of the thing. Thus, his only tattoo (a seven pointed two-tone star) is located high on his back, between his shoulder blades. Other than that, his description is fairly normal.



## Psychological Characteristics

**Personality:** Maximillian is a gambler at heart. he enjoys the risks involved in wagering, he just gets bored with the low level gambling (as he calls it) that casinos are based around. Thus, he habitually wagers on things that seem crazy, like survival in fights, or other such abnormal things.

He can be a bit abrasive at times because of this nature, as he may seem callous about other people, but he's actually a nice guy, more likely to wager on himself in a fight then put someone else in to wager on, preferring to risk his own things on wagers, not other people. He has a soft spot for people who are willing to reciprocate though, liking it when someone else is willing to put themselves on the line for something, or try as hard as they can.

- **Likes:** Wagers, ballsy people, games. He's developed a taste for whiskey and scotch.
- **Dislikes:** Cowards, and anyone who isn't willing to bet their own lives.
- **Goals:** Make the wager of the century.

## History

### Family (or Creators)

- Nicolas Keno
- Stephenie Keno

## Pre-RP

Maximillian Keno, or as he was born, Leonard Keno, grew up fairly normally. Or, at least as normally as someone who enjoyed wagering on things from a young age could grow up. He started small, with wagers against his parents (usually over things like doing chores), and regardless of the fact he tended to lose those (what with parents being horrible cheaters and all), he developed a taste for the idea behind those wagers.

This extended on into the rest of his life, including the time after both of his parents passed away due to sickness. As an only child, he had no desire to move on to a new family; after all, wasn't this just another bet, that he could manage on his own? And he did remarkably well after he started learning a bit of tricks that go with gambling, and he started doing even better when he moved on to his current preference, which is to say betting on the more unorthodox systems. This is when he picked up trick shooting, and other bits and pieces of magic.

Once he started to hit the age where he was old enough, he started looking at the military. He knew he was smart enough to make it in, but the deciding factor for him was the prospect of being able to try and pull some crazy gambles under the noses of whatever superiors he got to play with in the military. To that end, he went to the Naval Academy, and with his natural abilities added on to his skill at deception of one form or another, he made it through decently easily, getting a posting he considered decently easy as a Naval Intelligence officer away from the main fronts.

After several years of duty in a quasi-leadership position as security for one of Nepleslia's biggest science labs, Max has now been given a new duty (which he resisted for a time, losing out on his close proximity to casinos being a shame) assisting with frontier duties near the free state, as someone higher up decided his deceptive talents would be better put to use elsewhere.

## Skill Areas

### Knowledge (Intelligence)

Max can sort through intelligence and deliver up-to-date, reliable information to the commander of his ship, space station, or group. He is effective at writing "dummy" intelligence for enemies and can give it to agents to distribute in the field. He's had plenty of practice at extracting the information from reports given to him by others, and sifting through that information to find what's important.

He has also extended this skill into his realm of gambling, using misinformation and the collection of other information to his advantage in any way he can.

### Diplomacy

Maximillian can negotiate treaties and political functions and serve as a dignitary. He can deliver speeches to audiences and important officials. Max even knows how to behave across multi-cultural barriers and in the political houses of foreign powers without embarrassing himself. If he hadn't learned

this, he probably would've gotten in way more trouble than he should've at this point, just by offending people he's gambled against and won. He's also very practiced at smoothing things over with senior officers, and keeping various people in the chain of command both happy and uninterested.

## **Communications**

Max 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. He is fluent in Nepleslian, Yamataian, Abwehran, Seraphim. He can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. Max is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc). He is a natural linguist, and if he gets any real chance to look into a language he can pick up the rudiments of it within a short amount of time, well enough to make himself understood.

## **Fighting**

Max 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. Max is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.

He's learned a couple of trick shooting stunts, all with pistols, and is much more comfortable handling solid munitions pistols than any other firearm. He's a confirmed artist with a pistol at this point, having had several years to practice. So long as he's using his own guns, instead of a random gun, he can shoot with pinpoint precision if he tries, and even get rather remarkable accuracy firing from the hip or other non-standard positions.

## **Guerilla**

Max 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. This skill set extends to an urban environment, for the most part.

## **Strategy (Tactics/Discipline)**

Max 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). Max is also able to recognize ambush points. He knows basic math in order to calculate distances, etc, and can use a tactical map. He has a fair understanding of the basics of squad

level command, and can handle himself properly as a leader when needed.

## Rogue

Max is a gambler at heart, and his skills show it. Like a true gambler, he knows a multitude of tricks to turn odds in his favor. These range from card tricks, to rolling dice in a favorable manner, to basics of magic like misdirecting attention. This also involves things like shuffling in a special manner, or hiding cards and the like (possibly even a gun, though he tends not to). While stationed on Cirrus station, he had plenty of opportunities to brush up on his various skills, and is quite polished at most of his tricks now.

He's spent enough time in casinos, and less reputable gambling establishments, to be more than capable of holding his drink well, and knowing how to dress for the location, and, more to the point, the people he plans to be gambling with.

## Inventory

### Clothing

#### Uniform

- 2 Button-up short-sleeved overshirt, blue, with rank patches on shoulder pads and name plate
- 4 [T-Shirts](#), white
- 4 underwear, white
- 2 Blue jeans
- 1 Garrison hat, blue, with flash patch
- 1 pair of finger-cut gloves, leather, brown
- 1 pair of shoes, brown
- 6 pair boot [Socks](#), white
- 1 double-strap belt, brown

#### Bunkwear

- 2 T shirt, white, with fleet number on the right chest
- 2 Pairs of ankle length pajama pants, blue
- 1 Pair of slip-on flexi-shoes, brown

#### Workout/Swim

- 2 Short-sleeved mocks with fleet number on the right chest, blue
- 2 Work-out shorts, light blue
- 1 Pair of trunks, blue, fleet number on right leg

## Weapons, Weapon Accessories

- 1 Pistol belt, black
- 1 Automatic Pistol, [HAS-V4C](#)
  - 2 NAM ammunition extended magazines
  - Belt holster
- 1 [Zen Arms Covert Ops Pistol](#)
  - 3 magazines
  - Concealed carry chest holster

### Custom Equipment

Max is also currently the owner of a tuxedo he acquired on... slightly illicit terms. He needed it to carry out a mission he was given on Cirrus Station.

## Finances

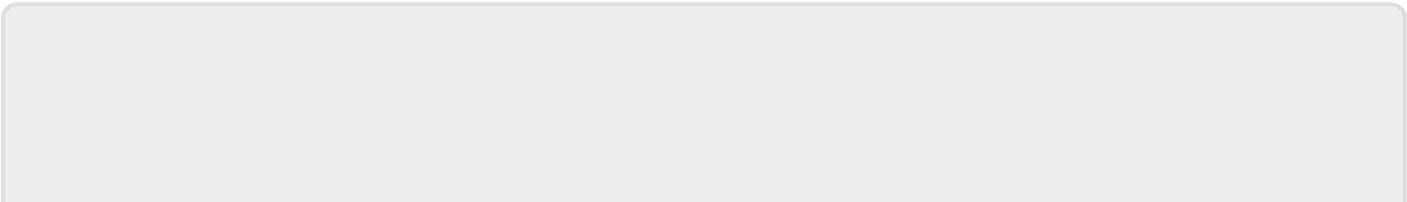
Maximillian Keno is currently a [Lieutenant \(NSN\)](#) in the SMOdIoN. He makes 500 [DA](#) a week.

Total Savings	Addition	Subtraction	Reason
23,687 DA			Starting Funds (2/11)
26,987 DA	3,300 DA		Pay (4/11)
28,187 DA	1,200 DA		Pay (5/9/11)
27,975 DA		212 DA	Zen Covert & accessories + gambling for the suit
121,975 DA	94,000 DA		Pay (12/1/14)
137,587 DA	15,612 DA		Gambling winnings
136,815 DA		772 DA	Max's Dress Jacket
131,955 DA		4860 DA	Max's Body Armor
128,985 DA		2970 DA	Max's Helmet
127,865 DA		1120 DA	Weapon's commissioned

## Notes

### Tub List

**This character is not available for adoption.**





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