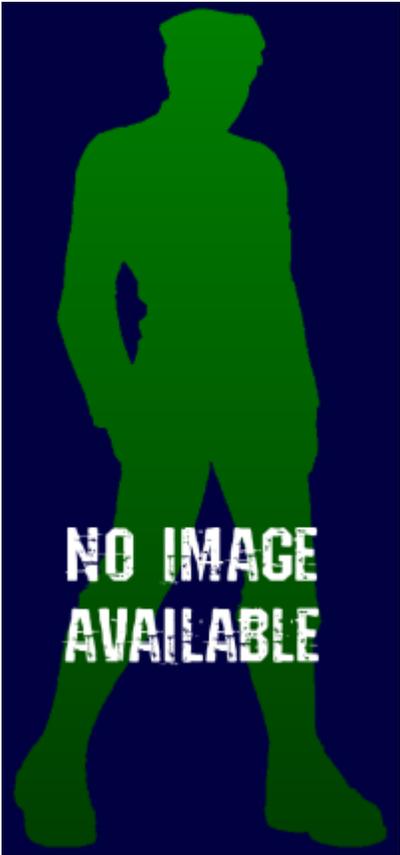


Craig Mulder

Craig Mulder is a [player character](#) played by [Leonardo](#).

Craig Mulder	
	
Species & Gender:	Male Human
Date of Birth:	7日 8月 YE 02
Organization:	Independent
Occupation:	Mercenary
Rank:	Veteran
Current Placement:	Expanding Horizons: Nephis Nights

Physical Description

A muscular and tall (6.9 feet x 260 pounds), fair skinned mature man, short and black hairs with a squared face and a pair of thick black mustaches.

A scar crosses his left eye which has been substituted by an old generation cybernetic eye implant, the other eye is normal and green. The rest of the body is full of scars and muscles.

Personality

Craig character, once friendly and passionate is now scarred after more than 20 years of wars and conflict.

Cold blooded and efficient, professional and always in alert, he cares little for his companions and if not ordered by his employer he will rarely save others, only if it benefits the mission. Because experience taught him that having deep connections with others may only lead to misjudgment and suffering.

He always has a tactic, always has strategy. His life is a battleground and loves it.

History

Born in [YE 02](#). Craig Mulder was native of [Khorsovarolor](#).

Son of a traditional family of the Khorsoi military, he grew up in the Military academy and graduated with high results, but when he was promoted to the rank of corporal he felt that high command didn't value him properly. Thus he resigned from the army to join an interstellar mercenary group. This decision was viewed as a treachery and desertion by his family, who never wanted to see him ever again.

In the years Craig was part of the group, he excelled at his work. He became one of the best and many of the members started to treat him like a leader, much to the chagrin of Marek. Marek betrayed him, out of fear for losing his own position. With the sacrifice of one of Craig's best friends, he managed to escape the self-destruction of his ship. A clear attempt on his life. Having survived, Craig sought revenge, managing to find out who supported the assassination attempt and killing them one by one. After these tragic events, Craig struck out as a lone wolf, offering his sword up to both government officials as well as freelance companies alike, as long as they paid.

His expertise didn't go unnoticed to the Khorsoi Command, who decided to hire him during the Khorsovarolor Occupation. Well versed in urban warfare and guerrilla tactics, Craig became vital asset to the army, and during the years he led the Khorsoi militia created to support the [Abwehran](#) peacekeeping forces. Vital enough to be offered the seat of Grand Master at the end of the conflict. Though he declined.

Many years later, Craig is still a mercenary, a really important one, and is well known in the sector.

Skills Learned

Communications

Craig have a decent padronance in multiple languages such as Yamataigo, Trade and Abwheran, mostly because of his continous necessity to talk with employers from all over the sector. Craig also knows how to encrypt and decrypt messages and to use many communication devices. He make also large use of formalities and etiquettes.

Demolitions

He has been taught during his youth in the Khorsoi Military Academy, how to properly manage explosives but the large part of his practice came during the Khorsovarolor Occupation war, where he had to use explosive charges and to work like a sapper to undermine the enemy lines.

Fighting

As a mercenary for over 20 years and a military academy student for other 5 years, Craig have a incredible skill on the use of power armors, weapons and martial arts. He daily train with his gunblade, he is not the best swordsman, but as an autodidact he reached impressive levels of dexterity with it during the decades.

Leadership

Craig is a natural leader, even if he doesn't want to he always emerge leading a group and influence them with his knowledge and skills. He also learned command basics, tactics and strategies during the academy and highly used them in the conflict when he had to lead an entire militia regiments in guerrilla tactics.

Physical

Mulder's combat style is completely acrobatic with jumps, flips, sprints, slips etcetera. He learned these while under Marek's mercenary group, in his first years on the job.

Survival and Military

He has been instructed rigidly in the trainings of the academy, and multiple times Craig has been in desperate situations with but just his body and few bullets in his pistol, either being in an ice planet or a jungle one. All of this in his long decade as a lone mercenary.

Starship Operations

Craig learned to use starfighters as a member of Marek mercenary group, in such everyone had to handle one of those to be perfectly autonomous for bounty huntings (one of the major profit sources of the group). He refined such skill by offering multiple times himself as escort for cargo ships and space traders. Surely he's not a great pilot, but a good one for sure.

Social Connections

Craig Mulder is connected to:

- The Mulder family.
- Jhonas Mulder, father and member of the Khorsoi military high comand.
- Alice Shiller, mother.
- Karl Mulder, brother, sergeant of the Khorsoi army.
- Lex Mulder, brother, died as soldier during the Khorsovarolor Occupation.

Inventory & Finance

Craig Mulder has the following:

Armor

[Revenant Power Armor R1-SPA](#) with digital black/grey camo

Addons: Military ammo slings that can carry a maximum of 4 20mm megazines on the torso and a modified [Scion Combat Hard Suit](#) with revenant power armor's implants

Weapons

- Longsword of Nerimium with Enhancement 1 : Combi Mount / Enhancement 2 : Heat Blade
- [BW-P2 "Wraith"](#) mounted on the longsword + 5 ammo megazines
- Bladed autocannon with 25 mm explosive projectile and 30 rounds on his belt attached to it
- [S6-Long Combat Knife "Cross"](#)
- 6 [S6-PG Plasma Grenade](#)
- 2 ["Judge" Variable Revolver](#)

Cybernetic eye implant

It is upgraded with multiple vision filters, a videocamera and small database.

StarFighter

[S6-MSF "Sparrow" Modular Fighter](#) fully equipped with FTL modules and fuel modules.

Others

- [Kouken-Class Escort](#) Named “Renascent” and painted in black.
- Autonomous Nurse Unit (YE 42 Salvage Giveaway, TC: 21-26, IC: 582-213-45)
- Recycled metal (YE 42 Salvage Giveaway, TC: 60-9, IC: 537-120-62)
- Lorath Shaman Leather Armor (YE 42 Salvage Giveaway, TC: 29-90, IC: 2667-777-116)
- Unfired Missile (YE 42 Salvage Giveaway, TC: 40-75, IC: 3057-732-111)
- Bucket of Paint (YE 42 Salvage Giveaway, TC: 31-15, IC: 491-207-43)

Craig Mulder currently has 165,000 KS.

OOO Information

This page was created by vergan on 12, 23 2018 at 17:10 using the [Character Template Form](#).

In the case vergan becomes inactive:

- Can this character be used as an NPC by a GM or FM? Yes
- Can this character be [adopted](#) after I've been gone for a year? Yes

Character Data	
Character Name	Craig Mulder
Character Owner	Leonardo
Character Status	Inactive Player Character
Approval Thread URL	stararmy.com/...

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

https://wiki.stararmy.com/doku.php?id=characters:ndc:craig_mulder

Last update: **2024/02/21 01:31**

