

Amelia "Amy" Jensen

Amelia Jensen



Amelia Jensen	
Species:	Nepleslian
Gender:	Female
Age:	34
Height:	6' 3" / 190.5 cm
Weight:	183 lbs / 83 kg
Organization:	Jensen's Bar
Occupation:	Cook
Rank:	Head Chef

Main Theme: [Sound of Madness](#) - Shinedown (Sound of Madness)

Amelia Jensen in Roleplay

Amelia Jensen is a [player character](#) played by [Aendri](#).

Physical Characteristics

Height: 6' 3" / 190.5 cm Mass: 183 lbs / 83 kg Measurements: 36C-20-38

Build and Skin Color: Amy is a tall, solid looking woman, who obviously has some kind of physical work experience behind her, because she's still got that underlying muscle tone from heavy work. She has darkly tanned skin.

Eyes and Facial Features: She has large, round, softly framed brown eyes, surrounded by a soft, young face. Her face isn't round, but there definitely aren't many sharp edges to it. Her nose isn't quite a button nose, but it's close.

Hair Color and Style: Amy wears her hair moderately short, in a bob cut. It's brown in color, but has faint reddish tinges to it. It doesn't quite cover up the top of a tattoo on her back.

Distinguishing Features: Her right arm is completely rebuilt from about the elbow down, though she had it covered with synthetic skin to keep up appearances. She also has a large tattoo of a tree on her back, with a silver crown on top.

Psychological Characteristics

Personality: Amy is a loud, open person. She isn't going to hide it if you annoy her or piss her off, and if you keep it up, she's most likely going to do something about it, and the permanency of what she does varies depending on how bad of a mood she's in.

This doesn't prevent her from making friends though. She likes talking to people, even if it ends with her

being annoyed, and has a very dry sense of humor that takes some getting used to.

In terms of romance and sexuality, she's never been too picky. She's not promiscuous by any stretch of the imagination, but she's not abstinent either. She hasn't been seriously involved with anyone in a couple of years though.

Likes: Cooking, guns... generally speaking, there's not much she doesn't like to start with. **Dislikes:** Annoying sounds/people/things, and straight assholes. She's also not big on smoking, though she does drink a bit. **Goals:** Get a place of her own, that she can honestly claim to be a major part of. Oh, and punch at least one Admiral/General/etc. in the face, just because

History

Family (or Creators)

- Albin Jensen (father)
- Evelina Jensen (mother)
- Hilda Jensen (little sister)

Pre-RP

Amy is one of those kids who grew up knowing exactly where she was going in life. With a father who served in the military his whole life, and a mother who served for years before her daughters' births, it was pretty much a foregone conclusion that either Amelia or her sister (possibly both) would join up eventually. With her sister being built like a twig, and having no desire to take part, Amelia pretty much shrugged and went with it. Straight out of school (where she did absolutely nothing spectacular), she joined up with the Marines (breaking her Navy father's heart) and spent ten years in the service, going pretty much wherever they sent her.

After finishing up those years (losing her hand at one point), she got out, and went on to do something that didn't involve listening to idiot with no clue what was going on. So she started bartending. Past a certain point, when the owner of the bar had gotten tired of her breaking customers for being either stupid or just plain annoying, he asked her if she had any experience cooking. Despite her complete lack thereof, she said she did well enough, so she started cooking to keep her away from the numerous idiots to be found in humanity.

Since then, she moved to a new, smaller colony to get a good opportunity at starting up a place she could place a bit of a claim to. When she sent a message back to her family, her sister suddenly showed up on her doorstep, saying that she needed a place to stay, and that's where things are now.

Skill Areas

Culinary

Amy has been cooking or serving food in one way or another for 7 years now as a job, and at least part time for herself. While definitely not a "master" chef, she's got a good range of things she can do well, and can do them all well on a consistent basis, which is about as much as she needs as a bar chef. If you can give her a recipe, she can probably come pretty close to getting it right on her first try, and she'll do better if you give her another chance.

Chemistry

In addition to cooking, Amy makes things from scratch for the bar. This includes sauces of her own design, as well as brewing alcohol of various sorts. She's much better when it comes to sauces than alcohol, but she can follow instructions on alcohol well enough to produce a reasonable result.

Fighting

Even if she hasn't been in the military for a while, that means nothing about how much Amy fights. She's still got the skills of a marine when it comes to shooting and fighting, but over time has gotten to be more of a brawler than a fighter anymore. She can take a hit very well at this point, and can deal hits of her own quite well, despite her clean, youthful appearance. She's handy with just about any solid munitions gun, though she prefers handguns (revolvers to be specific) and shotguns, just because of where she'd be using them if she needed to.

Communications

Amy 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 from her time in the military, though she's probably a bit rusty at this point. She can speak and write correctly and efficiently in Nepleslian (though legibility has never been her thing), is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc). She has picked up smatterings of curses from all sorts of places, but only really knows Yamataian well enough to converse in it outside of offensive phrases and gestures.

Entertainment

After spending a fair amount of time working a bar, it's more or less impossible not to get good at listening to others, and telling stories of your own, and Amy is no exception. She has heard all sorts of jokes, can repeat most of them from memory (though a large number of them are dirty), and knows a good number of tales (true or not) to entertain with. She's developed that vibe that some people give off that just makes her seem like the kind of person who listens well, and who is more than willing to sit down and chat.

Medical and Science

As a natural offshoot of her time at a bar, Amy can judge people's health fairly well at a glance, and can identify when it's time for someone to stop drinking and go home. When arguments arise over this specific time, she usually wins those arguments, and that's when the rest of her medical skill comes in. She's patched up enough idiots enough that they can get home after they did something stupid that she can approximate how bad an injury is, and at the very least stabilize any injuries, even if her limited skills can't straight out fix the injury up.

Rogue

Amy has spent enough time hanging around with the “shadier” elements of life in one bar or another that she's picked up more than a few things. She's relieved a person or two of their wallet (or keys) on an occasion where it was warranted, and she's got the smarts to know exactly how to use her looks and body to get what she wants out of people (and not just men). Last, but not least, she's picked up random little tricks along the way, like running a coin along her knuckles, or making things disappear under a napkin.

Inventory

Clothing

Normal

- 1 Black double-breasted, knee-length trenchcoat
 - SynAras, tightened weave
 - Built in comms system, next to throat
- 1 Black combat vest, grey flecking to break up the shape
 - Duramite impact plates, power weave
 - Air conditioning system, high-end sensor baffler
 - Rechargeable battery, 4

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
- 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
- 1 Bikini, green, fleet number on right breast.

Weapons

- 1 Revolver, [HHG 'High Hybrid Gun'](#), with 2 extra HJP magazines
 - 1 shoulder holster, HHG
 - 1 Pistol belt, black, with HHG holster
- [Electrified knuckledusters](#), 2
- [Styrling Man Cannon](#)
 - Black Leather Holster
 - Box of 250 Rounds
- [Close Quarter Weapon, 12 Gauge](#)
 - Box of 60 shells

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

Amelia Jensen is currently the Head Chef and Owner of Jensen's Bar.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
156000 DA	150000 DA		Pay for 17 years of work
117965 DA		38035 DA	Buying a flat
42965 DA		75000 DA	Investment in the bar
38165 DA		4800 DA	Jacket/Ballistics Vest

Total Savings	Addition	Subtraction	Reason
36560 DA		1605 DA	Guns

-250/month in bills and the like for a flat -1000/month in bills/expenses on the bar +1700/month in revenue

Notes

This character is not available for adoption.

Character Data	
Character Name	Amelia Jensen
Character Owner	Aendri
Character Status	Inactive Player Character
Approval Thread URL	stararmy.com/...

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