


Carl Burroughs

Carl Burroughs	
	
Species:	Nepleslian
Gender:	Male
Age:	21
Zodiac Sign:	Sagittarius
Height:	6'3"
Weight:	210 lb
Organization:	The Military Corps of the Star Military of the Democratic Imperium of Nepleslia
Occupation:	Space Marine
Rank:	Private Third Class
Current Placement:	

Carl Burroughs in Roleplay

Carl Burroughs is a [player character](#) played by [Phe0n1x](#).

Physical Characteristics

Height: 6'3" Mass: 210 lb Measurements: **Build and Skin Color:** Carl is tall and muscular, and somewhat bulky. He has an olive skin tone, yet muscular and lithe.

Eyes and Facial Features: Carl has a warm and friendly face. His one eye is hazel with flecks of green. He has a well-groomed full beard. **Hair Color and Style:** Carl has a mop of blonde, almost white, well groomed hair parted to the right. **Distinguishing Features:** Carl's left eye and right arm are cybernetic. He has numerous scars and bullet wounds on his torso and left arm.

Psychological Characteristics

Personality: Gruff and firm, yet friendly. His grudge with the NMX can jade him from time to time; however, he can normally control himself. On rare occasions Carl will lose control and go berserk when the NMX are in proximity and he is forbid to eliminate them. **Likes:** Booze, guns, women **Dislikes:** losing control, being over worked **Goals:** eliminate the NMX who killed his family

History

Family (or Creators)

Born to John and Jane Burroughs.

Pre-RP

At the tender age of five, Carl showed promising signs for marksmanship when he killed the family's favorite dog with his father's 9mm. While his mother was outraged, his father, John, was quite ecstatic. The very next day Carl learned "how to shoot like a man". When his parents weren't looking, he roamed around the neighborhood and killed off everyone's pets. Though the police never found out.

Upon reaching his teens, Carl immediately knew he wanted to join the military. The day before he shipped off, the NMX invaded his homeworld of Rok'Veru. He lost his left eye and right arm to the invaders as well as his family. Grief stricken, Carl made a slow recovery. Since that day he has sworn to eliminate the NMX from the galaxy as if to return the favor for his own losses.

Carl was prone to bouts of rage and violence when he went into battle against the NMX; though nowadays he has his rage under control...mostly. Outside of the battlefield, Carl could be described as one of the nicest guys you would know. However, when in combat his personality flips to that of a cold, uncaring man with a chip on his shoulder.

Unfortunately for Carl, the military wasn't for him. Taking orders was not something he enjoyed and he promptly left. Unfortunately, while he was gone his parents became extorted by the mafia. To solve this problem, he volunteered his services to the mafia to pay off his family's debt.

RP

NSS Acadia

Skills

Physical

Carl Burroughs is in excellent physical shape and has considerable endurance. Carl Burroughs is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.

Fighting

Carl Burroughs 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.

Communications

Carl Burroughs 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. Carl Burroughs is fluent in Nepleslian. He can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. Carl Burroughs is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

Survival

Carl Burroughs knows how to survive in hostile environments. He can build shelters, hunt and forage for food, build a fire, etc. Carl Burroughs can camouflage himself and is familiar with guerrilla warfare tactics.

Demolitions

Carl Burroughs can identify, manufacture, handle and dispose of explosives. With the proper tools, he can detect and disarm enemy explosives as well.

Strategy (Tactics)

Carl Burroughs 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). Carl Burroughs is able to recognize ambush points. He knows basic math in order to calculate distances, etc, and can use a tactical map.

Maintenance and Repair

Carl Burroughs is familiar with and able to fix most problems with vehicle components and to an extent, systems. While not necessarily well-versed on how a part functions and the theory behind each, they will be able to keep things operating within normal parameters.

Finances

Carl Burroughs is currently a Private Third Class in the The Military Corps of the Star Military of the Democratic Imperium of Nepleslia. He receives a weekly salary of 50 DA per week.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds

Inventory

Uniforms

- 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 Clothing

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

Weapons, Weapon Accessories

- [Nk-lr "Knuckler"](#) x2
- [HHG 'High Hybrid Gun'](#)

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.

Electronics

- Electronic Money Card

Character Data	
Character Name	Carl Burroughs
Character Owner	Phe0n1x
Character Status	Inactive Player Character

From:

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

Permanent link:

https://wiki.starmy.com/doku.php?id=characters:nepleslia:carl_burroughs

Last update: **2024/03/24 08:08**

