



Daniel Rand

Daniel Rand



Daniel Rand	
Species:	Nepleslian
Gender:	Male
Age:	26 Years Old (Born YE 08)
Height:	6'5" (195 cm)
Weight:	268.8 lbs (121 kg)
Organization:	 Nepleslian Space Marine Corps, Star Military of the Democratic Imperium of Nepleslia
Occupation:	Marine / Mechanic
Rank:	 Private 3rd Class
Current Placement:	NSS Okir'Shakai
Orders:	Presently Unavailable

Daniel Rand in Roleplay

Daniel Rand is a [player character](#) played by [Khasidel](#).

Physical Characteristics

Height: 6'5" (195 cm) Mass: 268.8 lbs (121 kg)

Build and Skin Color: Daniel is tall and has a heavily muscled build that comes as a result of fairly regular exercise and weight training. He has white skin which is only lightly tanned.

Eyes and Facial Features: Daniel possesses boyishly handsome features that make him seem like he is in his early twenties. Both of his natural eyes have been replaced with cybernetic ocular implants which give him the appearance of having emerald green irises that glow visibly.

Hair Color and Style: Daniel's hair color is a chocolate brown. He generally doesn't have any particular hairstyle - more often than not it's something of a scruffy mess that sticks out at odd angles.

Distinguishing Features: Daniel Rand's most noticeable features are his cybernetic eyes, which many find a little creepy. Obviously artificial, they have jet-black black metal scleras and glowing green irises.

Cybernetics:

- **Ocular Implants:** Daniel's cybernetic eyes grant him the ability to selectively utilize normal human sight, infrared thermal vision or low-light night vision. Additionally, Daniel can magnify his eyesight up to 20x the human norm.
- **Cranial Implant:** Essentially a small computer processor installed inside Daniel's head. With it, he can perform calculations, communicate wirelessly with nearby networks and other devices, store and review information, run computer programs or do with it most things which are usually possible on a basic computer. The computer's user interface presents itself to Daniel as a semi-transparent virtual overlay against his normal vision. A cranial data port is located on the back of Daniel's head where it meets his neck – this is utilized for direct information transferral with computer systems that lack a wireless connection.

Psychological Characteristics

Personality: Most who get to know Daniel Rand come to think that he's a fairly decent and surprisingly intelligent guy... if a bit annoyingly optimistic at times. Even when it seems like everything's headed for hell in a hand-basket, Dan usually puts on a cheery face and tries his best to boost morale. He likes to socialize, flirt with girls and loves going partying with his mates when off-duty. However, he can be slow to form strong attachments with other people until he gets to know them better. Once someone gains his trust, though, they can always count on him through thick and thin.

After living on the streets for years and surviving the gang wars and rampant criminal elements, Daniel has learned through necessity how to take care of himself... and after having to deal with gangs and various criminals on the streets, he doesn't respond well to bullying or threats.

Daniel has always had a voraciously hungry mind, with a desire for practically any technological, scientific or medicinal fact he can lay hands on. Even as a teenager his knowledge and expertise gave him an unusual talent for machines – allowing him to scratch out a living patching up busted vehicles and fixing computer systems.

Likes: Reading, exercise, loud music, strong drink, burgers, fixing things, breaking things, making things, girls, awesome machines, generally anything sciency and his own special brand of 'cool' or 'awesome', fiery explosions, big guns, assorted vehicles and armor.

Dislikes: Boredom, gangs, criminals, idiots, liars, laziness, 'Squids', lack of girls.

Goals: Aid the Imperium's rise to greater power, increase his skills and have his abilities recognised.

History

Family

- *James Rand (Father)* - **Deceased**

- *Helen Rand (Mother) - **Deceased***
- *Angeline Bryce (Step-mother)*
- *Rebecca Bryce (Step-sister)*

Pre-RP

Daniel was born in [YE 08](#) to James and Helen Rand, in [Funky City](#) upon planet [Nepleslia](#). His parents were successful, being part of the [Freeman](#) social-class upon Nepleslia prior to their deaths in the crossfire of a gang shoot-out when Daniel was thirteen. With no surviving family, Daniel ended up living on the streets by himself for several months before being taken in by Angel Bryce, a Streeter mechanic and computer hacker who lived and worked in the slums.

For several years, Daniel lived with Bryce and her daughter, learning from her. Over time, he became quite skilled in repairing assorted vehicles and proving that he had was knack with many different technologies. Additionally, he got himself cybernetically augmented with implants that could help him in his work.

After living in the slums for more than a decade, Daniel grew tired of life on the streets and being forced to work for gangs and criminals like those who killed his parents in order to survive. He enlisted in the Nepeslian military to get out of the crime-ridden, stifling environment and make a better life for himself.

In The Roleplay

Daniel has just completed his NSMC training.

Skills

Communication

Due largely to his basic marine training, Daniel is skilled in the operation and procedures relating to basic communication devices, allowing him to send and receive transmissions through a variety of equipment such as headsets, ships, ground vehicles, power armor etc, both during battle and outside it.

For use in the field, Daniel has also been trained in the use of military hand signals and signal lights as an alternative means of communicating with other soldiers.

As it is his native language, Daniel is fluent in Nepleslian and has enough writing skill to efficiently compose reports, fill forms, issue instructions and other basic tasks. Daniel also can speak broken Yamataian, having picked up a fair number of words and the basic sentence structure from interacting over the years with Geshrin living on Nepleslia.

Fighting and Physical

In boot camp, Daniel received some fairly intensive hand-to-hand combat training that was focused upon teaching him the skills necessary to disable or kill many of the opponents he might encounter whilst unarmed. He was also trained in the use of a variety of weapon types including pistols, knives, explosives and various rifles. Daniel is also trained to efficiently utilize Nepleslian varieties of power armor.

Due to his military training and routine exercise, Daniel is in excellent physical shape and has considerable endurance when compared to an average Nepleslian.

Survival and Military

Daniel has been trained for field combat activities such as covert infiltration and ex-filtration, survival, escape, resistance and evasion activities, surveillance and combat reconnaissance. He has also been trained to be self-sufficient whilst cut off from his allies, reinforcements or supplies. Finding water, land navigation, shelter construction, hunting, signaling, camouflage are all skills he has been trained to utilize as a marine.

Strategy and Tactics

Daniel has been trained to understand and efficiently follow tactical commands as part of a military troop, and is able to recognize the command structure even whilst working under extreme pressure such as is present during combat. He has also become proficient working as part of a team, having been intensively trained in military discipline.

Through his training, Daniel has also gained some ability to create tactical plans, use tactical maps, think up strategies and issue combat instructions himself. He also possesses the ability to recognize and utilize locations of strategic importance for his missions, such as ambush points.

Maintenance and Repair

Daniel is highly proficient in maintenance and repair duties. Not only is he personally interested in various military technologies, he has had considerable experience in the operation, maintenance and repair of vehicles and assorted tech since his early teenage years.

His training has been extensive and his experience with a variety of both civilian and military systems has given Daniel a broad base of technical knowledge to draw upon when it comes to adapting to new or different types of technology. Additionally, thousands of hours spent working with all manner of components has greatly prepared Daniel for working not only on mechanical systems he is familiar with, but also becoming acquainted with new ones.

Technology Operation

Daniel is quite capable of operating most computers and is familiar with variety of different operating systems. He is able to fully utilize most operating systems in order to acquire needed information and additionally, Daniel is highly capable with the sorts of tools and systems used for maintenance, repair, and engineering projects, due to his extensive experience as a mechanic.

Daniel's advanced programming knowledge coupled with the abilities of his cranial implant allow him to rapidly create complex algorithms to decode data and fashion programs to hack through digital firewalls and protections within all but the most heavily fortified computer systems - though this can take time depending upon the level of protection in place.

As part of his military training Daniel has become quite skilled in utilizing the operating systems of Nepleslian power armor. He knows how to monitor data from the power armor of other marines, how to fully utilize the tools and devices incorporated into power armor and how to remotely control drones using a power armors comms system.

Engineering

Daniel, in a manner similar to his aptitude with maintenance and repair has become quite proficient with act of mechanical engineering. He has thought up a number of small technological innovations that presently exist only inside his head, as he hasn't had the chance to give them physical form as yet. Probably sometime soon, Daniel will adept to put his engineering skills to use in order to breathe life into his ideas.

Inventory

Daniel Rand possesses the following items:

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
- 4 pairs green ankle [Socks](#)
- 1 pair green low-top sneaker shoes
- 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](#)
- 1 Pistol, [Styrling Silver Special .45 Caliber](#), with 2 extra magazines

Miscellaneous 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

Daniel is currently a [P3C](#) in the [SMDION](#).

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
Character Data			
Character Name	Daniel Rand		
Character Owner	Khasidel		
Approval Thread URL	stararmy.com/...		

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