

# Horatio Carver

Horatio Carver is a [player character](#) played by [Demibear](#).

Horatio Carver	
<b>Species &amp; Gender:</b>	Nepleslian Male
<b>Date of Birth:</b>	YE 21
<b>Organization:</b>	Nepleslian Space Marine Corps
<b>Occupation:</b>	Marine Gunner
<b>Rank:</b>	Private
<b>Current Placement:</b>	

## Physical Description

Horatio Carver is a half ID-SOL, standing at an imposing height of 6'7" (200 cm) with a muscular build, weighing around 260 lbs (118 kg). He has short-cropped black hair and piercing blue eyes. His ID-SOL heritage grants him enhanced physical attributes, such as increased strength, endurance, and agility.

## Personality

Despite his intimidating appearance, Carver is known for his quick wit and strong sense of camaraderie among his fellow Marines. His determination and resilience are evident in his ability to bounce back from setbacks and continue to excel during Recruit Training. Carver is also highly adaptable, showcasing exceptional marksmanship skills. In addition, he possesses a strong moral compass and is fiercely loyal to his comrades.

## History

Pre-RP

Horatio Carver was born in YE 21 on [Planet Nepleslia](#), Horatio Carver displayed an early interest in military service. He enlisted in the [Nepleslian Space Marine Corps](#) at the age of 18, quickly distinguishing himself as a formidable marksman during Recruit Training. His proficiency in combat and physical prowess earned him the opportunity to participate in the prestigious [Marine Sniper](#) training program. Carver excelled during the program, showcasing exceptional marksmanship and an innate ability to remain unseen in various environments.

However, during the final exercises of the Marine Sniper program, Carver experienced a momentary lapse in judgment that led to his failure. Tasked with eliminating a high-value target in a simulated combat environment, Carver hesitated at a crucial moment, allowing the target to escape. This hesitation

cost him not only the success of the mission but also his chance to become a Sniper Scout.

Given his enhanced strength and heritage, Horatio was reassigned to function as a [Marine Gunner](#).

RP

*To be written*

## Social Connections

Horatio Carver is connected to: Who?

## Skills Learned

### Communication

Horatio is familiar with basic operation and procedures of radio and communications equipment and can both make and receive transmissions other DloN military personnel through headsets, ship communications systems, ground vehicles, power armor, and shuttles both in combat and out of combat with the proper discipline and procedures necessary to make their transmission and intentions known by the receiver. He is fluent in Trade and Yamataigo. Lastly, he is able to speak and write both correctly and efficiently to a degree and can write reports, fill forms, issue orders under fire, field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

### Fighting

Horatio washed out of NSMC Sniper training. As such he is fully trained in the Imperium's hand-to-hand and firearms-related combat techniques. He is an exceptionally skilled marksman and hand-to-hand combat thanks to his above average hand-eye co-ordination and spatial awareness. He has training in all available weapons platforms large and small in the operation, maintenance, repair, and function of all DloN issued weapons in an out of their profession from the smallest handgun to the largest of powered armor based weaponry. He is capable of creating and holding a base of fire, supporting the assault of their fellow Marines, identifying and leading targets from long distances with concentrated bursts and how to effectively combat powered armor and light vehicle platforms with their weapons.

### Survival

Horatio is trained to live off the land without resupply. He can make fire, survive in the cold without fire, identify edible plants/animals and navigate with the use of electronics or maps. He is well informed of different environmental factors and how to return to friendly elements should he get seperated. He also recieved additional survival training from his Sniper training, able to cover his tracks and remain difficult to find while surviving.

## Strategy

Horatio is trained to understand combined arms operations, utilizing [Navy](#) and Marine airborne assets to support their own operations. They also learn how to plan and execute various non-standard operations such as commando raids, reconnaissance, urban, jungle, desert & arctic warfare as well as starship boarding operations. He is also familiar with combat tactics and the differences between power armor and light infantry operations.

## Knowledge

Horatio is trained to know exactly how any given bullet will perform based on a wide variety of factors including but not limited to caliber, velocity, grain, twist rate, barrel length, material, design, atmospheric conditions and so forth. The calculations they make to ensure a round hits its intended target are an almost sub-conscious process most Marine Snipers sometimes catch themselves conducting unintentionally in their down-time. Psychology also plays a key role in the art of Sniping, with the individual behind the scope needing to make decisions about the ramifications of what happens when they pull the trigger and what targets to engage first, even where the enemies might first start looking for the shooter's position.

## Physical

Horatio has better breathing and stamina management compared to the average marine due to the increased cardio training. He is capable of running and swimming for miles in full gear and still capable of slowing his body movement to ensure his shot grouping is tight (controlled bursts). He can stay awake for long periods of time, capable of ignoring the detrimental effects of fatigue and eye-strain.

## Repair and Maintenance

Horatio received additional training in weapon maintenance. He has the same intimate relationship with his full automatic weaponry as snipers have with their rifles.

## Inventory & Finance

Horatio Carver has 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, brown
- 1 pair boots, brown
- 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, black
- 4 pairs green ankle [Socks](#)
- 1 pair green low-top sneaker shoes
- Depends on gender and preference:
  - 1 Pair of trunks, green, fleet number on right leg

## Weapons and Weapon Accessories

- 1 [M115 SPAID](#)
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- 1 Automatic Pistol, [Na-W/P-08 Heavy Automatic Sidearm](#), with 2 extra regular ammo magazines.

## Accessories

- 1 pair identification tags, metal, with name and hometown
- 1 [Canteen](#), 1 quart
- 1 [AwesomeCorp DataJockey](#)
- [P7 Pamphlet](#)
- 1 Wallet with the Marine Corps Insignia plated on it.
- Starting pay of: 6000 [DA](#)

## OOO Notes

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- Can this character be used as an NPC by a GM or FM? YES
- Can this character be [adopted](#) after I am gone for a year? NO

Character Data	
Character Name	Horatio Carver
Character Owner	<a href="#">Demibear</a>
Character Status	Work In Progress

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