

# Jason Carver

Jason Carver is a [Active Player Character](#) played by [iaincarter](#).



Jason Carver	
Species & Gender:	Male <a href="#">ID-SOL</a>
Organization:	<a href="#">Star Military of the Democratic Imperium of Nepleslia</a>
Occupation:	<a href="#">Marine Infantry - Combat Specialist</a>
Rank:	<a href="#">Private</a>
Current Placement:	<a href="#">NSN Eagle, 4th Fleet</a> ( <a href="#">Plot: Lost in the Void</a> )

## Physical Description

- Jason is an ID-SOL whose base genome was developed from [Hanyadi](#) stock. As a result, he is solidly built with broad shoulders and dense, well-defined musculature the likes of which hardcore bodybuilders would aspire to. As displaying said musculature in a variety of poses is an ancient manly competitive tradition, Jason keeps his torso shaved and makes sure to have an emergency supply of oil on hand for any sudden such contests.

- As one might expect of an ID-SOL, Jason stands at 7ft and 7in (231cm) and weighs in at 298 lbs (135 kg). True to his genome, his skin is of a darker, brown shade reminiscent of chocolate. Especially when oiled. In terms of facial features and complexion, Jason appears to be in his mid-to-late twenties. His eyes are obviously cybernetic, bright-red in colour with glowing orange pupils. When trying to be incognito, he will wear a pair of dark sunglasses, completely ignoring the fact that his eyes are bright enough to still be visible through the lenses. Jason's ears are also obviously cybernetic - although appearing like normal human ears, they are chrome-plated.
- His facial hair is styled for maximum manliness while remaining easily maintainable in the field. His medium grey hair takes the form of a flat top style that is 2 inches long and tapers down to his ears where it joins the large sideburns that run along Jason's jaw but stop at the outside corners of his mouth. Above his lips rests his pride and glory - a thick, but neat, handlebar moustache that drops on either side to the end of the sideburns.
- In terms of obvious cybernetics, aside from the eyes and ears, Jason possesses a full left hand replacement after losing the original when dared to shoot it with a shotgun at point blank range to prove his manliness. In keeping with his stealthy styling, the cybernetic hand is chrome-plated and can be used in a pinch as a mirror to peer around corners or ensure his moustache remains correctly styled. The cybernetic eyes offer additional viewing modes of thermal and lowlight vision. The cybernetic ears allow for enhanced hearing and improved situational awareness. In addition, Jason has a testosterone booster implant.
- Jason was designed to give off a smoky, vanilla scent with notes of amber and cinnamon. His voice is a pleasant, deep baritone that certainly suits his build.
- As a consummate bastion of manliness, Jason is oft to be found with a cigar in his mouth.

## Personality

- Like most pure ID-SOLS, Jason is naturally immature with the stereotypical fascination for all things manly and macho. This extends to accepting idiotic challenges when such is described as an act of manliness, although Jason has gotten slightly better with restraining the urge to automatically accept such challenges since he lost his left hand.
- Generally jovial and coming at life with the attitude that what doesn't kill him makes him stronger, Jason is friendly to those around him. As long as they are Nepleslian, at least, because he is a) unsure how trustworthy others are and b) knows you can trust someone wearing the Nepleslian uniform. Jason can be supportive, but prefers to let people learn to be stronger on their own. He does tend towards being protective of his fellow marines when it comes to outside interference though.
- Possessing the natural confidence of a man who knows he is larger, stronger and manlier than many around him, Jason tends to move smoothly and efficiently like the apex predator he knows himself to be. This also contributes to his bold and direct approach to challenges.
- Jason exists to serve the needs of the Nepleslian Military. He's fairly certain that with time, he will pick up other goals and desires but he's not there yet. Until then, he's a loyal soldier and the organisation's values are his own and he works hard to make sure he stays in fighting shape.

- Although not quick to anger, once he is triggered the gloves come off and Jason develops a focus on dealing with the source of said anger as directly and efficiently as possible, sometimes at the risk of his own wellbeing.
- A part of his post-action routine has become the systematic maintenance of his gear, especially the close-combat weapons he uses.
- Jason also expends what is probably an unhealthy amount of time and energy into the maintenance and care of his moustache.

## History

### Background

- Jason Carver was 'born' on 30日 2月 43 in ID-SOL production facility on [New Bernese](#) operated by the [Star Military of the Democratic Imperium of Nepleslia](#).
- After 'graduating' from the facility, Jason entered service with the [Nepleslian Space Marine Corps](#). This choice was influenced in no small part by his high regard for the [309th](#) that had only years previously saved New Bernese from the reds and fatnecks. His [basic training](#) as Marine Infantry lasted for five months.
- During his first posting, Jason quickly showed himself suitable for further training in a more up-close-and-personal approach to combat. His Sergeant worked with him during 'downtime' to develop these new skills. This would eventually result in him earning a Combat Specialist certification and, soon after, reassignment.

### NSN Eagle, 4th Fleet (Lost in the Void plot)

- Assigned as Combat Specialist to the marine detachment of the NSN Eagle, an Atlas-class Destroyer tasked with locating three missing heavy corvettes that disappeared in an area known for starships going missing.
- Posts: [1](#), [2](#), [3](#)

## Skills Learned

### Basic Training

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

- **Fighting:** Your character 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. The character is in excellent physical shape and has considerable endurance. The character is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.
- **Survival:** The character knows how to survive in hostile environments. He can build shelters, hunt and forage for food, build a fire, etc. The character can camouflage himself and is familiar with guerrilla warfare tactics.
- **Strategy (Tactics/discipline):** The character 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). The character is able to recognize ambush points. He knows basic math in order to calculate distances, etc, and can use a tactical map.

## Occupational Training

- **Close-Quarters Combat:** The character has received additional training in CQC as well as breaching procedures, room clearing and the use and maintenance of appropriate weaponry for working in 'up close and personal' combat range.

## Social Connections

Jason Carver is connected to:

- Unnamed Technician - supervisor for development batch, effectively Jason's parental figure
- Unnamed ID-SOL's - developed in same batch, effectively brothers
- Unnamed Sergeant - instructor during basic training
- Unnamed Private - 'battle buddy', first posting
- Unnamed Sergeant - close quarter combat instructor, first posting
- Unnamed Lieutenant - platoon leader, first posting
- [Kawa Euikoshi](#) - Cute green-haired science specialist Jason met at a beach party in [Yumiuki](#) while [Traveling Around Planet Yamatai](#). She invited him back to her hotel room she shared with [Pidole Henitot](#) and [Dr. Poppy Pink](#).
- [Anna Kaine](#) - friend and former teammate

(Please Note - Deliberately left unnamed so other players can use them as connection points should they so wish. Will come back and flesh out any that become important in the future)

# Inventory & Finance

Jason Carver has the following:

## 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)
- 1 space suit, [EM-G7 Emrys Environ suit](#)

### 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
- 1 Speedo, green, fleet number on right cheek

## Weapons and Weapon Accessories

- 1 [M43 Nova Rifle](#)
- 1 [CQBS-12](#), named Boomer
- 1 [Utility Combat Knife M01A](#), named Ms. Stabby
- 1 [Marine Combat Axe Model 01c](#), named Chopper
- 1 Revolver, [HHG 'High Hybrid Gun'](#), named Blammo, with 2 extra FMJ magazines

- Pistol belt, brown

## Bags

- 1 [Duffel Bag](#)
- 1 [Laundry Bag](#)

## 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.
- 1 'Nic Bomb' brand cigar box containing a dozen slow-burn 'ID-SOL sized' cigars of various flavours
- 1 Photograph, [NNN Girl's](#) underwear shoot, circa YE 32, laminated, 'slightly used'
- 1 Poster, [Minnie Valentine](#) Hero Tour promotional, circa YE 43

Jason Carver currently has 6000 [DA](#).

From [Halloween Salvage Giveaway 2023](#):1.Subspace transceiver, ship 2. Box of NAM Bullets (400 Bullets) 3. [A starship's bridge](#) (use in a ship or in a bunker etc.)

## OOC Information

This page was created by iaincarter on 03, 29 2023 at 20:16 using the [Character Template Form](#).

In the case @@Character Owner@@ 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

Unnamed characters in the social connections section are available should you wish to use one to connect to Jason.

Character Data	
Character Name	Jason Carver
Character Owner	<a href="#">iaincarter</a>
Character Status	Active Player Character
Plots	<a href="#">Lost in the Void</a>

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