


Jim Calypto

Jim Calypto is a [player character](#) played by Jim Calypto.¹⁾

Jim Calypto	
	
Species:	Nepleslian
Gender:	Male
Age:	19
Height:	1.8m
Weight:	90
Organization:	Star Military of the Democratic Imperium of Nepleslia
Occupation:	Engineer
Rank:	P3C
Current Placement:	

Preferred Plots:

- 1. NSS Altomir
- 2. 4th AASP Fleet
- 3. NSS Venus

Physical Characteristics

- Height: 1.8m
- Mass: 90
- Measurements:

Build and Skin Color: He has narrow shoulders, but strong arms. His skin is a light brown.

Eyes and Facial Features: He has two cybernetic eyes, purple in colour, Straight, white teeth and a nose that appears to have been broken.

Ears: His ears are regular looking.

Hair Color and Style: crew cut black hair with stylish sideburns.

Distinguishing Features: His legs are uneven, the left one slightly shorter than the other. The shorter one has a cybernetic upper leg, and his real leg attached below. Most of his boots have been modified to hide the limp. He is left handed.

Psychological Characteristics

Personality: "Jim is pretty outgoing, always has been from what I know. He's the life of the party quite often, but just don't ask about his limp. See those eyes of his? Built them himself, he'll tell you. That's why they're purple, he likes being noticed. Tells a good yarn, too. Well, that's Jim when we're off the clock. But he's a soldier, and fights like a Streeter. Tough, fast and dirty. We all like our job, but he, well! It's strange, when he's repairing a machine, even in combat, he treats it like a medic treats a wounded man. Anyway, that's Jim."

- **Likes:** The ladies, tinkering with machines, Parties, combat action
- **Dislikes:** His leg, boredom, Posh officers
- **Goals:** Gain a promotion, go to war

History

Family (or Creators)

Father: Zebulon Calypto Mother (Deceased): Freya Calypto Brothers: Dylan (Deceased), Junior Sister: Freya-Grace Jim is the second eldest, after Dylan.

Pre-RP

Jim wants to get away. His father was an "Ant" engineer, who taught him the basics of the skill. Jim never

liked it, and used to run with Streeters as much as he could. His father hated it. Dylan used to be the same, until he died. Zebulon didn't want to lose another son.

A fall stopped that. Jim was running from a rival gang through a condemned building when the floor gave way. He fell three floors, and his leg was almost torn off. His gang found him and managed to get him to a doctors before he bled out. The doctor cobbled together a cybernetic leg from scrap and Jim's flesh. It wasn't perfect. It wasn't even. But the Doctor had done it in such a way, no other cybernetic expert could correct it.

However, Zebulon was glad his son finally stayed off the streets. Business wasn't so good. The Calypto's main customer, a large gang boss, was "put out of business" - permanently. At 18, Jim decided to volunteer for the army to get money for his family. He just scraped by in the physical, and joined the Marine Infantry. Soon after, Jim's proficiency with machines was discovered. He was volunteered to become an engineer. But he still can't fix his leg.

Skills

Communication

- Basic understanding of Radio operation in all situations
- Fluent in Nepleslian, written and spoken
- Feild communications proficiency, electronic and otherwise (hand signals, flashing lights, etc).

Fighting and Physical

- Follows a Personal Fitness regime
- Extensive Firearms Training
- Trained Hand to Hand combat
- Trained Power armor operation
- Has "Streeter" skills
 - Impromptue weapons
 - Gurella tactice (aka running and hiding)
 - Close-quarters combat

Survival

- Trained in Wilderness Survival
- Has "Streeter" Survival instinct

Strategy

- Basic tactics understanding
 - Different roles of infantry

- Utilisation of Airborn support
- Correct conduct and procedural knowledge
- The “Daily Drill”:

Engineering

- Prior knowledge from working in his father's shop.
- Rigorous army training on virtually all the equipment in the Nepleslian inventory. Including:
 - Ability to make combat repairs
 - Proficiency in machine's inner working, and the ability to modify them
 - General maintenance work
 - Able to be of use as an engineer aboard a starship, in combat or peace.

Maintenance and Repair

A born tinkerer

Entertainment

Can spin a great story. Truth? Sometimes.

Inventory

Jim Calypto 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, black
- 1 pair (slightly modified) boots, black
- 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 Dress boots (modified)

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 long trunks, green, fleet number on right leg

Weapons and Weapon Accessories

- 1 [M3 Assault Weapon System](#)
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- 1 Revolver, [HHG 'High Hybrid Gun'](#), with 2 extra HJP magazines

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.
- Starting pay of: 6000 DA

Finances

Jim Calypto is currently a P3C in the [Star Military of the Democratic Imperium of Nepleslia](#).

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds
Character Data			
Character Name	Jim Calypto		
Character Status	Adoptable Player Character		
Approval Thread URL	stararmy.com/...		

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<https://stararmy.com/roleplay-forum/threads/new-character-jim-calypto.8897/>

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