

# Krex "K-Rex" Valt

Krex Valt is a [player character](#) played by [Viralyte](#).

Krex Valt	
Species:	Nepleslia
Gender:	Male
Age:	22
Height:	5'8"/1.75m
Weight:	145 lbs/65kg
Organization:	Nepleslian Space Marine Corp
Occupation:	Combat Engineer
Rank:	P3C
Current Placement:	

Preferred Plots:

1. The Francia Frontier

## Physical Characteristics

- Height: 5'8"/1.75m
- Mass: 145lbs/65kg

**Build and Skin Color:** Krex is lean and relatively small for a marine, lacking the bulk that a majority of marines tend to exhibit. He has a dark tan complexion that he was born with.

**Eyes and Facial Features:** Krex has muted, green eyes and a sharp, beak shaped nose that isn't particularly attractive.

**Ears:** Nothing particularly odd or of note.

**Hair Color and Style:** Black hair with chopped, almost to the skin, hair on the sides with about an inch and a half of hair on top. Usually barely within regulations, but he doesn't really care if it is or not.

**Distinguishing Features:** Krex has a small scar on his lower left lip that extends for about an inch downwards.

## Psychological Characteristics

**Personality:** Krex isn't a team player. He barely puts up with his team to get the mission done, but will rarely take any joy in teamwork. Raised on the streets of Prime, he turned to himself to get things

accomplished, never asking for help nor wanting it. He rarely takes part in festivities and grudgingly puts up with his unit members. He can be quite a bit of a loner, but he will still participate when he is required. He is a minimalist, preferring to take only what he thinks he might get him by and never wasting money or items. He prefers to reuse parts than replace with new. He has a rather odd dislike of infantry grunts, simply because they always break shit, requiring him to fix it and interact with them.

- **Likes:** Techno Metal, Himself, Recycling, Money
- **Dislikes:** Waste, Most People, Infantry
- **Goals:** Get by til his contract expires with as much money as he can get.

## History

### Family (or Creators)

**Father** Patrick Valt (Deceased)

**Mother** Cynlia Valt (Deceased)

### Pre-RP

Born on the streets of Funky City to Cynlia and Patrick Valt, he was born into disaster. His father being an alcoholic and old gang member and his mother dying in childbirth, caused quite a bit of tension in his family relations. Krex was easily swayed into the gutter runners that populated Funky City's lower end districts. Krex learned fast that people lied, and trust got you killed. He made himself a nice little life avoiding his father and running as a courier. Messages, packages, anything that paid, he would move from one point to another.

His life as a gutter runner was thrilling for Krex. He heard things meant for certain people, learned back alleys and secret passages, and most of the time, had the inside scoop on whatever was going on in his neighborhood. He made a decent life, earning money as a runner while his drunken father kept the lights on. Having never forgiven his son, but accepting his responsibility as a father, his dad took care of him when he needed it. Krex didn't pay the man any mind, preferring to trust in his own abilities and secretly thinking he could live without the crotchety old man.

Coming home to an empty house one night didn't hurt much, but it did pose a problem for young Krex. He hadn't the money to live there and his work money had soured his taste to gutter trash living. He quickly tried his hand at other jobs before he was eventually kicked out for squatting. Krex lived for a time taking sleep where he could, falling into this gang or that gang, never doing anything to jeopardize his position. A stray flier for the NSMC enticed him with everything he was struggling to get as is; warm meals, good pay, and a place to lay your head. He eventually made his way to a recruiting office and was shuttled off for Combat Engineer training.

Krex was at first shuttled off to a unit stationed on a minor starbase in Nepleslia System, and learned his trade a bit better. Neither liking nor disliking his team mates, he kept himself guarded and didn't work well with the others. They couldn't ship him off without reason, seeing as he knew his job fairly well, but

when he requested a transfer it was easily approved.

Krex stared at the display of his new orders. Planet Francia, Avante Star System. He had never heard of it, but he didn't really know much about Neplslia's systems. Hoping he was in a place where people wouldn't break everything they were assigned, and let him just stay to himself, he looked back at his datajockey. Searching "Francia" pulled up some results about a rough, frontier colony and he visibly sighed and closed his eyes. Why couldn't he get a job with a non deployable unit that never trained and nothing got broken. Letting his head fall back to hit the bulkhead, he drifted off to sleep to dreams of a cute, metal artist he'd been listening to recently.

## **Skills**

### **Tactics and Discipline**

Since enlisting in the marines, Krex has kept his daily regime of physical fitness, preparation training for his job, and skating by the regulations. He will follow orders without question, but never without grumbling and griping.

### **Construction**

A skill he gained some proficiency in, he is able to construct fortifications meant for war. From the large prefab bunkers, trenches and sandbag emplacements, to sheets of welded steel put up as cover, Krex can turn almost anywhere into a ragged fortress if given the time. He prefers to have a strong defense before any offensive actions should be made. He is also better trained in improvised fortification construction, preferring to keep himself safe from harm when he can.

### **Communication**

Krex can get by on what he knows with equipment communication. He knows how to give commands but can be snappy and quite rude when it is required of him. He tends to make reports, usually based on what he thinks is most important.

### **Survival**

Survival skills instilled in him at Funky City. He knows the basics and how to survive until rescue comes, but he dislikes anything other than urban operations and he doesn't care much for what he learned. He knows how to survive in cities and other urban areas from his time as a youth on Prime's megacities.

### **Fighting**

Krex is a decent shot with his rifle. Like everything else, he can pass the minimum with ease. He prefers up close and personal fighting. Knives, fists, and other improvised weapons to rifles and handguns.

## Maintenance and Repair

His main area of expertise is in repair and maintenance of equipment, power armor, and weapons. He is able to strip down and fix a wide assortment of equipment and weapons, from power armor to handguns. Krex tends to spend time reading training manuals of the gear he is required to fix. Different assignments come with different gear, allowing him to become a jack of all trades in Nepleslian equipment. It should be noted that unless he is given the correct parts and time, most of his work will be subject to field repairs and jury rigging.

## Demolitions

Nothing as high classed as the Demolition Marines, but enough of a working knowledge to blow a door or create an exit where there is none. He stays away from the big explosives and only carries what he thinks will be necessary to destroy the engineer's sensitive equipment in the event of capture. ie: Technical manuals on the operation of various marine issued gear, Nepleslian sensitive gear if any, and his datajockey.

## Technology Operation

Krex understands how technology works and uses it decently. Field repaired gear tended to constantly send warnings to his datajockey, causing him quite a bit of distress. He can confidently say that he is an expert to bypass equipment warnings and halt the screaming for menial things like weekly checkups.

## Inventory

Krex Valt 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 boots, black
- 6 pair boot [Socks](#), white
- 1 Belt, dark brown
- 1 [Neplesian 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
- Depends on gender and preference:
  - 1 Speedo, green, fleet number on right cheek

## Weapons and Weapon Accessories

- 1 [M3 Assault Weapon System](#)
- 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](#)
- 1 Wallet with the Engineer Corps Insignia plated on it.
- Starting pay of: 6000 DA

## Finances

Krex Valt is currently a in the .

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds

Character Data	
Character Name	Krex "K-Rex" Valt
Character Owner	<a href="#">Viralyte</a>
Character Status	Inactive Player Character

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