

# Max Carter



General Information	
Species:	Nepleslian
Gender:	Male
Age:	26
Height:	6 Feet(183 cm)
Weight:	175lb (80 kg)
Organization:	<a href="#">Star Military of the Democratic Imperium of Nepleslia</a>
Occupation:	<a href="#">Space Marine</a>
Rank:	Private 2nd Class
Current Placement:	

## Physical Characteristics

- Height: 6 Feet(183 cm)
- Mass: 175lb (80 kg)
- Measurements:

**Build and Skin Color:** Max is a slender man with an athletic build. He has a darker complexion than most Nepleslians do.

**Eyes and Facial Features:** Max has very round, brown eyes. He has a small scar on his left cheek. He stays clean shaven.

**Ears:** Max has normal rounded ears.

**Hair Color and Style:** Max has short brown hair.

## Distinguishing Features:

# Psychological Characteristics

**Personality:** Max is a gruff man. He has seen a lot of horrible things through his time as a cop and has become rather jaded. He usually operates under the "ends justify the means" philosophy and has been known to shoot first and ask questions later. Gaining Max's trust is hard, gaining his respect is much harder. He has serious contempt for people who get others killed through their incompetence.

- **Likes:** Women, Big Guns, Fast Cars, Junk Food
- **Dislikes:** Gangsters, Incompetent leaders, birds
- **Goals:** To be a true solider and blow stuff up

## History

### Family (or Creators)

Max's Father, George Carter, was a Nepleslia Police Detective. He was killed when Max was a small child.

Max's mother, Sarah Carter, is a manager at a local accounting firm.

Max has a younger brother and sister by the names of Kenneth and Jessica.

### Pre-RP

Max was born on Nepleslia to George and Sarah Carter. He went through school, making high marks in class. He showed an aptitude for math at an early age, most likely gotten from his mother Sarah, who was an accountant.

Max's father was killed by gangsters during a raid gone wrong when Max was 10. He blamed the Police Captain, Roy Vance, for not following up on intel properly, leading to his father walking into an ambush. Max was determined to avenge his father and stop organized crime.

Max joined the force when he was 18, deciding to make a career instead of going to school. His mother was displeased but didn't stop him. Max quickly rose through the ranks as his determination and focus were of great use to the Special Crimes Unit. Max was good at his job, he killed a lot of gangsters. However the higher ups didn't see it that way.

When Max and his men would wipe out a small cell, they would often miss the bigger bosses and nothing would ever get done to stop the organization as a whole. Max was reprimanded several times for this and eventually had enough with politicians pretending to be cops.

Max realized that perhaps his skills were better used in a profession where killing the enemy was his top

priority. After spending last that 6 years on the Police Force, Max decided to resign. He enlisted in the Nepleslia Military and went to basic training at the age of 24 at Fort Crimson. He hoped that his background in the Special Crimes Unit would lead to success in the military as well. Max was already proficient at most of the tasks the military required of him. Basic training simply expanded on his skills allowing him to make the transition from civilian to marine rather smoothly. Minus some minor discipline problems in dealing with authority figures, Max has adjusted to the military lifestyle. Upon completion of basic training Max has requested a transfer to a front-line outfit so that he can see some action.

### **Mission to Mwigflukbajik**

Max went on the mission to the planet Mwigflukbajik as apart of the 3rd Fleet Marines recon unit. Max and his team were ordered to scout ahead of the main force. During the course of their mission though, Max and his scout team became separated from the rest of the group. After a brief ambush he was picked up by elements of the 4th Fleet Marines, the Minutemen. Not having orders from anyone else, Max joined the 4th to continue the assault on the planet and get back in the fight. During the course of the battle, Max took part in a fight to take a refinery on the planet. Max and the Minutemen engaged scores of NMX forces and took some server damage in the process. Max scored a number of kills against NMX Thralls and took down one of the new NMX powered armors in hand to hand combat.

Despite their efforts, the Minutemen were overwhelmed by NMX forces and were forced to withdraw. Max himself was wounded after taking a Guass round to the chest. Max and his new comrades evacuated the area thanks to help from some combat drones and Sargent Hardmen's squad.

### **The Dauntless Incident**

Following the mission, Max was transported back to Nep Prime on board the Dauntless. When the ship was attacked Max was among the marines helping evacuate the crew to the lifepods. Upset by the cowardly attack Max's resolve towards defeating his enemies was hardened. Now no longer a combat virgin, Max knew that the military life was for him. Because of his service to the MM, he was transferred over to the 4th to help fill the ranks due to the losses on Mwigflukbajik. Max is now officially a member of the MM and plans to do his best to fit in with his new squad and hopefully not get lost again.

## **Skills**

### **Communication**

Max is familiar with basic radio operation and procedures and can make transmissions and receive transmissions from other squad mates through headsets, starships, power armor, and shuttles in both combat and non-combat conditions. He is fluent in Nepleslian and can speak, read, write, cypher, and correctly and efficiently write reports, fill forms, issue orders under fire, and so on.

### **Fighting and Physical**

Max is in great physical condition. He excels in hand-to-hand unarmed combat as well as close quarters

work. The military has honed his skills and made him a far more efficient killing machine.

## **Survival and Military**

Basic training toughened up Max. His civilian training as a cop wasn't nearly as intensive as this. The military taught him basic survival skills and how to keep himself alive with the bare minimums.

## **Strategy(Tactics)**

As a cop, Max was forced to think outside the box. He is great at seeing things that others may miss. He has also lead many raids on gang strongholds and has a working knowledge of small unit tactics.

## **Technology Operation**

Max has been exposed to a number of different technology types while tracking down criminal elements in the police force. He has learned to quickly adapt to changes using common sense and critical thinking. He has also learned to use a variety of different weapons from his experiences as a cop.

## **Mathematics**

Max is sharp when it comes to mathematics, scoring high marks in classes during school and training. His knowledge of computer systems works hand in hand with his strong mathematics background.

## **Vehicles(Land)**

Max is an excellent pilot of most land vehicles. His time as a Nep Cop taught him how to handle most light vehicles in tight spaces. He has defensive and offensive driving skills in a wide array of vehicles. He hopes to use those skills in his career as a soldier.

## **Inventory**

Max Carter 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 (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 [NAM HPAR-01a Heavy Penetrating Assault Rifle - "The Money Shot"](#)
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- 1 Revolver, [HHG 'High Hybrid Gun'](#), with 2 extra HJP magazines
- Zen Armaments .357 Pistol, with extra magazine and 60 rounds

## 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.
- 1 Brown leather holster

## Finances

Max Carter is currently a Private 2nd Class in the [Star Military of the Democratic Imperium of Nepleslia](#).

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
7000 DA	1000DA		Combat Pay

## Out of Character Notes

- Played by [Warriorx1](#)

Character Data	
Character Name	Max Carter
Character Owner	<a href="#">Warriorx1</a>
Character Status	Inactive Player Character

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