

Naomi Scroggins

Naomi Scroggins	
Species:	Nepleslian
Gender:	Female
Age:	20
Zodiac Sign:	Taurus
Height:	6'0
Weight:	160 lbs
Bra Size:	D
Organization:	Star Military of the Democratic Imperium of Neplesia
Occupation:	Nepleslian Marine
Rank:	Corporal
Current Placement:	NSS Altomir

Physical Characteristics

Height: 6'0 Mass: 160 lbs **Build and Skin Color:** Naomi is a tall woman with caramel skin tone. Well built, but not over-muscled, with good muscle tone and a physique that is obviously regularly maintained, her body still maintains a natural curve which makes her obviously a woman.

Eyes and Facial Features: Naomi's most striking facial feature is her strikingly violet eyes. These

unusual eyes are framed in a soft, friendly looking face which could easily be called “naturally pretty.” This is really a good thing, since Naomi tends to dislike makeup.

Hair Color and Style: Naomi's hair is a striking platinum blond. She wears it long, kept in a quite large straight ponytail.

Distinguishing Features: Naomi's most distinguishing features would be her eyes, and her physical size. Apart from this, she has some old gang ink on her biceps and forearms.

Naomi Scroggins in Roleplay

Naomi Scroggins is a [player character](#) played by [Sanderford](#) and is currently involved in the roleplay plot.

Psychological Characteristics

Personality: Naomi comes from a life as a homeless gang girl on the streets of Funky City. Her mind and emotional outlook on life has been very much shaped by the brutal existence of her early years.

Naomi is often a very closed individual, quiet and stoic, some would even say downright cold, refusing to let new people get very close until she has known them for quite a long while and knows she can trust in them. Once that happens, she becomes a different person. In the presence of those she trusts she is all smiles and laughs and jokes.

Fiercely loyal to anybody whom she calls friend, Naomi may be relied upon to do literally anything called for, even unto death.

Naomi is also fanatically loyal to the Marine Corps. For those who ask why, the reasoning is quite simple. Without the Corps, she would still be out in the streets, fighting the thugs she grew up with, and she honestly does not want to 'go out' in that way. She wants to be something, to *mean* something in life, and the Marines make that possible.

Likes: Being a Marine; reading books of all sorts; PT exercises; shooting competitions. **Dislikes:** Gang thugs; people who force themselves on the weak; chili beans; idiots; people who spend money because they can. **Goals:** Keep off the streets; defend the Democratic Imperium from all comers; protect the defenseless.

History

Family (or Creators)

• Father (?) • Mother (?) • Siblings (?)

Pre-RP

Naomi comes from a life as a homeless gang girl on the streets of Funky City, her parents leaving the unwanted child with friends who shortly also abandoned her to fate.

Naomi was often beaten by older, more powerful children when she was still young. Her youthful memories include going hungry for days, dodging drug deals and being raped more than once. As she began to age, her increasingly attractive looks did not help her much. Her increasing physical size and power, however, helped immensely. Before long even the toughest of gang-bangers generally left her by herself, and she was able to begin getting by. For the young Naomi, however, it had never been enough just to get by.

Enlisting in the Marine Corps as soon as she was old enough, Naomi found herself in the action more quickly than she had intended. The day before she was to graduate, she was sent along with the rest of her training squad to help retake a media broadcasting facility in Funky City, a mission which she managed to come through alive, but with some injuries.

Following a swift recovery period, Naomi was posted to the *Acadia*, a Nepleslian warship. While aboard as part of the ship's Marine contingent, she took part in two operations, the second of which would see her promoted, to Private Second Class.

Presently, following a 4th Fleet Headquarters deployment, she has been reassigned to a new ship...

Skills

Communication

Naomi 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. She is fluent in Nepleslian. She can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. She is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

Fighting and Physical

Naomi 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 she is trained in include pistols of all types, knives, grenades (and other forms of explosive weaponry) and rifles of all kinds. She can repair weaponry with adequate tools and time. She is in excellent physical shape and has considerable endurance. She is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.

Survival

Naomi knows how to survive in hostile environments. She can build shelters, hunt and forage for food, build a fire, etc. She can camouflage herself and is familiar with guerrilla warfare tactics.

Strategy (Tactics/Discipline)

Naomi can understand and give out tactical commands and work with her troop to follow those commands efficiently. She 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). She is able to recognize ambush points. She knows basic math in order to calculate distances, etc, and can use a tactical map.

Rogue

Naomi spent most of her early days roughing it on mean streets. In order to live, it was necessary to pick up certain...devious skills. Naomi has learned the hard way how to empty pockets without being noticed, defeat locked doors, sneak around in light and darkness, even put on the charms now and then, all the skills needed if you want to live growing up homeless.

Demolitions

From an early stage in life, Naomi has been learning how to handle explosives and not die. Starting with cherry bombs and smoke makers, she found a natural skill a Marine can always use. Extensive experience means she is usually able to find any hostile-placed explosives devices, and possibly remove or disarm them.

Inventory

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 pair gloves, leather, black

- 1 pair boots, black (or khaki)
- 6 pair boot [Socks](#), white
- 1 Belt, dark brown

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
- 1 Bikini, green, fleet number on right breast.

Weapons, Weapon Accessories

- 1 Pistol belt, black, with .45 holster
- 1 Pistol, Styrling Silver Special .45 Caliber, with 2 extra 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.

Finances

Naomi Scroggins is currently a P3C in the Star Military of the Democratic Imperium of Neplesia. She receives a weekly salary of 50 DA.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
Character Data			
Character Name	Naomi Scroggins		
Character Status	Inactive Player Character		

Nepleslian Personnel Database System	
Career Status	Active Duty
Branch	NSMC
Rank	Corporal

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Last update: **2024/03/24 07:54**

