





# Vaishnavi Pai

Vaishnavi Pai is a [player character](#) played by [Locked Out](#).

Vaishnavi Pai	
	
Species & Gender:	<a href="#">Nepleslian</a> Female
Date of Birth:	<a href="#">YE 21</a>
Organization:	 <a href="#">Nepleslian Space Marine Corps</a>
Occupation:	<a href="#">Marine Gunner</a>
Rank:	<a href="#">Private</a> 
Current Placement:	<a href="#">NSMC 309th Armored Infantry "Ruthless Riders"</a> 

## Physical Description

Taller than most men and broad at the shoulder, Vaishnavi could easily be compared to a pillar of iron. Even without taking her cybernetics into account. Vaishnavi has extremely long black hair that she wears in a braid. When she's in uniform, she pins the braid up in a bun.

## Height and weight

- 190.5 cm <sup>1)</sup>
- 91.17 kg <sup>2)</sup>

## Personality

Some people might call Vaishnavi haughty and arrogant, she would say it's only some because the others haven't met her yet. Top marks in school. Top of her class in basic. The only reason Vaishnavi didn't go the officer track is because she, in her words, "Wanted a real challenge."

## History

Vaishnavi Pai was born in 33日 2 月 [YE 21](#). Like many young Neplesians, her youth was heavily shaped by constant inter-faction fighting as well as the occasional interstellar invasion. Her parents, are both senior NCOs with the NSMC. Her mother is a tanker, and her father is a mechanic. Her parents' example of love and trust inspired her to excel and forms strong bonds with the people around her. Her greatest fear is finding out that the next marine in the stack doesn't think he can put his life in her hands the way her parents did for each other for decades.



- [YE 44](#) After being accused of a crime she did not commit, she was assigned to a Penal unit in the NSMC 309th Armored Infantry "Ruthless Riders" and participated in the [REDACTED] [REDACTED] incident.
- Received: [General Combat Ribbon](#), [Orbital Assault Badge](#), and Unit Citation "[Penitent Damned Assault on Ukk](#)"

## Social Connections

Vaishnavi Pai is connected to:

- [Master Sergeant](#)  
(Mother) Sita Pai
- [Sergeant First Class](#)  
(Father) Rajiv Pai
- [Sergeant Caffran "Matchbook" Canterbury](#) NCO Lout
- [Private First Class Lupin "Cheeks" Kennedy](#) Fellow Lout
- [Private Clayton "Blue" "Quick Load" Tillery](#) Fellow Lout

## Skills Learned

- [Nepleslian Military Common Skills](#)
  - My business card says: "You're in luck I do two things, I fight and f\*ck"
- [NSMC Skills](#)
- Specialty: Marine Gunner
  - Marine gunners are trained in the use and maintenance of heavier automatic and suppression platforms. Each Gunner is capable of creating and holding a base of fire, supporting the assault of their fellow Marines, identifying and leading targets from long distances with concentrated bursts and how to effectively combat powered armor and light vehicle platforms with their weapons.
- Strategy
  - The basic understanding of following orders, marines learn about combat tactics and the differences between power armor and light infantry operations. They are also taught about combined arms operations, utilizing [Navy](#) and Marine airborne assets to support their own operations. They also learn how to plan and execute various non-standard operations such as commando raids, reconnaissance, urban, jungle, desert & artic warfare as well as starship boarding operations. In basic training a Marine is taught how to wear [their uniform](#), How to sleep in and maintain a hammock bed, to not speak unless spoken to when dealing with a superior officer such as saluting and not saluting in combat conditions, and to follow orders without hesitation or speaking back.
- Combat
  - Marines are trained to stay fit, to shoot weapons, and to be able to at a moments notice commit extreme and even lethal physical violence without a moment hesitation. To achieve this, marines are trained to devoting at least an hour daily to physical fitness and mental combat training such as drilling or combat exercise. Marines are trained to fire accurately,

and in the same direction as other marines. Marines are training in all available weapons platforms large and small in the operation, maintenance, repair, and function of all DioN issued weapons in an out of their profession from the smallest handgun to the largest of powered armor based weaponry. Last but most important of all marines are taught the basics of hand to hand combat in the form of self-defense training and each can memorize from muscle and memory alike the information pertained on the [P7 Pamphlet](#). All marines are also trained in the use of the basic trio of Nepleslian power armor, the [Hostile](#), [Aggressor](#), and [M10 Raider Light Armor](#).

## Inventory & Finance

Vaishnavi Pai has the following items:



## Weapons, Weapon Accessories, Armor

- [M115 SPAID](#)
  - 200 rnd bag x3
  - Underslung Pump Action Shotgun (4 rounds)
  - Holo sight
  - Variable Power flip down scope
  - flashlight
- [Styring Silver Special .45 Caliber](#)
  - pistol mag x2
- Cerakote coyote tan [Zen Armaments .45 Caliber Pistol](#) /w aftermarket modifications<sup>3)</sup>
  - Suppressor
  - Under barrel Laser/Light hybrid
  - Double stack mags x2
- [Golem Assault Armor](#)
- [Utility Combat Knife M01A](#)
- [Marine Combat Axe Model 01c](#)

## 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 [Combat 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
- 2 black sports bra
- 1 Bikini, green, fleet number on right breast.

## 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.

## Cybernetics

Left Arm Upper	Head	Right Arm Upper
X	Optical Implants	X
Left Arm Lower	Torso	Right Arm Lower
X	X	X
Left Leg Upper	Misc	Right Leg Upper
entire leg	X	entire leg
Left Leg Lower	Misc	Right Leg Lower
entire leg	X	entire leg

### Descriptions

- **Optical Implants from [Claymere Cybernetics Unlimited](#)** - The eye are replaced with a cybernetic equivalent. The iris can be customized to be whatever color the user desires. It is sturdier than the original and will prevent the chance of diseases so long as it is properly maintained. Calibrations are necessary every few months to ensure accuracy. The basic model gives the user perfect 20/20 vision for as long as the system continues to function.
  - **flash compensation** - Allows the user to not be blinded from flash bombs, large explosions, and other high intensity light sources.
- **Two entire leg prosthetics** - The entire leg is replaced with a cybernetic prosthetic. It can be sheathed with a natural looking synthetic skin cover to hide it is true nature or it can be of metallic appearance. Unenhanced cybernetic legs provide light higher defense against blunt, bladed, and ballistic weapons and are capable of causing slightly more damage to unarmored humanoids. The safety calibrations to ensure the leg functions at 'normal' human strength levels can be switched on or off if the user prefers. The same goes for the 'pain' sensors that warn the user of damage to the limb. Enhanced cybernetic legs have more strength but may be harder to conceal depending on the amount of enhancement requested.
  - **increased strength** - Not recommended unless getting both legs replaced. Stronger kicking and higher jumping is possible.

# Money and valuables

## Salvage

- Rail Gun Artillery (damaged) (YE 44 Salvage Giveaway, TC: 26-70, IC: 1851-16087-93)
- Warped radio antenna (YE 44 Salvage Giveaway, TC: 25-20, IC: 532-4657-42)
- Handheld communicator/camera with photos and diary stored on it (YE 44 Salvage Giveaway, TC: 86-86, IC: 7453-19923-162)

## Cash on hand

- 2185 [DA](#)

## OOC Notes

Weird looking PFP from [creator.nightcafe.studio/...](#) Armored picture via [Token Builder](#) Less creepy face made in <https://www.artbreeder.com/>

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In the case [Locked Out](#) becomes inactive:

- Can this character be used as an NPC by a GM or FM? YES
- Can this character be [adopted](#) after I am gone for a year? YES

Character Data	
Character Name	Vaishnavi Pai
Character Owner	<a href="#">Locked Out</a>
Character Status	Inactive Player Character
Current Location	<a href="#">Svodog</a>
Approval Thread URL	<a href="https://stararmy.com/">stararmy.com/...</a>
Nepleslian Personnel Database System	
Career Status	Active Duty
Branch	NSMC
Rank	<a href="#">Private</a>
Joined	<a href="#">YE 44</a>
Date of Rank	<a href="#">YE 44</a>

<sup>1)</sup>

185.42 cm before leg upgrade

<sup>2)</sup>

88.9 kg before leg upgrade

<sup>3)</sup>

light slide, trigger job

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