

Viktor Kingston

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Species:	Neplesian
Gender:	Male
Age:	22
Zodiac Sign:	Pisces
Family (or Creators):	Viktor was cloned by request of his father, Albert Kingston. He has no siblings, and Albert's parents have already died. Albert, however, had three brothers. The only interesting member of the family was Houston Kingston, a noted Ship Commander who has since retired, and also the man whose DNA was used to create Viktor; and by noted, I mean more of a footnote.
Height:	6'2

Weight:	200 lbs.
Organization:	Nepleslian Military
Occupation:	Soldier (Power Armor Pilot)
Rank:	Private First Class
Current Placement:	No Assignment

Viktor Kingston in Roleplay

Viktor Kingston is a [player character](#) played by [Blackbird Lore](#) and is currently involved in the NSS Acadia plot.

Physical Characteristics

Height: 6'2 Mass: 200 lbs.

Build and Skin Colour: Viktor has a lithe body that he takes great mind to care for. He keeps it toned and healthy, but is far from his maximum possible build. He has no desire to become a giant, as he finds it unsightly and unwieldy.

Facial Features and Eye Colour: Viktor looks greatly like his uncle Houston with piercing green eyes, and determined yet solemn facial expression. He has a rather thin goatee surrounding his firm-set lips.

Hair Colour and Style: His hair is black and kept cropped extremely short, as is the standard requirement for Power Armor users.

Distinguishing Features: He has a great number of stab and surgical scars covering his right pectoral; they were given to him by a rather nasty mugger with a three-inch blade knife and a licensed surgeon, respectively.

Psychological Characteristics

Personality: Viktor is one of the few Nepleslians who has a strong sense of honor, and a great desire for justice. These ideas, however, have never made him passive, just strategic. He learned at an early age that in order to remain safe in the hostile environment, he had to make an impact and draw people to his side. He became a natural leader among his peers, both on the streets and in school. He dedicated to himself to self-improvement, always keeping one step ahead of the pack. The idea of self before service does not exist within Viktor; self and service are one in the same: he betters himself so that in turn he may better those around him. He's an idealist, and ambitious. His life's goal is to one day attain a high military or political position and cleanse the streets of the crime lords and kingpins. He does his best to keep an open mind, but for the most part has a great amount of disdain for his fellow Nepleslians. While he knows that his home planet and kinsmen could never become anything like the Outer Colonies, he still likes to consider their culture a good guideline for the "correction" of his own corrupted one. Despite all his honor and justice, Viktor is just as much a fan of a clean brawl as any other Nepleslian, and has no

trouble accepting a proper challenge or rivalry. Also in spite of his values, Viktor has retained the cruder speech mannerisms and humor of his fellow Neplesians. However, he is entirely capable of dropping them both when formality is required. Ultimately, Viktor is an honest, forthright, and trustworthy man that hopes to spread these honorable traits to all whom he encounters. He's very lighthearted unless the situation demands otherwise, and quick to bring an end to frivolous squabbles and injustices he encounters. Rather than being beaten into a new being by the military, most of Viktor's traits and values were merely tempered and strengthened, and he became a reliable and steadfast soldier quickly. His only vice is cigarettes, and he only smokes them when he has time to just sit and relax.

Likes: A clean fight, studying strategy and politics, Power Armors, cigarettes, honesty, and serving justice. **Dislikes:** stereotypical Neplesians, pointless arguments/fights, criminals, and sensitive or short-tempered people. **Goals:** Attain a high military and/or political position and use it to revolutionize the "standard" of Neplesian living.

History

Pre-RP

Viktor was cloned using his uncle Houston's DNA at the request of his "father," Albert. His childhood was rather typical for a Neplesian child. His favorite sport was a man-to-man brawl, and his favorite past-time was plotting with his friends to destroy the other child-gangs. With the ambition of his uncle, he also excelled in school, and passed elementary and secondary educations in the top five percent. As he began to start his own life, Viktor quickly became distant from his "father," finding much about the man to despise. He considers his time with Albert Kingston to have been a time to learn "what not to do with your life and child." Not that Viktor expected to have children; women were hidden at almost all times, and he had no desire to have some little boy cloned. It was and remains a revolting idea to him. Viktor quickly tired of the repetitive, boring, and dangerous life he lived, and sought to escape or reform this horrid place where he lived. He began to use his abundant spare time to do some research into politics, and eventually the military. And finally, he found a way to both escape and reform his world. He enlisted as a Marine at the age of 20, and got himself shipped away from home as soon as possible, and applied to become a Power Armor Pilot; they were, after all, what had most drawn him to the military. Often times, he finds himself wishing he was an artist so that he could put on a pad what he saw of his equipment after a grueling mission. Like all other important things in his life, Viktor makes sure to take good care of his Armor and keep it in tip-top shape. After the transfer to the NSS Acadia, Viktor applied to fill one of the many empty positions and was moved from reserve to active duty aboard the newly constructed Stealth ship.

Aboard the NSS Acadia

Mission 1

Upon arriving at Golding Station, the Acadia discovered the Station had been overtaken by a group of pirates, possibly Reds, aboard a single Yui-4. Viktor was assigned to the Power Armor squad during the

rescue of the station and given a measly Dark Demon for the operations opening. With his team's support he went on to deliver the killing blow to not one, but two Crooked Demons- with a Chainsword. Their squad suffered minimal harm. During their first rest, Kingston swapped his Demon for a M2 WATER; later, he would opt for the M7 VOID- fulfilling a longstanding dream of his as a greenhorn PA pilot. The mission was ultimately a success, MC Vel Steyr's squad having added two soldiers to the roster, Anselm Wyatt and Talbain, retaking the station with only a few minor casualties and no losses, and saving the lives of countless Station employees. Unfortunately, the NSS Emden—a ship that had been docked at Golding Station—was taken by the pirates, along with several hostages. For their contributions, he and his squadmates were given the Defense Ribbon.

Mission 2

The object of Viktor's squad, under command of Fian Vel Steyr, this time around was the reacquisition of the NSS Emden. The boarding went smoothly, and was a success. Once aboard the Emden, Vel Steyr's group of PA pilots were forced to play the waiting game for the ground troops. This changed, however, with the arrival of the Misshuvurthyar. A three-man squad comprised of Privates Anselm, Lilly, and Kingston made a shortcut to the bridge. There they eliminated the Misshu presence to regain control of the ship. When the computer seemed to be in an irreparable condition, Viktor suggested they restart it. The ground troops, having obtained control of the computer control room, did just that. Just as the Emden was about to make its jump to safety, Misshu interdictor fields finally caught up. That was when the cavalry arrived in the form of Nepleslian gunships, obliterating the alien aggressors. The mission was a success, but in the process of taking back the Emden, the NSS Alder was lost to Misshu forces.

Mission 3

The Misshuvurthyar have returned! Fian Vel Steyr's and Ran Rui's squads were called in to aid in the rescue mission of a particular Nepleslian planet that was about to be invaded. The squads held their line valiantly, and without casualties; only one pilot, Private Anselm, was severely wounded. Reinforcements arrived over the duration of the firefights. When they were given the order to retreat, they did so, and discovered the next objective was to aid in a rescue mission of a downed friendly aircraft. Once more, Kingston and his team held the line while the rescue mission was successfully executed. Once more, the squadron retreated, and was evacuated this time.

Mission 3.5

Upon arrival at the ship, Master Chief Vel Steyr discovered that many soldiers and civilians had been left planetside; he and many others- Viktor included- did not particularly appreciate that, and returned to the surface. A fresh addition to the team, Private Avel, suggested they detonate the local power plant to cover their escape. While she and Private Anselm pressed into the power plant, the rest of the team was once again on guard duty. A force of much more powerful Ripper suits arrived on the scene to give them trouble, but again casualties were nil. Master Chiefs Rui and Vel Steyr regrouped their squads and headed for the extraction point.

Upon the Nepleslians' arrival, the Misshu once more attacked by ground and air, implementing a new

airborne unit: the Shredder. Many Nepleslians fell, but only one member of the two squads was severely injured in the retreat: Private Jan. All others successfully boosted up into the bay of the NSS Acadia with negligible injuries.

Mission 4

Disguising themselves as the NSS Acadia with the use of the captured NSS Alder, NMX forces staged a surprise invasion of the Senate building from orbit. The Acadia made a multi-lightyear jump and deployed its marines in an effort to save the state representatives. They split into two groups- MC Vel Steyr took the greenhorns in Power Armors to approach from one direction while MC Rui led soldiers on foot through the winding streets and alleys to a train station from which they would enter the senate building; Kingston joined the latter group. They met little resistance to the train station, but once there found Misshu packed in like tentacled sardines. If that wasn't enough, they received reinforcements in the form of Ripper PAs. With a little heavy artillery and some air support, the Rippers were vanquished and a combined push led to victory at the station with minimal injuries to Ran Rui's team. The Senate was saved with minimal losses.

Goodbyes

With a shift in the hierarchy and the arrival of many fresh soldiers, Viktor Kingston bade farewell to his colleagues and bid for transfer to the newly developing Francia colony.

Skills

Leadership

Viktor has an inherent penchant for this trait which is owed in large part to his DNA-father, the brother of his legal "father." He knows how to manage a group of people, how to think from another person's perspective, and relate to them in a paternal or governing fashion. In coming to understand those under his charge, he also comes to understand their unique traits and abilities and how to apply them. In a sense, he's an undocumented psychologist, and is constantly working to understand those around him. He can always tell when a man could use encouraging words, and he's become very tactful in his every day speech because of it.

Communications

The ability to lead does no good if a person cannot convey their ideas and desires to those he leads. If he cannot make himself clear, how will they be able to understand him or put faith in him? This was another trait that comes naturally to Viktor, but his education and dedication refined it greatly. He's very tactful, even in casual dialogue, and never says a word he doesn't mean to. He also understands the usage of the various radio devices a soldier will encounter slightly more than the average man, and knows how to

troubleshoot the most basic problems from his extensive reading.

Fighting

Viktor picked this up on the the streets, like any other Nepleslian boy. He's a quick learner, though, and knows the soft spots really well. He has a preference for single strong blows and grappling as opposed to flashy combos and sequential movements, and largely relies on a counter-attack approach to hand-to-hand combat. Although he was a leader in his earlier years, the lesser need to defend himself daily led to private training, and Viktor has developed his own style of fighting without any outside influence. Viktor also 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 of his own. Weapons he is trained in include pistols of all types, knives, grenades (and other forms of explosive weaponry) and rifles of all kinds, although he still remains a much better hand-to-hand combatant. Viktor is also able to pilot land-based power armors, and is always reading or training to better himself in the cockpit. Some of the more advanced moves he has learned to command, but otherwise remains a novice among Power Armor Pilots.

Physical

Viktor's lean and lithe body has great endurance, and he's quite agile. While he rarely has to use these abilities in hand-to-hand situations anymore, they apply readily to the use of Power Armor.

Survival

Viktor knows how to survive in hostile environments. He can build shelters, hunt and forage for food, build a fire, etc. The character can camouflage himself and is familiar with guerrilla warfare tactics.

Humanities/Knowledge

Although his studies have not been altogether as in-depth as a "college" education, he has put extensive hours into studying politics, military history, and military technology with a focus on Power Armors as that is his area of expertise. His study of politics is due entirely to his high-aiming ambition to become a higher ranking officer and/or politician. He hopes that beginning to understand the ropes now will put him in a better place for advancement into leadership fields, even though his current status is that of a private on the battlefield. He hopes to one day be able to use these personal studies to further his own ambitions, and eventually, do something great for the Nepleslian people... Or die trying. He can also quickly improvise a speech or encouraging words for his fellow soldiers. He has no problem standing before great audiences, and takes pride in his ability to create more eloquent sentences than the average Nepleslian.

Strategy

Viktor's lessons in strategy have been extensive: he has learned to strategize in hand-to-hand combat, in the field, in a Power Armor, and in conversation- politically. He learned the first back home or improvised in his private time. The second and third he learned upon joining the military, and continues to expand his knowledge every day. The last he is still rather rough with, but is picking up quickly. He knows he must if he ever wishes to take a place in the political spotlight; he also knows that it will help him in his desire to advance through the ranks. Viktor can understand and give out tactical commands and work with his troop to follow those commands efficiently. He 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). Viktor is able to recognize ambush points. He knows basic math in order to calculate distances, etc, and can use a tactical map.

Inventory

Clothing

Personal Clothing

- 3 [T-Shirts](#), black
- 3 Cargo pants, black
- 1 wide-collared jacket, green with Neplesian emblem on back and last name over right pectoral
- 3 underwear, [Socks](#)
- 1 Pair shoes, black

Uniforms

- 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 Pair of trunks, green, fleet number on right leg

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.

Weapons

- 1 Pistol belt, black, with HHG holster
- 1 Revolver, HHG 'High Hybrid Gun', with 2 extra HJP magazine
- 1 Tiger's Tears with 1 30-round box of extra ammunition

Personal Hygiene

- 2-in-1 shampoo/conditioner
- Invisible solid deodorant (that's actually invisible after application!)
- 1 shaving razor, automated
- 1 Toothbrush/tube of paste

Miscellaneous

- "Progression of Nepleslian Politics," by Charles Gideon.
- "Power Armor Interfacing and Maneuvers," by Logan Hearthing.
- "Etiquette and Parliamentary Procedure," by Charles Gideon.
- 2 packs Vandaque-brand pull-tab cigarettes

Medals & Awards

- General Defense Ribbon

Finances

Viktor Kingston is currently a Private Third Class in the Nepleslian Military. He receives a weekly salary of 150 DA per week.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
12000 DA	6000		Weekly Salary
10500 DA		1500	Purchase of Tiger's Tears, ammo, 10x scope, chest holster, and long coat (black)
16500 DA	6000		Weekly Salary

Character Data	
Character Name	Viktor Kingston
Character Owner	Blackbird Lore
Character Status	Inactive Player Character

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