

# Dehy Diebs

Dehy Diebs is a [player character](#) played by [user](#).

Dehy Diebs	
<b>Species:</b>	Nepleslian
<b>Gender:</b>	Male
<b>Age:</b>	20
<b>Height:</b>	2m/6ft4"
<b>Weight:</b>	180 lds
<b>Organization:</b>	[Star Military of the Democratic Imperium of Nepleslia]
<b>Occupation:</b>	Demolitions Specialist
<b>Rank:</b>	private third class
<b>Current Placement:</b>	

## Preferred Plots

## Physical Characteristics

- **Height:** 2m/6ft4"
- **Weight:** 180 lds
- **Measurements:**

**Build and Skin Color:** Black Muscular

**Eyes and Facial Features:** Brown

**Ears:** Unattached ear

**Hair Color and Style:** Black [<http://alexccampbell.com/wp-content/uploads/2012/05/DSC00016.jpg>]

**Distinguishing Features:** [<https://www.girlschase.com/images/facial-hair-styles-4.jpg>]

## Psychological Characteristics

**Personality:** Funny

Cocky

Rash

Loyal

Attentive

Brave(to a point)

Flirt

- **Likes:** Loyalty, Battle, Starships, Smart People.
- **Dislikes:** Secrecy, Bounty Hunters, Pirates, and Ignorant people.
- **Goals:** Go with the flow and live.

## History

### Family (or Creators)

### Pre-RP

## Skills

### Communication

Marines must be 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. Marines are fluent in Neplesian. They must be able to speak and write both correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. The character is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

### Basic Skills

Communication Fighting and Physical Strategy(Tactics & Discipline) Survival

### Fighting and Physical

Or Fightin' and Diein', Marines such as this one are trained to stay fit, to shoot weapons, and to punch someone's lights out if need be. This includes how to set up a workout regimen by devoting at least an hour a day to physical fitness, how to set up and clean workout equipment, and how to properly cycle through workout types to get a full body workout. Marines who only ever work out their arms are punished! Marines are trained to fire accurately, and in the same direction as other marines, on the HHG

'High Hybrid Gun', the Styrling Silver Special .45 Caliber, and the M2 Rifle. Marines are taught how to strip down, clean, and put these weapons back together. Finally, marines are taught the basics of hand to hand combat in the form of Nepleslian Marine Self Defense Training.

This is then followed by a course in Power Armor operation and handling. Marines are taught how to use the basic trio of Nepleslian power armor, the Hostile, Aggressor and Raider.

## **Strategy(Tactics & Discipline)**

Also known as how to understand and follow orders. During the second and third months of training, 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 & arctic 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, and to follow orders with a snappy "Yes Sir!" Despite the Marines trying to produce more professional soldiers, the end product tends to be a little rough around the edges.

The daily drill includes:

Reporting all violations of orders you are instructed to enforce Only leave an assigned post when properly relieved When assigned to a sentry post: Talk to no one except in the line of duty and be alert Report an emergency in case of fire or disorder Salute all officers. Do not disrespect a superior officer Do not disobey orders lawfully given In combat or during physical training, do not report an injury, the medic will be notified automatically electronically. If you are unable to physically continue with your orders, you may call for a medic.. If you die, prepare to be repaired and returned to active duty.

## **Survival**

Nepleslian Marines are expected to know how to survive and live off the land without resupply. Their fourth month of training is spent teaching them the skills to recognize edible plants and animals, to catch and prepare said animals, and how to navigate without electronics or a map. Marines are also taught how to make a fire without any of the usual means as well as to survive in cold weather without a fire.

## **Inventory**

Dehy Diebs has the following items:

## Finances

Dehy Diebs is currently a private third class in the [Star Military of the Democratic Imperium of Nepleslia].

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds

## General Instructions

Start with the [Character Template](#) open in a separate tab or window and fill it in as you go.

### Choosing A Faction

Characters in the military in one of the major factions (eg [star\\_army\\_of\\_yamatai](#) or [military](#)) are usually easiest to play because they get the most resources and plots to be in (after all, it is a military themed RP).

There's also great variety of lovingly-crafted smaller factions in the SARP that are desperate for players! To experience Star Army better, consider making a second character in a different faction than the first and perhaps some of the less-common species a try!

Joining a faction is not required. If you want to blaze your own trail, see the [Guide to Independent Characters](#).

**Tip:** A faction manager or game master from your chosen faction can be a great resource to help you make your character. Why not ask in the chatroom for someone to help mentor you through character creation?

### Consider Available RP

**Try to figure out what plot you're aiming for and build a character that fits.** Before you make your character, if possible, do a little background reading on the role-play and get an idea of which plot you want to join. A *plot* in this case refers to an ongoing role playing group. In the Star Army RP, these are often on starships. Since a plot has an existing GM, story, and characters, there will be people and characters immediately available to interact with. You can find ongoing roleplay plots using the [List of Active Plots](#).

**Tip:** You don't have to join an existing RP. You can also make your own roleplay threads; just remember, it's up to you to find players for those!

## Stay Focused

**Our wiki is very deep. Don't drown in it.** Our goal is to help you get into the RP quickly and smoothly. Much of the background and history presented in this wiki is not strictly necessary for creating a character. Just **focus on making a character you like**. It's okay to submit an imperfect biography; if adjustments are needed, other members will help you tweak your character to fit the setting during the character's review.

## Create Your Character's Wiki Page

Add your bio to the wiki. If you're not sure how, see the steps below:

1. Go the [list\\_of\\_notable\\_characters](#), follow the link to your faction, and then click "Edit this page" and add a link to your your character.
2. Save the page and then click the (red) link you just made. It'll take you to a page that says "This page hasn't been created."
3. Click "Create This Page" and insert your character biography code you made using the [Character Template](#).
4. Make any final adjustments needed and then save your Wiki bio.

See also: [Submitting Your Character](#).

## Specific Guides



These are creation guides written specifically for given races.

## Main Species



*Recommended for new players because these races have a wide playerbase and a variety of plots to choose from*












	Creation Guide	Species	Faction	Description
	<a href="#">Create a Nekovalkyrja</a>	<b>Nekovalkyrja:</b> NH-33	 <a href="#">Star Army of Yamatai</a> ( <a href="#">Yamatai Star Empire</a> )	Exclusive to Yamatai's military, the Nekovalkyrja (pronounced Nay-ko-wul-ku-ree) are an all-female race of bio-engineered cat-eared warriors that make up the bulk of the Star Army of Yamatai.
	<a href="#">Create a Yamataian</a>	<b>Yamataian:</b> NH-31	 <a href="#">Yamatai Star Empire</a>	Another artificial race (and cousins to the Nekovalkyrja), Yamataians make up most of the civilian populace but are also common in Yamatai's military.






	Creation Guide	Species	Faction	Description
	<a href="#">Create a Neplesian</a>	<a href="#">Nepleslian, ID-SOL, Jiyuuan, Geshrin</a>	 <a href="#">Star Military (Democratic Imperium of Nepleslia)</a>	Nepleslians are mostly human, but might have mutant, alien, or ID-SOL DNA mixed in, as well as cybernetics. Mostly male, Nepleslians are known for their love of guns, alcohol, and pretty much vice in general.

Most species also have the option of joining [origin\\_industries](#) or being [independent](#).

## Alternate Species

We suggest joining one of these smaller factions for your second character.

	Creation Guide	Species	Faction	Description
	<a href="#">Create a Neshaten</a>	<a href="#">Shukaren Myleke</a>	 <a href="#">kingdom_of_neshaten</a>	After a terrible Civil War nearly causes their race to become extinct, the Neshaten have spent the past seven hundred years rebuilding their civilization, and are ready to see what is out there in the universe... knowing full well that races, both allies and foes, await them.
	<a href="#">Create a Gartagen</a>	<a href="#">gartagens</a>	 <a href="#">government</a>	The Gartagens are a proud tribal/warrior race from the uncharted regions of the sector.
	<a href="#">Abwehrans</a>	<a href="#">Abwehrans</a>	 <a href="#">abwehran_star_empire</a>	A humanoid, heavy-gravity species with a long history of warfare. Males have four arms.  <b>Note: Currently under revision, red links maybe found.</b> 
	<a href="#">Create an Elysian</a>	<a href="#">Elysian</a>	  Elysians may now join the <a href="#">Star Army of Yamatai</a> or <a href="#">Nepleslian military</a>	Winged and cultured, Elysians live within Yamatai and its neighbors.

	Creation Guide	Species	Faction	Description
	<a href="#">Create an Iromakuanhe</a>	<a href="#">people</a>	 <a href="#">iromakuanhe_astral_commonwealth</a>	The <a href="#">people</a> are a race of humanoids with advanced biotechnology who join their bodies to living machines, including great organic starships and the powerful VANDR biomecha. Newcomers to the galactic scene, they find themselves splintered and fractious compared to the great empires of the Core Systems. Created by <a href="#">Exhack</a> .
	<a href="#">freespacers</a>	<a href="#">freespacers</a>	 <a href="#">the_free_state</a> or  <a href="#">Democratic Imperium of Nepleslia</a>	A race of nomadic space people.

### Additional Minor Species

- [Create an Azorean](#)
- [Create a Lorath](#)
- [Create a Hidden Sun Character](#)

## General Guides

- [android](#)
- [anthro](#)
- [general](#)
- [Character Skill Areas](#)
- [Female Body Measurements](#)

## Character Templates

- [Character Template](#) for wiki (with links)
- [NPC Template](#)
- [standard\\_wiki\\_biography\\_template](#) (manual formatting)
- [npc\\_template](#) (manual formatting)
- [anonymous\\_character\\_art](#)

## Submitting Your Character

In order to keep Star Army's setting original, consistent, and high-quality, we ask that new characters, setting elements, and technologies are submitted and approved before they appear in canon roleplay. Over 90% of characters submitted are approved, and most within a day or two.

**How to submit:** Go to the [Submit New characters](#) and create a topic containing a link to the bio page you just created.

## Who Can Approve My Character?

- Player characters are approved by their plot GM (if for a plot)\*.
- Player characters not aimed as a specific plot are approved by the Character Forum Moderators.
- Non-player characters are approved by their respective faction manager.

Other types of characters are approved by the Setting Manager ([Wes](#)).

\* Some character forum moderators are authorized to approve characters on behalf of GMs and FMs and all players are allowed to give suggestions and advice to fellow players. You are not required to follow any particular piece of advice but ignoring the suggestions of the approval staff may result in the character being rejected.

## Review and Approval

We encourage you to also send your own private message to the plot GM introducing yourself and/or post in your intended plot's OOC thread to alert the plot GM that your character is awaiting approval for the plot.

If there are no problems, approval will usually be quick and painless. If there are issues with your biography, the game master will do his best to help you adjust it so that it makes sense or fits in the role-play. The most common sources of problems are overpowered, glorious histories and skills, story continuity issues (things that wouldn't make sense, like joining the Star Army before it was founded), and lack of detail.

**NOTE: If you update/edit your bio, post a reply to its thread so the reviewers will know to look at it again!**

Your plot's game master or a character forum moderator will post comments and/or approval of your character in the forum thread you posted. The topic will then be moved to the [Approved Character Biographies forum](#) (so if your character thread seems missing, check there!). The character forum moderator who approved your character should send a private message to you and to the GM of the plot you listed as your first preference.

In the unlikely event your character is approved but cannot be accepted (For example, if a plot becomes full or closed), the plot's GM (or if he is not available, the Faction Manager or Setting Manager) will post a notice in the approved character thread and then contact your second choice plot GM on your behalf.

## After Approval

Once you're accepted into the plot, edit the [plot's page](#) so your character is on their crew roster (or ask



your GM to). **Start [roleplaying](#) as soon as the plot allows. Talk to your GM in the OOC thread if you're unsure.**

If your character is in the military, you will also get an orders thread in the appropriate communications forum. It will tell your character where to go and serves as a record of his/her military service including transfers, awards, and promotions.

**You are responsible for keeping your character page up-to-date.** Keep track of changes your character's history, skills, inventory, and finances (including pay) and edit your character article accordingly.

From:

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Last update: **2023/12/20 15:48**

