

Daniel Apaway

Daniel Apaway is a [player character](#) played by [Whitehart](#).

Daniel Apaway



Species:	Nepleslian
Gender:	Male
Age:	27 (YE 10)
Height:	6'2" (1.88m)
Weight:	174 lbs (78.9kg)
Organization:	Independent
Occupation:	Hunter/Tracker
Rank:	
Current Placement:	

Physical Characteristics

- Height: 6'2" (1.88m)
- Mass: 174 lbs (78.9kg)

Build and Skin Color: Dan is thin, taut and athletic a sure sign of his constant attention to fitness and activity. His naturally ruddy brown skin is usually darker due to his excessive time spent outdoors.

Eyes and Facial Features: Dan's face is square and weather beaten. His brown eyes seem to constantly squint. He sports a full, inch length, black beard.

Hair Color and Style: He has shiny medium length black hair that always seem to be messy.

Distinguishing Features: Dan's nose is wider than usual and has a cybernetic right arm from the shoulder down.

Psychological Characteristics

Personality: Dan loves his job. He enjoys nothing more than being outside even in the worst conditions. He lives for the challenges of his life. It seems that the rougher things get the happier and more enthusiastic Dan becomes.

- **Likes:** hunting, hiking, outdoors
- **Dislikes:** long periods of idleness, being indoors for long
- **Goals:** To complete a truly impressive hike or kill a rare animal.

History

Family (or Creators)

- James Apaway (Father, deceased)
- Sareina Apaway (Mother)
- Gina Apaway (Younger sister)

Pre-RP

The Apaway's come from a long line of pioneers. Colony life was in their veins. Needless to say, growing up on Delsauria gave him the opportunity to be outside all the time. He would often accompany his father on long walks through the deserts and mountains.

Tragedy struck when Daniel's father became sick. The family struggled for several years, having to sell over 75 percent of their meager land to survive. Daniel took to hunting in the last scraps of the Delsaurian wilderness to supplement the family's income.

Sadly, James succumbed to his sickness. The family was devastated. Daniel took to spending more time outdoors. He caught wind of nearby colonies and fresh opportunities for hunting. He would hop a cheap flight, hunt as he could and send the proceeds back to his mother and sister. He got the chance to test himself in many different locations.

It was one such hunting trip that changed Daniel's life drastically. He was in the wilds hunting, when a wild reptillian creature attacked suddenly. A wrestling match ensued but Daniel, being both surprised and

weaker, ended up with his right arm torn off. Bleeding profusely and close to death Daniel was able to survive by shooting the creature with his left hand. The shot did not kill the creature but put it in the same situation as Daniel.

Luckily another member of the hunting party arrived and was able to staunch the bleeding and save Daniel's life. As the other hunter turned to finish off the creature, Daniel stopped him and told him to take the injured incapacitated lizard with them. The incident left Daniel with a cybernetic replacment for his arm.

Although a big help, the work was not steady enough and soon Daniel turned to a more violent and dangerous line of work. He brought his significant skill in marksmanship, hunting and tracking to a mercenary life. He still, however, sends half his funds back to his family to assist them.

Skills

Communications

- Daniel is familiar with basic radio operation. He can speak and write Trade correctly and efficiently. He is fluent in speaking Delsaurian and has a limited grasp of the Lorath and Gartagen languages. Daniel is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

Fighting

- A lifetime of hunting has allowed Daniel to become an excellent marksman. He prefers rifles but can apply similar shooting techniques to other small arms. His time in harsh outdoor hostile conditions has allowed him to be well versed in hand to hand combat, especially with his Delsaurian hunting knife.

Survival

- Daniel has an excellent talent for surviving in hostile environments. He is highly skilled at building shelters, is an accomplished hunter and can forage for food, build a fire, etc. He has knowledge on how to camouflage himself and is familiar with guerrilla warfare tactics. He is an amazing tracker as well in almost any setting.

Animal Handling

- Growing up in the outskirt colonies of Delsauria allowed Daniel to interact with all sorts of animals, whether they be wild or domesticated. He learned over time how to observe, understand and interact with multiple types of animals. He can train animals to perform tricks, tasks and assist in various jobs such as hunting, tracking, protections, etc.

Rogue - Stealth

- Daniel has been an outdoorsman his entire life. Throughout this time he has developed a talent for moving stealthily in any number of situations and locations. He has silently hunted numerous prey and sat unmoving for days to catch his quarry.

Physical

- Daniel is an avid hiker and camper. He has been known to spend months hiking trails on numerous planets in varied terrains for months without breaks. He is physically capable and experienced in being on the move with minimal rest, food and water. His endurance is inspiring as is his ability to carry heavy loads.

Inventory

Daniel Apaway has the following items:

Clothing

Common Attire

- Tan bush hat w/lizard scale band and teeth
- Brown leather tied bicep band on right arm
- Tan pants (Heavy duty fabric)
- Brown rugged leather belt
- Brown sturdy hiking boots
- Long leather strand necklace w/ various teeth and claws
- [Scaled Vest](#) - 410DA
- Tan long sleeve shirt (Heavy duty fabric, only worn in colder weather)

Armor


- [Styrling Muur Armor](#) - 1700DA (Tan colored with dark green trim)
- [Arid Climate Suit](#) - 300DA

Weapons and Weapon Accessories

- [S300 Hunting Rifle "CCR"](#) - 700DA
 - Case of 320 match load rounds - 600DA
 - 4 Magazines - 80DA

- 3-9×45 Variable zoom telescopic sight - 160DA
- Traditional rifle sling - 30DA
- Custom-tooled black leather belt, with slots for up to four magazines - 100DA
- Carry case - 160DA
- [Delsaurian Hunting Knife](#) (16" Durandium Knife, Molecular Knit) - 300DA
- [Survival Hatchet](#) - 80DA
- [Zen Armaments .45 Caliber Pistol](#) - 500DA
 - Box of 100 rounds - 15DA
 - 4 Double stack magazines - 120DA
 - Holster -60DA

Accessories

- 4" leather bracer w/digital display (Date,time, compass, external temperature, heart rate, elevation, etc.)
- Hiking backpack
- 1 [Canteen](#), 1 quart
-  [binoculars](#)
- Tent
- Tarp
- Fire starter
- [Sleeping Bag](#)
- Compass
- Pulley
- Rope
- Mirror
- Duct tape

Finances

Daniel Apaway is currently an Independent.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
3095 DA		2905 DA	Weapons
1395 DA		1700 DA	Armor
985 DA		410 DA	Vest
685 DA		300 DA	ACD

OOO Discussion

Not Adoptable

Character Data	
Character Name	Daniel Apaway
Character Owner	Whitehart
Approval Thread URL	stararmy.com/...

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