

Dante Martellus Vicensmall

Dante Martellus Vicensmall is a starship pilot on board the [ISC Enkidu](#). He is played by [Bilgecrank](#).

Dante Martellus Vicensmall



Pronunciation:	Dawn-Tay Mar-Tel-Us Vick-In-Small
Species:	Nepleslian
Gender:	Male
Age:	28
Zodiac Sign:	Virgo
Height:	4'10" (147.32 cm)
Weight:	148 lb (67.13 kg)
Organization	Independent
Occupation	Starship Pilot
Current Placement	ISC Enkidu

Dante's Voice and Theme

Voice: [Star Wars: Knights of the Old Republic - Carth](#)

Theme(Normal): [Transformers: The Score - Sam At The Lake](#)

Theme(Urgency): [Pirates of the Caribbean Soundtrack - Up Is Down](#)

Dante in Roleplay

Dante has not experienced enough in-character Role Play in the SARP to have a summary.

Relations

Family

- Father: Virgil Vickenssmall (Nepleslian, Age 52)
- Mother: Julie Vickenssmall (Maiden Name: Yates) (Nepleslian, Age 50)

Physical Appearance

- **Species:** [Nepleslian](#)
- **Gender:** Male
- **Age:** 28
- Height: 4'10" (147.32 cm)
- Mass: 148 lb (67.13 kg)

General View

- **Handedness:** Right
- **Build:** Light, mostly toned build. He has a manly frame, and only retains what built muscle was required of him by the Navy.
- **Skin Color:** Light Tan.

- **Facial Features:** High brow; modest, but tall nose; Rectangular face; strong chin; small forehead. Has a trimmed goatee on his chin.
- **Eye color:** Green.
- **Hair color and Style:** Blonde, cut short, but not well-kept.
- **Distinguishing Features:** It's not visible because he wears pants, but Dante has uncovered cybernetics legs that reach just above his knees. The knees have reinforced parts and are designed to make movements throw the knee joints quick and forceful, allowing for extremely powerful kicks.

Mental Characteristics

Personality

Dante is a less than regular guy when it comes to most situations, he is seen as eccentric at times. He tends to see life in a shade of blue, in that he has a more relaxed approach to most things. More often than not, he'll have a comedic state of mind to ease the strain of having to control several tons of flying metal. In regard of being a helmsman, Dante has an almost infinite amount patience, able to contain himself with his own thoughts or his Phalanx Phillip action figures.

His height, surprisingly, has nothing to attribute to his usual behavior until someone discriminates against him because of it. He takes short jokes surprisingly well.

Preferences and Goals

- **General Likes:** Breakfast, [Coffee](#), Space Travel, Taking it easy, [Phalanx Philip](#).
- **General Dislikes:** Waking up early, Backseat Drivers, Being forced to take unnecessary steps to do something, Being called Martellus by people who don't know him.
- **Religion:** None
- **Favorite Color:** Green
- **Favorite Band:** [Aethersperm](#)
- **Favorite Song:** [Aethersperm](#) - "I Sex'd the Empress"
- **Favorite Book:** *The Adventures of Spaceberry Lynn* (Sci-Fi/Action/Adventure)
- **Favorite Comic:** *Deep Universe Six* (Sci-Fi/Action/Adventure)
- **Favorite Movie:** *The Solar Alliance* (Sci-Fi/Action/Adventure)
- **Lucky Number:** 14
- **Clothing:** Dante tends to get cold easily, so he tends to wear warm articles of clothing. Most of the

time, he wears his flight jacket, and his fatigues, and his tight fitting boots. Otherwise, he's fairly casual when it comes to most things.

- **Food:** Particularly, Dante prefers sour and spicy things, though likes anything that is exceedingly rich in flavor, particularly different forms of [Coffee](#).
- **Sexuality:** Heterosexual
- **Goals:** Finding a steady life as a pilot, and a ship that doesn't have a tendency to explode.

History

Civillian

Wishful Beginnings

Dante Martellus Vickenssmall was born in [Funky City, Nepleslia](#) in YE 04, son of Virgil and Julie Vickenssmall. At even the earliest of ages, Dante had a fascination with the stars and the planets that revolved them. Life up in space always seemed so much more interesting than the dragging polluted wastes of his own Funky City. Stories of brave soldiers and bridge crews in the unknown, fighting back the strange creatures, and seeing things that few eyes had ever seen before. While most people yearned for fame and fortune, Dante yearned to see the universe, and to experience the thrill of adventure that so many people before him had known. Despite his small size, he had a big dreams.

Military

An Aspiration Realized?

At the age of eighteen, and as soon as he could, Dante signed up to join the [Star Army of Yamatai](#) as a fighter pilot. He served in a lesser-known wing that flew patrol missions through hostile sectors. Dante often disliked the lack of action, and the boring sorties, which started to dawn the realities of the military in his life.

Eventually, he would get the danger he wanted, in the form of a horrific battle which destroyed his ship while he was in combat. The Nepleslian was forced to dock with a new ship and crew which had already lost several people. Being one of the few on board that could successfully helm a starship, Dante was thrown in front of the helmsman's console and forced to steer the ship throughout the battle. This marked the end of his brief career as a fighter pilot, and the beginnings of his life as a helmsman.

For Indpendence

For six years, Dante manned the controls of different crew ships, whether he left them by disband or destruction. He had seen many friends lost, yet many gained. His dreams of traveling space had been realized, and he had enjoyed himself. Though, he always felt like he had been lacking something in his loyal service to the [Yamatai Star Empire](#), something to inspire and keep his joy of space going.

That something was realized when [Nepleslia](#) made the call for independence, which caused the patriot from within Dante to spur to action. After a short discharge from his former military, he sought out to recruit himself into the [Star Army of Nepleslia](#). During that time, he underwent the basic training necessary for most grunts, but eventually found himself steering the DD4s in use by the army at the time. He faced a new enemy and a new action against an enemy that needed to be swept aside before Nepleslia could truly be independent. It was during his service under the Admiralty of the NSE that he lost both of his legs when a torpedo hit dangerously close to the bridge that caused several explosions within it. One of these explosions tore off both of Dante's legs below the knees. Despite those injuries, Dante kept the helm while medics patched his legs for the remainder of the battle.

For Himself

After seeing much combat, and winning his countries much-wanted independence, Dante felt weary of space battles and wars. Yet, the Nepleslian refused to return home to Funky City to eek out a quiet life. He wanted to get out of the military and experience a different life in space. So, he did just that, he accepted his honorable discharge from the military after four years of service and left to find a living as an independent pilot.

Skills

Communication

In school, Dante learned to read and write and convey messages through that common medium. In civilian life, he learned to operate many of the common communication devices used in the everyday. In the military, Dante learned the use of radio operations and procedures and can make transmissions through all [YSE](#) and [SMDIoN](#) certified communications equipment. He is skilled in field communications and is proficient in all rudimentary forms of communication such as hand signals, Morse code, ect.

Fighting

Vicenssmall's are often picked on for their small size, so they tend to learn how to scuffle at young age. In a hand-to-hand fight, with no weapons, Dante can be a fierce foe, especially with his cybernetic legs. Due to military training, he's just as capable in zero-gravity, along with atmospheric, conditions and can efficiently use most small-arms and explosives in both settings very well. Dante has a familiarity with Power Armors, but has not enough field experience to be a capable threat in them.

Technology Operation

In the several ships he's piloted, Dante has received experience in several different operating and flight systems. Specifically, the Kessaku OS and systems used on other non-military ships.

Mathematics

Dante took basic mathematics course throughout high-school, but brushed up on more advanced courses during his specialization training in the military. He is capable of using his knowledge to help calculate and crunch any numbers that his ships computer system does not.

Survival

The [SMDIoN](#) had an emphasis on teaching all personnel how to survive in hostile environments, especially back in the earlier days of the fight for Independence. He was taught to build shelters, hunt and forage for food, build a fire, and other basic survival tactics. He can camouflage himself and is familiar with guerrilla warfare tactics in the case that his ship abandons over a hostile planet.

Strategy (Tactics/Discipline)

Just like with Survival training, the [SMDIoN](#) puts an emphasis on teaching ground-based skills to all personnel, not just the Marines. Dante was taught how to work together with other people on the ground by learning the tactical commands common with most battlefield situations. He knows that the basis of discipline, morale, and teamwork are what is needed to successfully survive in such harsh conditions. Like the Marines, Dante is able to recognize who's in charge under extreme pressure, the time when he had his legs blown off was proof of this. Finally, his training taught him how to recognize ambush points, setting up bases of fire, using tactical maps to understand the field of combat.

Starship Operations

There's not many people who have spent time behind the helm more than Dante. Ever after his first year of service in the [YSE](#), he had served as a helmsman on several different kinds of ships. He's able to recognize the commands of his superior officer and make the ship move to whatever whim he likes. Though, Dante is also capable of flying shuttles, bombers, fighters, and other smaller spacecraft.

Vehicle

When not piloting ship, fighters, or shuttles, Dante can be found a excellent driver of cars, hovercars, and industrial machinery. Most of his experience is self taught, but most vehicular transportation sings under

the fingers of this man. His experience comes from most of his youth and young adult life where his motto was, "If you can drive it in, you can drive it out."

Inventory

Items

- Duffel-bag
- Toiletries (Small items for use in bath, shower, daily personal hygiene)
- [Action Armor™](#) Action Figures: Phillip, Lecherous Side-Kick, Shiganori, and Miyagi
- [AwesomeCorp DataJockey](#), Naval Corps Version (Contents follow)
 - Standard Features
 - Military Features
 - Several Games
 - Private Documents
 - A few cruise books of previous ships
 - Pictures of friends and family
 - The entire series of [The Adventures of Armor Squad Alpha](#)
- Pair of identification tags
- [Santô Juni](#) rank pin
- [Lieutenant \(NSN\)](#) rank bar
- Wallet with the Naval Corps Insignia on it
 - Money: 6000 DA

Clothing

- Green flight jacket with a fur-collar lining
- 7 [T-Shirts](#) of assorted styles
- 2 Collar shirts
- 3 Tanks Tops of assorted color
- Brown belt with gold buckle
- 3 Pairs of Jeans
- 3 Pairs of Shorts
- 2 Pairs of Slacks
- 5 Pairs of Fatigues
- 10 Pairs of boxer-briefs
- 10 Pairs of ankle-height [Socks](#)
- 1 Pair of tennis shoes
- 1 Pair of boots

Character Data	
Character Name	Dante Martellus Vickensmall
Character Owner	Bilgecrank
Character Status	Inactive Player Character

Last
update:
2023/12/21 00:53 characters:independent:dante_martellus_vickensmall https://wiki.stararmy.com/doku.php?id=characters:independent:dante_martellus_vickensmall

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