

Makari Aeron

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Species:	Nepleslian
Gender:	Male
Age:	26
Zodiac Sign:	Sagittarius
Height:	5'10
Weight:	170 lb
Organization:	
Occupation:	Odd-Jobs
Rank:	7-Spades
Current Placement:	ISC Phoenix II

Makari Aeron in Roleplay

Makari Aeron is a [player character](#) played by [Phe0n1x](#), sometimes referred to as “Tex”.

Physical Characteristics

Height: 5'10 Mass: 170 lb Measurements: **Build and Skin Color:** Makari is rather short and thin, yet muscular and lithe. He is also slightly pale.

Eyes and Facial Features: Makari has cold and distant dark blue eyes and a slim yet chiseled face with no facial hair.

Hair Color and Style: Makari has a mop of dark brown, untidy hair. A cow-lick adorns the back of his head near the top. His sideburns descend to his ear lobes.

Distinguishing Features: Makari has a few scars on his pectorals and abdomen. All have a slightly darker tint than his skin are are between 2 and 4 inches in length. Since his departure from the service of Nepleslia, his bounty hunting jobs have earned him a new few scars, the main one is a nice sized pucker from his ear lobe to mid-way down his cheek on the left side of his face. He is also missing the top half of his right little finger.

Psychological Characteristics

Personality: Typically laid back and reserved, Makari doesn't sit idly by and watch his comrades get slaughtered or betrayed. He is overly loyal to his friends, almost to a fault. While more of a follower than a leader, he will not shy from duty. He prefers to let others do the talking; talk is cheap, as they say, and he lets his weapons do the talking. He prefers honesty, team work, and friendship over all else. He is an avid skirt chaser (when he can find women) and tends to get in trouble because of it.

Since his departure from the NSS Acadia and the Nepleslian military, Makari has had reoccurring nightmares of his final mission with Fhion and Harm and their betrayal. These dreams haunt him nearly nightly, because of this he has taken up drinking and rarely sleeping.

Likes: Guns, women (when he can find them), booze, money, power armor, team work, honesty

Dislikes: disrepect, working alone, betrayal (especially of one's friends), incompetency **Goals:** obtain a high military rank earn enough cash so he can "Live the good life" and hopefully make some new friends

History

Family

Born to Johvian Aeron and Ester Aeron.

Pre-RP

Born to Johvian Aeron and Ester Aeron. As a child he was the “right arm” of his gang. Due to the preference as a follower as well as his laid back nature, Makari never showed the qualities that his parents desired for him; a leader. Despite being laid back, Makari typically made good grades. He graduated in the top 15% of his class and was apprenticed to his father to eventually take over the family business of ammo manufacturing. He found his love for ranged weapons, and more notably, pistols during his time in the factory.

Eventually he realized that this boring lifestyle was not for him so he struck off for the military. He graduated from the academy with decent marks; he excelled at pistol marksmanship even when dual wielding.

Makari is always looking for a reason to show off his gun collection as well as expand it. When not in power armor, he prefers dual-wield pistols and a blade for maneuverability. A shotgun is fine too.

RP

NSS Acadia

Mission 4.5

Transported to the battlefield by pickup, his convoy was attacked by NMX. He was only one of two survivors. Soon after being attacked, he was rescued by other Nepleslian military folk and shipped off to the NSS SugarPea where he was acquainted with members from the NSS Acadia and joined their team.

Acadia Mission 5

After being briefed, the Acadia team traveled back down to the surface of the planet to save civilians and political figures. After crash landing and running from a Shredder, P3C Makari helped P1C Victor Kingston free some captives from an NMX body. After securing the prisoners, the Acadia team returned to the NSS SugarPea where they underwent a medical inspection. In the medbay, Fhion was revealed to be an NMX. Said NMX wanted to meet the commanding officer, Harm. Makari distrusted Harm and suspected her of being an NMX as well. Due to his insubordination, Makari received an Honorable Discharge as he was correct on all accounts but was insubordinate none the less.

Homeward Bound

Return Home

He took the next transport home to see his family and rebuild his life. Initially, he was excited to see his family after such a length of time. Yet, he yearned for more of the action he had experienced in the Military. Makari soon began taking odd jobs on the for his friends and family and even the local

government. He ran messages, protected the poor, rescued kidnapped individuals, and became a part-time bounty hunter.

Ever since the incident with Harm, Makari has had nightmares where he relives the entire ordeal. Sometimes he and his squad end the dream normally, but most of the time his entire squad dies. Fhion Harm laughs manically over the corpses while plugging more rounds into them. Makari had never trusted, nor liked, Nekovalkyrjas before the incident with Harm and Fhion, and since then those feelings have only amplified. Because of this, Makari has become even more paranoid and purchased more weapons and ammunition.

Becoming a bounty hunter allowed Makari to meet quite a few shady underworld characters, a few of which owe Makari some favors. This is the main reason why Makari could find a [SiZi Model 30 Condensed Plasma Revolver](#) on the black market after it was discontinued. While Makari was not a dirty bounty hunter, the odd jobs he did and some of the bounties he collected acquired him many favors within the force and the black market dealers alike. He begrudgingly worked alone due to the sensitivity of the jobs.

Restlessness and Departure

After nearly two years of odd-jobs, Makari Aeron desired more action and more money. By this time he was a full-time bounty hunter working off the books for the local law enforcement. While he did not necessarily agree with the penalties imposed by the state, a job was a job and a paycheck was a paycheck. The job as a bounty hunter paid well, unsurprisingly. He quickly “reacquired” his favorite weapons that were previously military issue.

A few weeks ago, Makari finally had had enough of his “family time”, fights with his parents, and the obnoxious law enforcement and secretly booked a flight to Nepleslia Prime to look for a new job (and new armaments) in a new city. Little did he know what would plop into his lap....

ISC Phoenix - Volume 2

Prologue

After meeting with Luca in his apartment and joining the new Phoenix team, Makari met up with his new crewmates in a bar.

Mission 1

The team travels to Sargasso to uncover a possible terrorist plot. Makari, along with about half the team, fight off mutated crocodiles. Makari blows one to bits after Bronzi fails to wrestle it to the ground. He nearly blows the head off of a Neko due to his hatred of them thanks to Harm during his time on the NSS Arcadia. The team successfully negates the poisonous raincloud and travels back to their home base.

Interlude

The team prepares to leave Nepleslia and travel to Yamatai. In the mean time, Makari witnesses a pretty gruesome interrogation and drinks [Coffee](#) the next morning. He gets to know the crew a bit better.

Mission 2

After arriving on Yamatai, Makari set out with the rest of the team to a meetup in a restaurant. Luca met with the contact as Makari stood guard outside. The cops showed up along with two Nekos impersonating police officers. Thanks to the organization known as SAINT, the real police backed off and the crew made its way back to the Hotel.

Mission 3

After leaving Yamatai, the crew of the ISC Phoenix encounter a distress signal and go to check it out. They find a cruise liner hijacked by pirates. After cleaning up the ship Makari acquiring an auto-shotgun and the crew turns in the bounties.

Mission 4 (Loud)

Makari and team travel to a remote location with a base they need to destroy. Makari is the gunner of the Havoc tank. The base destruction is going as planned until an OUREX shows up and starts obliterating the landscape. One of the crew is killed and another betrays Luca and the team. Makari is promoted to 7 Spades.

Post Mission 4

Makari Decided to transfer out of active duty and into the [Phoenix Service Group](#) to serve as a mentor . He felt that the death of Rebecca left him partly to blame and didn't want to lose more friends and colleagues.

Skills

Physical

Makari Aeron is in excellent physical shape and has considerable endurance. Makari Aeron is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.

Fighting

Makari Aeron 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. Weapons he is trained in include pistols of all types, knives, grenades (and other forms of explosive weaponry) and rifles of all kinds. He has become more of a brawler and someone who can win against groups of enemies. Something that comes with the trade of being a bounty hunter.

Communications

Makari Aeron is 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. Makari Aeron is fluent in Nepleslian. He can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. Makari Aeron is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

Survival

Makari Aeron knows how to survive in hostile environments. He can build shelters, hunt and forage for food, build a fire, etc. Makari Aeron can camouflage himself and is familiar with guerrilla warfare tactics. He is also adept with living in the streets.

Demolitions

Makari Aeron can identify, manufacture, handle and dispose of explosives. With the proper tools, he can detect and disarm enemy explosives as well. After his jaunt in the military, Makari gained more knowledge on demolitions in order to keep at the top of his game in the bounty hunting service.

Strategy (Tactics)

Makari Aeron 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). Makari Aeron is able to recognize ambush points. He knows basic math in order to calculate distances, etc, and can use a tactical map.

Maintenance and Repair

Makari Aeron is familiar with and able to fix most problems with vehicle components and to an extent,

systems. While not necessarily well-versed on how a part functions and the theory behind each, they will be able to keep things operating within normal parameters. He is also able to hijack vehicles when needed.

Friends in Low Places

At least in the Nepleslian sectors, Makari Aeron has contacts within the black market dealers which allow him to acquire less than legal weaponry and information. This was especially useful during his bounty hunting days.

Friends in the Force

Similarly with his black market contacts, Makari Aeron has extensive contacts within the Nepleslian police structure because of his escapades as a bounty hunter.

Finances

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
2670 DA		3330 DA	Knife (300DA), HHG 'High Hybrid Gun' Ammo (100DA), 17mm Pistol (2930DA)
880 DA		1790 DA	Standard General Assault Rifle (1790 DA)
930 DA	50 DA		Weekly Pay (50 DA) [12/03/2010]
980 DA	50 DA		Weekly Pay (50 DA) [12/10/2010]
1030 DA	50 DA		Weekly Pay (50 DA) [12/17/2010]
1080 DA	50 DA		Weekly Pay (50 DA) [12/24/2010]
1130 DA	50 DA		Weekly Pay (50 DA) [12/31/2010]
1180 DA	50 DA		Weekly Pay (50 DA) [01/07/2010]
1230 DA	50 DA		Weekly Pay (50 DA) [01/14/2010]
1280 DA	50 DA		Weekly Pay (50 DA) [01/21/2010]
1330 DA	50 DA		Weekly Pay (50 DA) [01/28/2010]
1380 DA	50 DA		Weekly Pay (50 DA) [02/04/2010]
1430 DA	50 DA		Weekly Pay (50 DA) [02/11/2010]
1480 DA	50 DA		Weekly Pay (50 DA) [02/18/2010]
116,440 DA	-		Accumulation of Funds for odd jobs and bounty hunting
56,230 DA		-60210 DA	Acquisition of a SiZi Model 30 Condensed Plasma Revolver from the black market (60210 DA)
56,230 DA / 7,500 KS	7500 KS		Mission Pay from ISC Phoenix [04/24/2015]
56,230 DA / 22,500 KS	15000 KS		Mission Pay from ISC Phoenix [01/16/2016]

Inventory

Clothing

- 1 Red tinted, gold-plated aviator sunglasses
- 9 Undershirts, White
- 9 Shirts, various colors
- 1 Trenchcoat, Dark Brown
- 9 Boxers
- 3 Pants, Black
- 1 Cowboy Hat, Dark Brown
- 1 pair gloves, leather, black
- 1 pair boots, black
- 9 pair boot [Socks](#), white
- 1 Belt, Dark Brown

Weapons, Weapon Accessories

All weapons have Makari Aeron's name engraved into the slide or near the middle of the barrel on the stock (where applicable)

- 1 [HHG 'High Hybrid Gun'](#); collapsible pistol stock; Magazines 30
 - 10 White, 4 Red, 3 Blue, 2 Green, 2 Remote Explosive, 2 Tracker, 2 Audio, 2 Video, 2 Liquid
 - 3 Black Shells
- 1 [SiZi Model 30 Condensed Plasma Revolver](#); 12 quick-loaders (6/loader, 2shots/shell); collapsible pistol stock
- 1 17mm Pistol; Clips: 6 [2 Gyrojet, 4 APDS]; 4 Gyrojet boxes, 6 APDS boxes; collapsible pistol stock
- 1 [Standard General Assault Rifle](#); Extra Barrel, Basic Optic Scope (10-50x), 10 Batteries (50 shots/battery), 2 Chargers
- 1 [Styrling Auto Twelve](#) Special Edition, Silver Plating with [helical magazine (30/drum)]; 3 extra drums in a backpack
- 1 [SmAR/Fatboy](#), Red Dot scope, FatCOM, Brown Leather Belt, and 2 extra batteries
- 2 Lorath [Hand Cannon](#), ammunition, extra magazines (ISC Phoenix 2014 XMas from [Zeta Five](#))
- 1 Knife; Monomolecular Edge, Retractable Blade
- 1 Pistol belt, black, with black HHG holster (holds 1 magazine), black leather Peashooter Holster (holds 2 magazine), 12 pouches (7 HHG, 3 Std Gen Assault Rifle, 2 Plasma Revolver)
- Trenchcoat: hidden holster for Plasma Revolver, hidden pouches containing the rest of the ammo
- 1 Back holster for the Styrling Auto 12 and Standard General Assault Rifle

Accessories

- 1 pair identification tags, metal, with name and hometown to remind him of the good old days
- 1 [Canteen](#), 1 quart

- 1 [AwesomeCorp DataJockey](#)
- 1 Wallet, Dark Brown

Electronics

- Electronic Money Card
- Earpiece

Wishlist

- 1 [NAM Terratech Heavy Assault Armorsuit - "Devastator"](#)
- 1 [NAM Power Armor Tower Shield](#)
- 1 of each [devastator_modules](#)
- 1 NAM Condensed Fusion Cutter CFC-01a

Character Data	
Character Name	Makari Aeron
Character Owner	Phe0n1x
Character Status	Adoptable Player Character
Plots	ISC Phoenix - Volume 2
Approval Thread URL	starmy.com/...

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