


# Michelle Elizabeth Andrade

Michelle Elizabeth Andrade is a [player character](#) played by [Madi Harper](#).

Spc Michelle Elizabeth Andrade “Mike”		
	Species:	Valhallan Human
	Gender:	Female
	Born:	Some time in YE:10?
	Height:	5'10
	Weight:	160
	Organization:	Iron Company
	Occupation:	Gunner
	Rank:	Yeoman
Physical Characteristics		

Spc Michelle Elizabeth Andrake “Mike”		
Build and Skin Color	Tall, thin, though well muscled and powerful shoulders. Narrow hips and powerful legs.	
Eyes and Facial Features	Brown eyes, thin nose, high cheekbones, on a round face with a heavy, squared jawline.	
Ears	Normal human round, though straight backed	
Hair Color and Style	Even mix of bright red and dark brown, giving an almost false auburn. This is worn long, in a tight ponytail, often with a large nut concealing the hair tie. Hair does have a slight natural curl to it.	
Distinguishing Features	Heart shaped birthmark on the left shoulder blade, wreathed with a gear tattoo, bullet scar above the pubic bone on the right side	

## Personality

She will do her job, and is extremely professional in the presence of superiors. Otherwise, she is bright, friendly, and cheery.

There is some bitterness about injuries sustained early in her career, but she keeps it under tight discipline

Otherwise, there is nothing recorded of note.

## History

Enlisted in the Iron Company at eighteen. During the six month wait for her shuttle, she climbed up to the roof of the conn tower at her spaceport, and she promptly fell off onto the shuttle that was to take her away. Only minor injuries.

She made exemplary performance in basic training, and got very good at bringing down much larger opponents than herself. After she left boot camp, she was allowed to carry her religious artifact on her and into combat, proving extremely proficient as a power armor trooper and being able to dismantle or destroy hostile armor fairly reliably, if through underhanded and cruel tactics.

Demoted twice for destruction of equipment<sup>1)</sup> and has managed to stay as an anti armor specialist for the last four years.

What is known about her is that she grew up in a farming community, as she says, "chucking hay bales", and has thus developed a high strength to weight ratio allowing her to match the physical strength of Valhallans several times her size.

## Skills Learned

Mechanical perception<sup>2)</sup>

Iron Company Basic Training

Advanced mechanical training<sup>3)</sup>

Advanced Escape and Evasion<sup>4)</sup>

Power Armor Certification<sup>5)</sup>

Heavy weapons<sup>6)</sup>

# Social Connections

Michelle Elizabeth Andrade is connected to:

None at this time.

# Inventory

The following is the current character inventory of (Mike Andrade)

## Character Inventory

**Weapons** Issued on site **Armor** Power armor, one suit **Clothing**

- Iron Company field uniform x3
- Iron Company dress uniform x1
- Sport bra, black x5
- cycle short, black x5
- [Socks](#), crew, black pair x8
- gloves x1

## Personal Effects

- Sword, ultrahard ceramic, unknown make (Religious item)
- Assorted spare components for armor
- black tee shirt x2
- black wallet
- whetstone

# OOC Information

This page was created by harpermadi on 11, 05 2017 at 08:13.

In the case Madi Harper becomes inactive:

- Can this character be used as an NPC by a GM or FM? Yes
- Can this character be [adopted](#) after I've been gone for a year? Yes

Character Data	
Character Name	Michelle Elizabeth Andrade
Character Owner	<a href="#">Madi Harper</a>
Character Status	Active Player Character

Character Data	
Current Location	<a href="#">Sandraker</a>
Character's Home	<a href="#">Sandraker</a>
Plots	<a href="#">Reactivated</a>
Harm Limit	injury or death

1)  
Though maintains that the tank she destroyed was stolen and had not been marked as hostile yet

2)  
Has the ability to reason through identifying parts of a machine, thus identifying likely weak points while in the field of combat

3)  
Can repair and maintain most of her own equipment and even other vehicles and equipment that she does not regularly use

4)  
Can hide and maneuver in rough terrain, and is well trained to escape the rare instance where she does get captured

5)  
We don't actually know where or why she picked this up, but it has proven useful in both maintaining and destroying armored targets

6)  
Expert qualified on all currently used Iron Company heavy weapons, with special focus on anti-materiel weapons

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Last update: **2024/03/28 19:18**

