

# Adam Foss

Adam is a [Player Character](#) played by [Jimmy](#). He is a [Corporal](#) in the [1st Expeditionary Mechanized Force](#) plot.

Adam Foss



Species:	<a href="#">Nepleslian</a>
Gender:	Male
Age:	29
Family (or Creators):	Foss Family
Zodiac Sign:	Scorpio
Height:	175cm
Weight:	76kg
Organization	<a href="#">Nepleslian Space Marine Corps</a>
Rank	<a href="#">Corporal</a>
Occupation	Armored Vehicle Commander
Current Placement	<a href="#">1st Expeditionary Mechanized Force</a>

# Physical Characteristics

Height: 175 Mass: 76kg

**Build and Skin Color:** Somewhat thickset, with dark hispanic features.

**Facial Features and Eye Color:** Dark, clean shaven with almost black eye colour.

**Hair Color and Style:** Ruddy blonde, even when clean. Under its habitual layer of grease and soot it looks even darker.

**Distinguishing Features:** Has an utter disregard for the well-being of those not immediately associated to him.

# Psychological Characteristics

**Personality:** A risk taker and more than slightly coarse, Foss struggles to use a formal tone in any conversation. He's also rather self-centered, ripping through collateral damage without care, despite proving he's more than capable of maneuvering tanks in confined spaces. This may be a cause to the somewhat muddled reason for his dismissal from the military.

**Likes:** Blowing stuff up, his tanks, his beer. **Dislikes:** Being blown up, losing his tanks, any harm to his beer. **Goals:** Blow stuff up, drive tanks, get beer.

# History

## Pre-RP

Son of an insurance auditor, Foss had the fine makings of an utter bastard in him from the moment he was born, almost as bad as a tax collectors son. He spend his childhood honing this strength by kicking over sandcastles and messing with other kids hair. Through to adulthood he maintained his wayward lifestyle, not particularly malevolent just uncaring of others. He joined the tank corps fresh off the streets as a driver, mostly because he loved the idea of just running stuff over. At 22 he was earmarked for officer trials and managed to get onto the [NSS Charter](#) officer academy for theoretical studies where he graduated in the bottom half of his class.

Driving a range of tanks as an enlisted man, and moving between commanding light, medium, and later heavy tanks. Foss made a menace of himself in all kinds of armored vehicles, commanding officers always trying to offload him to the next sucker of a command. It wasn't until an incident involving the colonels daughter came to life that the camels metaphorical back broke and he was shuffled out.

Not to be discouraged, he started selling his skills and services for cash, and took a running gig up with Paragon.

## Service Record

### NSMC (PrepRP)

Officer of ill-repute in armored corp.

### Paragon Initiative: Battle of Funky City

Lead a combined tank and infantry platoon through the city sweeping through several districts. After the dramatic break up of the mercenary parent company Foss's platoon was one of the few that didn't run riot through the city. Instead they went freelance, however the IPG still kept a file open for an ex-NSMC officer affiliated with a group who had caused so much destruction.

### 1EXMF: Operation Graduation

After being forcibly re-enlisted into the NSMC and busted all the way down to corporal he is the second tank in the second platoon of Crusader platoon. No reported incidents, mission terminated early.

### 1EXMF: Prom Date

Current Operation.

## Skills

### Leadership

A seasoned veteran of commanding tanks, Foss knows how to bully, cajoule and smack subordinates into line. Occasionally he shows enough brains to get the tank and crew out alive, other times he seems to be trying to get them all killed. Either way, he can keep his crew in line and usually emerge out of the smoke with most of a tank after the battle.

### Vehicles

An experienced crewer, Foss knows how to get the most out of many a vehicle, years of being passed between commands giving him a wide array of knowledge on many Nepleslian armoured and unarmoured vehicles.

## Fighting

Making sure to always have a machinegun mounted to his hatch, and very often using it, Foss has become quite good at engaging targets from the moving and rolling top of a tank. Foss also packs a fair wallop with his large fists. As a Nepleasian he also has some experience with other weapons.

## Maintenance and Repair

Working on keeping a tank fit for battle is a hard and often back-breaking task requiring both skill and raw muscle power. Over the years Foss has learned to take care of his vehicles and see to most of their needs, such as when to hand them over to the machinshop, or how to weld on that extra little armour plate that covers a little-known weakspot.

## Survival and Military

Commanding tanks is more than just relying on the vehicle to carry you through, Foss knows that to stay alive you often have to navigate without electronic assistance, and being able to pick supplies from the trail will often keep moral up from the same rations or even possibly save lives in extreme circumstances.

## Knowledge

Trained in a military academy Foss has a small wealth of knowledge that he's mostly forgotten but keeps in the back of his head just in case. He's studies also provide him with certain instincts that may come in handy from time to time.

## Mathematics

Picked up in academy, Foss studied heavily in advanced trigonometry and ballistic physics. Although other parts of the maths spectrum were preached in the lecture halls.

## Inventory

### Clothing

#### Uniform

- 2 Pullover shirt, green, with rank patches on shoulder pads and name plate
- 4 [T-Shirts](#), white

- 4 underwear, white
- 2 Khaki cargo pants
- 1 [Beret, green, with flash patch](#)
- 1 [NSMC Field Cap, Type 33](#)
- 1 pair gloves, leather, brown
- 1 pair [Boots](#), brown
- 6 pair boot [Socks](#), white
- 1 Belt, dark brown
- 1 [Nepleslian Dress Uniform \(YE 33\)](#) (full outfit with white pistol belt, gloves, pants, and [Boots](#))

## Bunkwear

- 2 Tank tops, green, with fleet number on the right chest
- 2 Pairs of ankle length pajama pants, khaki
- 1 Pair of slip-on flexi-shoes, black

## Workout/Swim

- 2 Short-sleeved mocks with fleet number on the right chest, Green
- 2 Work-out shorts, black
- 4 pairs green ankle [Socks](#)
- 1 pair green low-top sneaker shoes
- 1 Pair of trunks, green, fleet number on right leg
- 1 Speedo, green, fleet number on right cheek

## === Paragon Imitative Uniform

- 2 BDU Digital urban pattern shirt
- 2 BDU Digital urban pattern trousers
- 4 Black [T-Shirts](#)
- 1 pair gloves, leather, black
- 1 pair [Boots](#), black
- 6 pair boot [Socks](#), black
- 1 Belt, dark brown
- 2 Tank tops, green
- Digital urban pattern bandana, worn around face

## Weather Gear

- Heavy leather cold-weather mask

## Weapons

- 1 Automatic Pistol, [ESG "Easy Sub-Machine Gun"](#), ceramic, with 2 extra JHP magazines

- 1 [M3 Assault Rifle](#) (Pistol variant)
- 1 Pistol, [Styrling Silver Special .45 Caliber](#), with 2 extra magazines
- 1 pair identification tags, metal, with name and hometown
- 1 [Canteen](#), 1 quart
- 1 [AwesomeCorp DataJockey](#)
- 1 Wallet with the Marine Corps Insignia plated on it.
- Starting pay of: 6000 DA
- Electronic Money Card (New characters start with 3000 KS)
- Razor
- Small field mirror

## Finances

Adam is currently a contractor in the Paragon. He receives pay on a job-by-job basis, plus combat bonuses if applicable.

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds
6000 KS	6000DA		Enlistment Bonus
<b>Character Data</b>			
<b>Character Name</b>	Adam Foss		
<b>Character Owner</b>	<a href="#">Jimmy</a>		
<b>Character Status</b>	Inactive Player Character		
<b>Plots</b>	<a href="#">1st Expeditionary Mechanized Force</a>		
<b>Approval Thread URL</b>	<a href="#">stararmy.com/...</a>		

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