

# Adrian Decane

Adrian is currently stationed on Cirrus Station.

## Adrian Decane



Adrian Decane	
<b>Species:</b>	<a href="#">Nepleslian</a>
<b>Gender:</b>	Male
<b>Age:</b>	25
<b>Zodiac Sign:</b>	Capricorn
<b>Height:</b>	6'4"
<b>Weight:</b>	187 lbs.
<b>Organization</b>	<a href="#">Star Army of Nepleslia</a>
<b>Rank</b>	Staff Sergeant
<b>Occupation</b>	Combat Medic and Medical Officer, IPG Executioner
<b>Current Placement</b>	NSS Alliance

[Adrian's Theme: Fuck Shit Up! \(whananananana\) - Wingnut Dishwasher's Union](#)

## Relations

### Family

Dominic Decane, Father, living in Funky City

Maria Decane, Mother, living in Funky City

Jonathan Decane, Brother, Deceased

## Physical Appearance

- **Species:** [Nepleslian](#)
- **Gender:** Male
- **Age:** 25
- Height: 6'4"
- Mass: 187 lbs.

Build and Skin color: Reasonably tall and slightly stocky, but not really muscle-bound. His skin is naturally well-tanned.

Facial Features and Eye color: Face is slightly rounded, medium eyebrows, with one eye hazel, and the other crimson (cybernetic implant)

Hair color and Style: Naturally black, but with the tips dyed green and white, often in liberty spikes when not on duty.

Distinguishing Features: Adrian's left eye is a cybernetic implant, with the iris made a bright crimson. The

eye has telescopic and low-light vision. He also has a cockney accent, a rarity on Nepleslia.

## Personality

Adrian is a staunch atheist and loves manipulating others. Despite that, he holds a compassion for his fellow beings, which compelled him to become a medic. His childhood on Nepleslia left him mostly desensitized to violence, and when he needs to fight, he can do so quite ferociously, although he exercises enough self-control not to do anything too horribly stupid. He's reasonably self-confident, enough to trust himself in most situations, and stopping before arrogance. He doesn't allow himself to trust others too much out of a constant fear of betrayal, no matter how unfounded. Adrian is also extremely liberal and believes that governments should be democratic, and only supports the Army, the arm of the imperial government because he believes it's far better than wasting his time on his over-polluted and over-populated homeworld. He has a moderate case of ADD, which he is able to control with meds. Despite his profession, he can be very violent, and loves fighting. Although rarely the type most people would consider "mentally stable", Adrian's death and subsequent Cerebral Chip resurrection have done little to help him out. Since the Kennewes Offensive, Adrian has become somewhat less predictable in his behavior.

## Likes, Dislikes, and Goals

- **Likes:** Ska-punk, Weapons, Hallucinogenic drugs, Bass guitar, fighting, reading, swimming, trumpet, poker
- **Dislikes:** Racial bigotry, religion, stupidity, slavers, greed
- **Goals:** Live long enough to retire and start a ska band

## History

### Pre- Enrollment

Adrian was born into a relatively well-off Nepleslian family several minutes after his fraternal twin Jonathan and grew up in one of the wealthier sections of Funky City. He did moderately well in school, despite being remarkably bright. When he was sixteen, his brother, who had long been involved with the large criminal underground that controlled much of Nepleslia, was shot to death in the street after ripping off a drug dealer. Despite the fact that he was never close to his brother, the event was devastating for Adrian. He went into a short depression and attempted suicide once. When he came out of it with the help of plenty of medication, Adrian started a small gang with several friends. This endeavor met with moderate success until a much larger gang decided they were a threat and wiped them out. Adrian fled the city, and enrolled in a good college with money from his parents. There he studied psychology and medicine, and took some classes in music. When he graduated, he returned to Funky City, only to be chased out once more several years later by the same gang that had caused him so much trouble before. This time, however, he enlisted in the Star Army.

## Mission One (Planet X)

Adrian descended to the planet on a shuttle with Rico Sanroma where he performed several field surgeries on Marines injured in the fighting before requesting evac due to Aether weaponry use below ground made the area far too unstable for decent medical attention to be given.

After returning to the ship, Adrian attended a bar with [Rico Sanroma](#), [Fian Vel Steyr](#), and John Hopkins for a night of drinking and implied debauchery.

## Mission Two Prep

After waking up in a pile of trash with a hang-over, Adrian returned to the Alliance, where he had an unpleasant run-in with [Soreta](#), a Geshrin diplomat assigned to the Alliance.

During several VR sims meant to help train the marines, Adrian lapsed into several berserker rages, in the end coming through with a number of kills, including [Rico Sanroma](#) (Twice) and [Fian Vel Steyr](#), although he died in both matches through his rather suicidal tactics.

After this, Adrian injected Rico with the potent Aphrodisiac "Vigour," which lead to Rico's attempted Rape of a Geshrin [Star Army Caretaker](#). After this and being threatened with court martial by his XO, Adrian went a little bit nuts and attempted suicide.

He was stopped by the ship AI, Ally, and placed in the medbay under the care of Kokuten Chiaki, where he remained until being pulled to the Power Armor bay to suit up for the mission to Elysia.

## Mission 2

Adrian stayed on the Alliance while another team accompanied the diplomat [Soreta](#) to the capital. He joined forces with the Security teams onboard when the Alliance was sabotaged.

## Mission 3: Return to Planet X!

Adrian, like many of the other marines, was deployed to Planet X (Now known as Nepleslia Prime). There, he helped fight off the ace Red assault on the Alliance marines. He received light damage to his armor, and became enraged when [Rico Sanroma](#) met his end at the hand of a Red grenade.

## Shore Leave

After secluding himself for much of the Alliance's shore leave, Adrian met up with his fellow marines at a drinking party in a local bar. During the festivities, dedicated to the dead Rico, a bar fight broke out against several Red-sympathetic ID-SOLs. Adrian teamed up with [Jet Endurain](#) to fight one of them, an encounter which ended with the ID-SOL being brought down by a spiked board to the temple from Adrian.

## Mission 4: First Encounters of the Anarchist Kind

During the meeting with the Free State, Adrian engaged in some light philosophical discourse with the Freespace Foreman Error.

After returning to the Alliance, Adrian attempted to save [Gran Keats](#) from a Power Armor-hunting Freespace. He was partially successful, and, at the very least was able to save Gran from bleeding to death from a knife wound. As the Freespace were preparing to depart, Adrian flew into an armored rage upon learning that the 'Spacer that had injured Gran was being allowed to go free. After attempting a charge at the alien, Adrian had his armor locked by Ally.

## Shore Leave

Following a night spent on the armor bay floor in a Super Phalanx, Adrian engaged in some “playful activity” in the mess hall, which earned him the ire of Captain Jack Miller, who ordered him to the base psychiatry facility. After spending a short while there, Adrian then attended a Los Apagos [Aethersperm](#) concert with many other marines. Shortly after, Adrian accompanied [Mireille Belmonte](#), an [Intelligence and Pacification Group](#) Field Intelligence Officer to her home to crash for the night. The next morning, she offered him a position within the IPG as an Executioner, which he accepted.

## Kennewes

Deployed with the NSS Alliance's Delta Squad, Adrian accompanied the group on their mission to the depths of the Kennewesan ocean. He was killed by a Crooked Demon inside the Red Facility on the sea floor, when the Red armor stabbed him through the chest with its vibroclaws.

## After the Nepleslian Civil War

Following the Green occupation of Kennewes, Adrian continued his service, although he was stripped of his Executioner status (partially due to dismantling of the program, partially due to some issues involving discipline) and demoted to Private Second Class. Following the NMX invasion, Adrian saw combat in several minor skirmishes, and was able to be promoted to his previous rank. However, during the invasion of Rok'Veru, the vessel he was serving on, the NSS Prophecy, was destroyed over the planet, and lost with all hands. His Cerebral Chip was recovered from the wreckage by fleeing ships, and he was revived on Delsauria, where he is currently garrisoned and awaiting his transfer almost as eagerly as the base Commanding Officer.

## Skills

## **Medical:**

Adrian knows how to diagnose and treat conditions, apply first aid and emergency care (CPR, etc), and perform field surgery/general surgery if given the proper tools/facilities. He knows how to work in and use hospital equipment. He learned rudimentary First Aid on Nepleslia after his brother died. He later learned field surgery and pathology while in training.

## **Communication:**

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

## **Fighting and Physical**

Adrian 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. The character can repair weaponry with adequate tools and time. The character is in excellent physical shape and has considerable endurance. Adrian's father was a guns enthusiast and taught him how to shoot at a young age. With his considerable experience even before enlisting, Adrian is a very good shot, and accurate with most pistols at up to 40 yards.

## **Survival**

Adrian knows how to survive in hostile environments. He can build shelters, hunt and forage for food, build a fire, etc. The character can camouflage himself and is familiar with guerrilla warfare tactics. Although he learned to build shelter and hunt in basic training (there aren't many deer in Funky City), he knew guerilla warfare from his teenage years as a gang member.

## **Leadership**

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

## Psychology

Adrian knows how to identify numerous mental diseases and boost self-confidence in others. He also uses his skill to “get inside” peoples heads, and is rather skilled in manipulating others. He took an interest in psychology early in life, and took several classes in it throughout his school years. He often reads books on it, and continues to build upon his skill.

## Entertainment

Adrian plays the trumpet and bass guitar quite well, and capable of singing, but not that great at it. He learned these mostly by himself, with some private lessons on Nepleslia.

## Inventory

### Clothing

- 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 pair gloves, leather, black
- 1 pair [Boots](#), black (or khaki)
- 6 pair boot [Socks](#), white
- 1 Belt, dark green (pants)

- 1 Rank patch, Soldier Third Class (Old system)



- 1 Rank patch, Soldier Second Class (Old system)



- 1 Rank patch, Staff Sergeant





## Weapons, Weapon Accessories

- Leptonium Power Blade (For Power Armor use.)

## Accessories

- 1 pair identification tags, metal, with name and hometown
- 1 [Canteen](#), 1 quart

## Wallet

- Current: 4400 DA
- Income: 50 DA/Week
- Expenses:
- 4/19/07 -1600 DA Leptonium mono-molecular edged Power Sword with Yarvex knit (Great Sword size)

Character Data	
Character Name	Adrian Decane
Character Owner	<a href="#">SUBLIMEinal</a>
Character Status	Inactive Player Character
Approval Thread URL	<a href="#">stararmy.com/...</a>
Nepleslian Personnel Database System	
Career Status	Active Duty
Branch	NSMC
Rank	<a href="#">Sergeant First Class</a>

From:  
<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:  
[https://wiki.stararmy.com/doku.php?id=characters:nepleslia:adrian\\_decane](https://wiki.stararmy.com/doku.php?id=characters:nepleslia:adrian_decane)

Last update: **2024/01/21 05:13**

