


Alrik Wolf

Alrik Wolf is a [player character](#) played by [AusGre](#).

| Alrik Wolf | |
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|  | |
| Species: | Nepleslian |
| Gender: | Male |
| Age: | 22 |
| Height: | 5 ft 11 in |
| Weight: | 195 lbs. |
| Organization: |  Nepleslian Space Marine Corps |
| Occupation: | Space Marine |
| Rank: | P3C |
| Current Placement: | 4th Fleet |

Physical Characteristics

- Height: 5'11"
- Mass: 195 lbs.
- Measurements: N/A

Build and Skin Color: Alrik has a strong framed, wrapped around by a moderate size of muscle and girth. His skin gives a slight tan coloring, while his body shows the efforts of physical conditioning compared to an average Nepleslian Marine.

Eyes and Facial Features: His face has the general strong look about it; a strong and pointed jawline supporting a narrow chin and stone-like cheeks. His eyes are small and deep, giving a sharp steel coloring to them.

Ears: Alrik's ears are small and that of Nepleslian physiology.

Hair Color and Style: Alrik's crop is similar to a fresh buzzcut, with a bit of length on the top and sides, with a bit of gel mixed into the hairs, giving a wet look to it. His facial hair is noticeable to a few days of not shaving, the growing hair spanning from the lengths of his face and forming under his thin lips, giving a small point of hair.

Distinguishing Features: Looking closely at his eyes, you would notice the several rotating sections in his steel colored iris, in the form of thin black lines. Inside his pupil would remind you of a camera lens shutter, closing and opening to zoom in and out.

Psychological Characteristics

Personality: Alrik Wolf shows a calm and well mannered demeanor, logical thought patterns and otherwise a careful presence to those around him. He also attempts to give off the presence of a man confident in his own abilities, almost overconfident if that. Inside though, is the nature of a survivor, caring for himself foremost and careful consideration to the consequences of his actions.

- **Likes:** Alcohol, women, money, fine smokeables and the occasional fantasy book. Alrik also enjoys to be the man with the upper hand.
- **Dislikes:** Insects, insubordination, chaos.
- **Goals:** 1. Command of a starship. 2. High Ranking within the Neplesian Military. 3. Self-Improvement.

History

Family (or Creators)

Alrik's Family is unknown to him, as an early child in Funky City he was abandoned to an orphanage.

Pre-RP

Alrik was born on Nepleslia inside Funky City, he was abandoned a few short years after his birth. Given to a small orphanage, ran by Street Men on the lower levels of the industrial planet. He was taken care of as much as the other orphans in the city and given to certain companies to be used as laborers for their machinery, much like child labor; crawling around inside the machinery, fixing what others couldn't reach and given menial tasks that the real workers wouldn't do.

Eventually, Alrik broke free of the orphanage and joined one of the many street gangs that roamed Funky City, earning a piece of the pie with blood and sweat. Aside from being a thug, he sometimes carried packages for the crime lords of the city and earned himself a bit of money under their employ. Time passed and he began to mature into a young man. Brushed with power, Alrik started to like the finer things in life he grew in ambition and eventually backed away from his gang, joining another gang with ties to the power holders of the criminal underworld of Funky City. This caused a rift to form between his old gang and himself, the other gang grew spiteful of his new position and how he started to rise while they stayed still in their meager positions.

With this, the gang conspired to teach Alrik a lesson. Numerous times, they attacked Alrik and his new gang members, attempting to take him down in the process. The two gangs started to war between each other, over Alrik. Eventually, Alrik's gang decided he was worth too much trouble and tossed him to the wolves of the street. Finally in their hands, they butchered Alrik to the point of death, but they kept him alive to teach him the same lesson over and over again.

Alrik was saved by a raid on the gang's compound by the law enforcement of Funky City, he was taken care off and then sent to trial for the crimes he had committed by him and his fellow gang members. A harsh sentence was to be placed on their lives, as prison seemed to be the more likely sentence than anything else. Luckily, Alrik managed to strike a deal with the judge and instead of time in prison, he was granted the chance to redeem himself in the hands of the Star Military.

Skill Areas

Communication

Initial testing gave Alrik a high score in cryptology and understanding alien languages, he suffers in the speed category of the tests; preferring his own pace, to decipher details instead of broad subjects.

Fighting

While taught in the standard Star Military CQC, Alrik showed potential in the arts of stealth take down maneuvers and incapacitating a foe rather than killing them. Close combat with pistols and knives was also noted over the use of rifles.

Survival

A graduate of several guerrilla tactics teachers, Alrik gave high results in the form of ambushes and minimal means for survival in long periods of times.

Strategy (Tactics/discipline)

Being a rather intelligent man, Alrik was able to concieve several unorthodox strategies in combat training exercises that achieved objectives with minimal losses, his studies focused on small team tactics.

Technology Operation

His days of youth gave a strong knowledge of illegally accessing systems and handling data analysis.

Empty Skill Slot

Humanities

Keeping polite and measurable discipline towards his superiors, he also showed an ability to tap into the psychology of a person and the sociology to interact with other race's cultures.

Inventory

Alrik Wolf has the following items:

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, black
- 1 pair [Boots](#), black (or khaki)
- 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, khaki
- 1 Pair of trunks, green, fleet number on right leg.

Weapons and Weapon Accessories

- 1 Rifle Kit
- 1 [Utility Combat Knife M01A](#)
- 1 Automatic Pistol, [ESG "Easy Sub-Machine Gun"](#), ceramic, with 2 extra JHP magazines

Accessories

- 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.
- 2 [na-m3300_bionic_eye](#)

Finances

Alrik Wolf is currently a P3C in the Star Military of Nepleslia.

| Total Savings | Addition | Subtraction | Reason |
|---------------|----------|-------------|---|
| 3000 KS | | | Starting Funds |
| 2000 KS | | 1000 KS | Purchase of 2 na-m3300_bionic_eye |

OOC Discussion

Eventually would like to make him a Special Services Member.

| Character Data | |
|-----------------|------------------------|
| Character Name | Alrik Wolf |
| Character Owner | AusGre |

| Character Data | |
|--------------------------------------|----------------------------------|
| Character Status | Inactive Player Character |
| Approval Thread URL | stararmy.com/... |
| Nepleslian Personnel Database System | |
| Career Status | Active Duty |
| Branch | NSMC |

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Last update: **2024/03/24 08:08**

