


Anthony Branston

Anthony Branston is a [player character](#) played by [Frankly](#).

Anthony Branston	
	
Species:	Nepleslian (ID-SOL Halfbreed)
Gender:	Male
Age:	19
Height:	6'0"
Weight:	140 lbs.
Organization:	Nepleslian Space Marine Corps
Occupation:	Space Marine
Rank:	Private
Current Placement:	

Physical Characteristics

- Height: 6'0"
- Mass: 140 lbs.

Build and Skin Color: Muscular and toned, with broad shoulders and a lean frame. Anthony keeps in shape due to the demands of his job but has always been lean out of necessity; the streets of Funkycity are not kind. A bronzed tan suggests a life of hard labor outdoors. It is noteworthy that Anthony is

particularly small for a half breed ID-SOL.

Eyes and Facial Features: Brown eyes and clean shaven. However! Anthony will not shave during extended field operations, he considers facial hair a way of gauging how long he's been out, and the bushier he gets the deeper into an operation he is.

Hair Color and Style: Anthony has black hair that he keeps cut short, years of fist fights have taught him not to keep long hair or risk being grappled.

Distinguishing Features: Anthony has a prominent chin, it makes itself known and it's two minutes early wherever he goes.

Psychological Characteristics

Personality: Anthony is a thrill seeker, having originally taken to the military for a stable living he now turns to the thrill of combat stimulants and fire fights in order to get any sense of meaning out of life. He's spent most of his life trying to live up to his father's expectations and failing, and the NSMC is his final chance to get any respect from him. Every confirmed kill is another story he can come back home with. It might make up for the fact that he was born to small, or that he couldn't perform like the other ID-SOL sons. He has something to prove, and he is absolutely going to work hard for it. Anthony also becomes easily agitated during his downtime, he doesn't like not being in combat, because he's usually deprived of the stims fed through his armor.

- **Likes:** Firefights, power armor, combat stimulants
- **Dislikes:** The quiet, PT, diplomatic resolutions
- **Goals:** Gain his father's (an ID-SOD) respect by joining the military, take as many stims as possible without overdosing

History

Family (or Creators)

- **Father:** Samuel Branston (ID-SOL)
- **Mother:** Clarissa Branston
- **Brother:** Edgar Branston (Older)

Pre-RP

Anthony has always lived in the shadow of his older brother Edgar, who makes their father Samuel proud. Edgar is strong, and large, and meets all of their father's expectations. Being the son of an ID-SOL, it was expected that Anthony and Edgar would enlist with the NMSC like Samuel did, and they did exactly that. For Edgar it came naturally, but for Anthony it was scary, and so he quickly found that stimulants helped him not only calm his nerves, but gave him an edge on the field. His reaction time went up and he wasn't

afraid to meet the enemy head on anymore. He probably doesn't need the stims anymore, but he's grown dependent on them, and gets easily agitated if he doesn't get a dose within a reasonable time frame. Squad members have suggested detox to him before, but he simply doesn't think it's a good idea.

Skills

Communication: NMSC Standard Training

Anthony has received standard radio and communications training from the NMSC and is fully fluent in his native language. He has no issues speaking without impediment and can issue orders under pressure. He was always a confident speaker, and in this instance has taken to his standard training quite well.

Fighting: NMSC Standard Training

Anthony has learned all of the standard hand-to-hand techniques taught to Nepleslian marines, and considers himself a trained killing machine. He can make full use of any small arms, power armor, and melee weapons issued to him with no prompting but feels a special bit of favor toward the Combat Axe and HHG Revolver for their utility on the field his father's never shutting up about how great a revolver was. As with any marine, his standard weapon of choice is the M3 Assault Rifle; this does nothing to curtail his fetishism over the uses of the HHG Hybrid and it's variable ammunition selection.

Survival: NMSC Standard Training

Anthony is mostly used to the megacities that any Nepleslian is comfortable in, and as a result never really had any experience with the sort of training he was given for hostile environments or rugged wilds until he enlisted with the marine corps. As a result of this training, Anthony's soft city lifestyle has toughened up to face the upcoming challenges of life as a marine.

Strategy (Tactics/Discipline): NMSC Standard Training

Something about following orders feels right, and being able to do so well is all the better. Anthony has no issues following orders or recognizing the chain of command in the NMSC or the SAoN across it's divisions. Making quick decisions is second nature to him, and having to watch for ambush points goes all the way back to his involvement in the criminal element on the homeworld. In this respect, Anthony takes rather well after his father, an ID-SOD bred expressly for combat.

Rogue: A criminal background

Anthony knows how to get in and out of places he doesn't belong, being smaller than his older brother and often not meeting the physical expectations of their ID-SOD father, Anthony quickly learned that he

needed other ways to get by on the tough streets of Funky City. He learned to sneak, pick his way through all but the most expensive of locks, and talk his way into and out of all sorts of messes. He knows the streets, where to find things (usually narcotics), and how to go along his way unnoticed. He also has a basic knowledge of profitable (though certainly not safe) narcotics and the production thereof; this particular skill set has made him a terrible embarrassment to his father.

Chemistry: A do-it-yourself drug dealer's kit

Anthony was not shy about figuring out how to make money when he was younger. Drug move money, and he knows it. The more addictive the better, so he took the time to learn what substances do what to a person, and how they adversely affect people with the interest if maintaining repeat business. This knowledge has only begun to extend to the use of combat stims, as Anthony has found he's quite addicted to them.

Medical: Life on the streets is rough

Anthony has had to do all sorts of things in his life time, from having to save a client who is having a drug over dose to having to treat and stitch up gunshot wounds. Necessity taught him what he knows, and the rest came from datapads. Anthony isn't a doctor or a combat medic by any means, but he enough to save a life short of surgery or medication. That said, he has no formal military training in this area, and will always under perform beside a trained professional.

Inventory

Anthony Branston has the following items:

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 Speedo, green, fleet number on right cheek

Weapons and Weapon Accessories

- 1 [M3 Assault Rifle](#) (Recommended)
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- 1 Revolver, [HHG 'High Hybrid Gun'](#) (With the name "PEACEKEEPER" scratched into the side), with 2 extra HJP magazines, additional ammunition for situational use listed below.
 - 1 additional battery pack
 - Hybrid Rounds (White) JHP: 10 DA (100 shots)
 - Hybrid Rounds (Red): 10 DA (100 shots)
 - Hybrid Rounds (Blue) 10 DA (100 shots)
 - Hybrid Rounds (Green) 10 DA (100 shots)
 - Mass Driver Rounds (Liquid) 10 DA (20 Shots)
 - Mass Driver Rounds (Audio) 10 DA (20 shots)
 - Mass Driver Rounds (Video) 10 DA (20 shots)
 - Mass Driver Rounds (Lead) 10 DA (20 shots)
 - Mass Driver Rounds (Remote Explosives) (20 Shots)
- 2 Smoke Grenades (See: [NAM Infantry Grenades](#))
- 2 Frag Grenades (See: [NAM Infantry Grenades](#))

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.
- Starting pay of: 6000 DA
- 1 dose of Adrenal Alacrity
- 2 doses of Rage
- 2 doses of Prime

Finances

Anthony Branston is currently a Private in the [Nepleslian Space Marine Corps](#).

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
5910 DA		90 DA	Ammo purchase
5550 DA		360 DA	Combat Drugs
5500 DA		50 DA	Gernades

OOC Discussion

Anthony can be used for any Neoplesian plot involving SPACE MARINES. He's a street-type turned marine more to prove something than out of necessity. If any Game Master who gets this character is interested in involving his father tangentially (I don't know if you guys do that sort of thing) during downtime, I'd actually love that sort of involvement.

Character Data	
Character Name	Anthony Branston
Character Owner	Frankly
Character Status	Inactive Player Character
Approval Thread URL	stararmy.com/...

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