

# Artan Stark

Artan Stark is a [player character](#) played by [artanstark](#).

Artan Stark	
	
<b>Species:</b>	Nepleslian
<b>Gender:</b>	Male
<b>Age:</b>	24
<b>Height:</b>	6'1"
<b>Weight:</b>	182 lbs
<b>Organization:</b>	NSMC
<b>Occupation:</b>	<a href="#">Space Marine</a>
<b>Rank:</b>	P3C
<b>Current Placement:</b>	

## OOC Notes

Combat theme: <http://www.youtube.com/watch?v=vpL2sWLwEtU> Out of Combat theme: <http://www.youtube.com/watch?v=7qrRzNidzlc&ob=av3e>

Preferred Plots:

1. 4th Fleet

## Physical Characteristics

- Height: 6'1"
- Mass: 182 lbs
- Measurements:

**Build and Skin Color:** When thinking of how to describe this man's build the word fit may come to mind, clearly muscled, but far from excessively so. Long hours in the sun has left his skin darkened with a tan, that is slowly beginning to fade with his time aboard ship.

**Eyes and Facial Features:** The centre point of his square shaped face, is likely the twin cybernetic eyes that have replaced his god-given pair. Their red lens, peeking out from his lightly squinted eye sockets. Is set slightly askew, and topped with the tell-tale signs of atleast several breaks.

**Ears:** A pair of simple human ears, that bare little notable details, aside from the minature scar upon the bottom of his right, where it had once been pierced.

**Hair Color and Style:** This man's short-cropped black hair is constantly kept close to his scalp, strictly policed to never grow longer than an inch.

**Distinguishing Features:** Aside from the cybernetic replaces of both his eyes, there is little about this man that is remarkable.

## Psychological Characteristics

**Personality:** Professional, unyielding, reliable are likely the three best words to describe Artan, though probably not the most commonly used.

Most reliably found in wearing his uniform and occasionally his tactical gear depending on his day, or the situation at hand, Artan very rarely dresses for off-duty periods. Though on the few occasions he does attend an event, he dresses with his own simple style, usually a pair of dark pants and matching jacket, with a lighter shirt, though he usually wears his [Boots](#) still.

Artan has a mechanical mind, suited to find out just how things tick, as such he enjoys disassembling and reassembling various mechanical objects, and occassionaly attempting basic outlines, ideas and concepts of his own. Those that have managed to get him to speak of his hobbies, has likely heard mention of music, and other slightly artistic flares. Though wheather it is the enjoyment of other's creative or his own, is rarely ventured upon.

When deployed or otherwise occupied, Artan is reserved to the point of often seeming cold, as he preferes to focus on the task at hand, rather than allow himself to be distracted or burdened with his own feelings or thoughts upon the matter. During social situations, despite remaining emotionally reserved, Artan is open to conversation with just about anyone, and around friends, or people he feels comfortable about, he even grows quick to joke, and even flirtatious around women he thinks will accept it.

Motivated by the financial needs of his family, and the urge to make them proud and earn the pride and

awe his younger sisters placed in him, Artan does all he can at the best that he can.

As previously mentioned, Artan keeps himself reserved, having difficulty opening up to people he doesn't know, and rarely showing more than a fraction of himself to even those that he trusts. This tends to lead him into becoming withdrawn at social gatherings as well as making him seem rather passive.

Another flaw is his temper, though he is often disposed to simply hold it in check, he tends to hold grudges against those that irk him. However, when he is pushed to the point where he no longer wishes to hold back, he can become quite volatile. A state which he is quickly to reach when his family is mentioned.

- **Likes:** Taking things apart, putting things together, designing things, 'good' art
- **Dislikes:** Threats and insults about/towards his family or friends, pointless repetitive noise (banging, clicking, etc) smart asses.
- **Goals:** Provide for his family, do the best he can and be all that he can be.

## History

### Family

Mother: Julianna Stark Father: Nathan Stark Sisters: Aine, Talianna

### Pre-RP

Artan grew up in the slums in the shadow of Nesplia's funky city, the son of a marine and a civilian. The first few years of his life were pretty simple, his father having been away on some deployment, with little time to spend at home, Artan had little interaction with the man that sired him.

It wasn't until Artan was four, that his father stayed for an extended period, a few weeks of leave before he was scheduled to be shipped out again, and those weeks passed quickly. Just over a month after his father had left, Artan got the news that he was going to be a brother. That year passed quickly, and Artan didn't get one sister, but two. Another year, and he was being sent off to scavenge whatever education his mother could get him.

It was just after he first few weeks of learning, that his mother received the noticed, that his father had been killed in an engagement, with little to no details given. Things changed for Artan then, as his mother began working. His evenings were spent looking after his siblings as his mother left for work, providing them with their meals, and keeping them as entertained as possible. Slowly the years passed, and his mother's workload doubled. Leaving Artan to care for them in the mornings, and doing all he could for them during the days.

Soon enough they were of age to go to school with him, looking out for them, however became a habit, and he often got into trouble for 'dealing' with those that troubled his sisters. It continued like this for a few more years, and as Artan grew closer and closer to become a man, he learnt more and more of his mother's struggles. Soon enough, he realized the financial burdens that forced his mother to spend so

much of her time away from her family. Resolved to solve them, he sought out the answer.

Soon enough, he was traveling from job to job, doing whatever work came his way, and accepting whatever pay he could get, all while attempting to continue his education. Despite putting his best effort into every single job however, he had trouble finding a place that would keep him, and the next job always seemed harder to get. The desperate he got, the more willing he was to the seedier jobs. So it was that he even took a few that were illegal. Eventually the costs got higher and higher, for his family, and for himself.

It was a mere coincidence, that led him to consider the NSMC, after over hearing a pair of marines talking in the street on his way home from work. After that, he enlisted.

## **Skill Areas**

### **Fighting**

Artan has 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 is in excellent physical shape and has considerable endurance.

### **Communication**

Artan is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from members of the NSMC through headsets, ships, ground vehicles, power armor, and shuttles in both combat and non-combat conditions. Artan is fluent in Nepleslian. He can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. Artan is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

### **Survival**

Artan knows how to survive in hostile environments. He can build shelters, hunt and forage for food, build a fire, etc. Artan can camouflage himself and is familiar with guerrilla warfare tactics.

### **Strategy (tactics/discipline)**

Artan 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). artan is able to recognize ambush points. He knows basic math in order to

calculate distances, etc, and can use a tactical map.

## Physical

Having withstood the NSMC's physical aspect of their training, Artan has attained a suitable level of fitness and considerable endurance, and the ability to plan out a fitness routine that will maintain.

## Maintenance and Repair

Artan is familiar with and able to fix most problems with vehicle components and to an extent, systems. While not necessarily well-versed on how a part functions and the theory behind each, they will be able to keep things operating within normal parameters.

## Engineering

Having always been thrilled, and possessing an almost natural understanding of what 'makes things tick,' has lead him to look into just how things work. Upon his mother's insistence he had continued his education as he had worked, and this is what he put it into. Looking more about the sciences of mechanics, physics and other operating principals.

## Inventory

Artan Stark 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, black
- 1 pair [Boots](#), black (or khaki)
- 6 pair boot [Socks](#), white
- 1 Belt, dark brown
- 1 [Nepleslan 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(4th), Green
- 2 Work-out shorts, khaki
- 1 Pair of trunks, green, fleet number(4th) on right leg

Weapons and Weapon Accessories

- 1 Rifle Kit
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- 1 Revolver, [HHG ‘High Hybrid Gun’](#), with 2 extra HJP magazines with brown pistol belt

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

Finances

Artan Stark is currently a P3C in the NSMC.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
Character Data			
Character Name	Artan Stark		
Character Owner	<a href="#">artanstark</a>		
Character Status	Inactive Player Character		
Approval Thread URL	<a href="#">stararmy.com/...</a>		

From:

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

Permanent link:

[https://wiki.stararmy.com/doku.php?id=characters:nepleslia:artan\\_stark](https://wiki.stararmy.com/doku.php?id=characters:nepleslia:artan_stark)

Last update: **2024/03/24 08:36**

