

Cöen Valson

Cöen Valson	
Species:	Nepleslian
Gender:	Male
Age:	22
Zodiac Sign:	Saggitarius
Height:	5'9
Weight:	162 lbs. 73 kg
Organization:	Democratic Imperium of Nepleslia
Occupation:	Soldier (Marine)
Rank:	Private Third Class
Current Placement:	N/A (I'd like to request being on Cirrus)

Cöen Valson in Roleplay

Cöen Valson is a player character played by Coen and is currently involved in the N/A (I'd like to request being on Cirrus) plot.

Physical Characteristics

Height: 5'9 Mass: 162 lbs. 73 kg Measurements: Bra Size:

Build and Skin Colour: Cöen has fair pale skin and a 'youthful' complexion of one his age. He is of wiry build and is well toned from his training. Even still he does not look incredibly strong at a glance.

Facial Features and Eye Colour: He has a scar that runs from the top of his left brow to the bottom of his eye. In total 7 cm in length.

His are of a steel-blue. Often piercing and cold, his eyes fit his anti-social personality.

Hair Colour and Style: Cöen has black hair in the likeness of a raven's feathers. His hair is 'short' (in reality it is longer than most marines, but it is within the limit of allowable length). It is wavy and silky both in appearance and in texture.

Distinguishing Features: Cöen has a moderately sized scar (15 cm in length) that runs along the top of his forearm. During his youth (See history), part of Cöen's hand was crushed and damaged. In order to not loose the use of his right hand he arranged a deal with a cheap cybernetics dealer. Thus his middle, ring, and pinky finger along with the upper portion of his hand are replaced with a cheap cybernetic replacement. While the quality is not the worst on the market the replacement has no synthetic flesh covering them and the lackluster and marred metal can be seen. Cöen also cannot preform a wide arrange of dexterous acts with his right hand, although day to day actions are preformable.

He also has numerous small scars across his chest and back. Most are faded with time, and they are often a reminder of Cöen's younger days.

Psychological Characteristics

Personality: Cöen can be considered cold, quiet, and ruthless. More often than not he is an asshole to those he does not know or trust - which is most people. Seeing the military as a means to survive drove him to join, and is what drives him to obey orders and remain disciplined. While not greedy he desires a means to elevate himself above his poor background.

When not in uniform he often wears a black sweater and khaki pants with a black belt, though he carries his knife with him at all times. Enjoying reading, dice, or cards is his main source of entertainment. Unfortunately with these interests Cöen has picked up a bad taste for gambling, and at times before in his life he has blown his funds on bets. While heterosexual and interested in women, he does not seek out relationships or even to sate his more baser needs.

Relatively calm and passive in terms of hectic situations. Cöen can be sinisterly calculating in terms of revenge, although he has avoided such actions during his time in the military. All in all, if you manage to tolerate his quirks and earn his trust. Cöen can be a valuable and ruthless ally to have at your side.

Likes: Games of chance, reading, morbid humor, alcohol **Dislikes:** Loud and 'cheery' people, regulations and rules (although he tolerates them) **Goals:** To acquire some merit of substantial sums and raise himself from his poor station in life

History

Family (or Creators)

Father - Jack Valson (Deceased) Mother - Julia Lawrence (Valson) (Alive)

Pre-RP

Pre RP:

Cöen was born into some of the lowest and poor levels of Nepleslia. His father, a peon for one of the local crime rings. And his mother, a simple but educated woman of some morals and aspirations for her only child. Within his fourth year of life his father was found dead in one of the many alleys in his district. In order to help support his mother (who worked many hours in a nearby munitions factory) Cöen was forced to grow up fast and become hardened to the lifestyle in the slums of Nepleslia.

From the time he could walk, talk, and do things on his own he was made to do so. As he was often alone due to his mothers long hours of work, and his own labor at a local market where he cleaned the floors, walls, or anything else of that matter. During the sparse times he was with his mother, he was taught to

read and basic mathematics. During his eleventh year of life he began to mingle with unsavory crowds and as such he began his criminal career in youth.

Although nothing more than theft, fighting (Numerous fights, thus how he acquired many of his scars), and vandalism occurred he learned of the dark side of Nepleslia. Having left the markets he now worked at the factories with his mother. When he was fifteen he was attacked and slashed with a knife, his eye and arm were the most affected and to the day he still carries the scars. Then two years later his hand was crushed while working. His mother sought out a local cybernetics specialist of 'esteemed repute' and arranged for her son to run errands and work for the man for three years in return for the hand replacement.

Then with his hand modified, he worked for three years for the specialist until his time was done. Then seeking a means to escape the hell of the slums he enlisted with the Nepleslian Military and has served for two years up until now.

Skills

Communication

Cöen is familiar with military signals, hand gestures, and coded responses. Able to operate radios to give and receive radio transmissions. Although not able to operate Starship communicators Cöen is able to manage most other forms of conventional military communication. Able to speak fluent Nepleslian and write it adequately (his handwriting can be crude at times) along with the ability to read.

Fighting & Physical

Trained in hand to hand combat combined with his melee skills learned on the streets of Nepleslia, Cöen is more than adept at incapacitating, disarming, or killing an enemy with his bare hands or knives. A solid shot with a rifle and pistol and trained in the use of various military grade weapons. He is also able to manage the upkeep of firearms with proper cleaning and maintenance. He is also in fine physical shape, although not exceptional. Very skilled in the use of Power Armors and he seems to have an inherent knack for piloting them. Especially the new state of the art 'Hostile' Nepleslian Power Armor.

Survival

Acquiring this skill from the many harsh years of life in the Nepleslian slums, survival comes natural to Cöen. Able to build fires, build ramshackle shelters from almost anything, and acquire food in water. Though given training on the skill, Cöen's specialty of survival is in urban environments.

Strategy (Tactics/discipline)

Lacking the ability and character of a leader does not bar Cöen from being able to operate and follow orders extremely well. His ruthless will to get whatever job done works wonderfully with completing objective. He also understands the command structure of the Nepleslian military and is able to operate calmly in stressful situations. Cöen has a basic grasp of tactics and battle maneuvers, though they go no further than common soldier knowledge.

Vehicles

Able to drive and operate most wheel or tread based vehicles adequately, Cöen is particularly good at piloting Power armors and Nepleslian trucks and jeeps. Specializing in the use of the new 'Hostile' Nepleslian Power Armor has earned him high marks within the use of power armors. While some would say he puts too much stress on the machine and uses it dangerously at times, Cöen believes he is simply utilizing the its full capability. When driving vehicles like jeeps or trucks, Cöen has shown advanced skill when handling them in stressful situations, even though he often ignores road signs or normal traffic proceedings.

Rogue

Cöen naturally learned this skill during his younger years living in the slums. Able to sneak and use stealth very well for various applications, also he is able to pick average locks with menial concentration. Able to lie and beguile the uninformed relatively well as well.

Medical

He is able to preform first-aid, CPR, and other basic to advanced medical procedures. Also knowledgeable in field medicine and wound treatment (some of which was picked up during his youth). He is also able to operate simple medical machines and technology in the field. Cöen also has basic knowledge of cybernetics and how to manage the upkeep of his own.

Inventory

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 pair gloves, leather, black 1 pair boots, black 6 pair boot [Socks](#), white 1 Belt, dark brown

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 Depends on gender and preference: 1 Pair of trunks, green, fleet number on right leg

Weapons - 1 Pistol belt, black, with .45 holster 1 Pistol, Styrling Silver Special .45 Caliber, with 2 extra

magazines

Finances

Cöen Valson is currently a Private Third Class in the Democratic Imperium of Nepleslia. He receives a weekly salary of 50 DA per week.

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds
Character Data			
Character Name	Coen Valson		
Character Status	Inactive Player Character		
Approval Thread URL	starmy.com/...		

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Last update:

2024/03/24 08:18

