


# Devlin Marsh

Devlin Marsh is a [player character](#) played by [Vertius](#).

Devlin Marsh



Species:	Nepleslian
Gender:	Male
Age:	19
Caretakers:	Harold and Claire Marsh
Zodiac Sign:	Gemini
Height:	6' 0" / 183.2 cm
Weight:	165 lbs / 75.1 kg
Organization:	SMDION
Rank:	Private 3rd Class
Occupation:	<a href="#">Space Marine</a>
Current Placement:	NSS Altomir

## Physical Characteristics

- Height: 6' 0" / 183.2 cm
- Mass: 165 lbs / 74.8 kg
- Measurements:

**Build and Skin Color:** Fairly lean and muscular build with broad shoulders. His skin is flesh coloured.

**Eyes and Facial Features:** He carries a sharp jawline with no facial hair. Brown eyes.

**Ears:** Left ear is cybernetic, resembling a round metal pad, but the right ear is average Nepleslian make.

**Hair Color and Style:** Red, spiked hair that is kept at short length.

**Distinguishing Features:** Devlin has a small, curved scar on his chin with two prominent claw marks, arching upwards from the left brow. Along with his left ear, Devlin's hands are cybernetic and left unskinned.

## Psychological Characteristics

**Personality:** Living in the slums taught Devlin to never back down from a threat and gives him fierce courage in the face of danger. His courage makes him reckless, however, as Devlin prefers to tackle his problems head-on instead of beating around the bush. Devlin has earned his share of broken bones and scars, calling them 'beauty marks.'

Despite his frightening appearance, Devlin is a child at heart. His carefree grin and energetic mannerisms often dominate the general mood, as if he brought a piece of Funky City's excitement with him. Devlin can be quirky due to his excessive energy, but he is kind, devoting, and very loyal toward friends.

- **Likes:** Sugar, large crowds, hot foods, loud music
- **Dislikes:** silence, rural zones, rodents
- **Goals:** To explore and seek new worlds.

## History

### Family (or Creators)

**Caretakers (DECEASED):** Harold and Claire Marsh

### Pre-RP

Devlin never knew his real parents. He was abandoned at birth on the doorstep of a police precinct, in Funky City, with nothing but a blanket and a note attached that read, "**my name is Devlin please take me :) .**" The baby went unnoticed until an elderly man named Harold Marsh saw the little bundle. His heart panged when Devlin flashed him a toothless grin, and Harold took the baby in as his own.

The man lived in South Shores with his wife, Claire, where the two ran a small diner beneath their apartment. Soon after Devlin learned to walk, he began causing trouble for the couple. He would sneak out his window in the middle of the day to explore Funky City. Devlin became so engrossed by the dangerous atmosphere of lights and violence, that he would constantly leave the diner to scout out a new area. Harold would constantly find little Devlin in the streets, climbing decaying walls or chasing down

rats...on all fours. The Marshes finally put him to work in the diner in order to keep an eye on him. Devlin was rebellious at first but complied once Claire began to pay him in candy.

As he grew older, Devlin took up more responsibilities around the diner as a server/cook/rat chaser and, eventually, bouncer when needed. He saw plenty of fights from customers and troublemakers as violence in the district grew progressively worse. Devlin had to have his ear replaced after a loiterer's bullet put a clean hole in the redhead's outer lobe and damaged his hearing. Claire had passed away years earlier, and Devlin watched over Harold as his own health became compromised from FC's poor air.

In his final months, Devlin grew closer to the father figure as Harold told him of his time in the marines. He spoke with wonder about his squad mates fighting impossible odds, seeing impossible worlds, but he grew somber as he looked upon Devlin's wide eyes. *"This place is all you know, and it will smother you dry, if you let it,"* The old man said, trying to fight back a cough that rose from his filled lungs. Harold reached for Devlin, who caught the hand in his own. *"Promise me you'll leave this hellhole once I'm gone, and make a name for yourself."* And Devlin did. When Harold passed away months later, Devlin Marsh joined the Star Military.

## Skill Areas

### Communications

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

### Domestic

Years of caring for his parents have made Devlin wary of his surroundings. He has experience in cooking, cleaning, hygiene, and can care of people who need it, especially the elderly. His assistance in the family diner has also made Devlin a connoisseur of spices, allowing him to make a military ration digestion-friendly with a little flavor.

### Fighting

Devlin has gotten into some decent scraps, and although he prefers hand-to-hand, Devlin has fired a gun. He 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. Devlin is in excellent physical shape and has considerable endurance. The character is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.

## Mathematics

Devlin has a basic understanding of mathematics through Calculus and Trig.

## Physical

Freerunning across the multi-storied landscapes of Funky City has conditioned Devlin to run extraordinary distances without rest. Climbing walls and hanging from posts and broken pipes, to observe the Nepleslian masses has turned Devlin into a street acrobat, making him flexible in tight situations.

## Survival

Devlin always looked for new ways to explore Funky City and stuck to paths avoiding the gangs and off-duty cops. He is able to navigate extreme topography. Devlin knows how to survive in hostile environments. He can build shelters, hunt and forage for food, build a fire, etc. Devlin can camouflage himself and is familiar with guerrilla warfare tactics. His cybernetic ear eliminates blind spots in Devlin's hearing that the previous fleshy funnel created. Devlin has enhanced perception from this upgrade but lacks the ability to wiggle his left ear.

## Strategy (Tactics/discipline)

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

## Inventory

Devlin Marsh 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 [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
- 4 pairs green ankle [Socks](#)
- 1 pair green low-top sneaker shoes
- 1 Pair of trunks, green, fleet number on right leg

## Weapons and Weapon Accessories

- 1 Rifle Kit
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- 1 Pistol, [Styrling Silver Special .45 Caliber](#), with 2 extra 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.
- Starting pay of: 6000 DA

## Finances

Devlin Marsh is currently a P3C in the SMDION.

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

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