

# Eir Nygaard-Smith

Eir Nygaard-smith is a [player character](#) played by [Deathevn](#).

Eir Nygaard-smith	
<b>Species:</b>	Half-Geshrin
<b>Gender:</b>	Female
<b>Age:</b>	24
<b>Height:</b>	5'10 , 70 Inches
<b>Weight:</b>	170 LBS / 77 KG
<b>Organization:</b>	<a href="#">NSMC</a>
<b>Occupation:</b>	Marine
<b>Rank:</b>	P2C
<b>Current Placement:</b>	

Preferred Plots:

1. Service to the State

## Physical Characteristics

- Height: 5'10
- Mass: 170 LBS / 77 KG
- Measurements:

**Build and Skin Color:** Has a very taut build, obviously defined through strict activity and diet. She is fairly pale and does not tan well or easily.

**Eyes and Facial Features:** Her eyes themselves are somewhat almond shaped, deep blue in color. She has sharp facial features, a pair of fairly full lips rounding out the image.

**Ears:** Her right and left ears both are pierced, the right far more so with a ridge of piercing holes running up most of the outer length of it. When she is in uniform these holes have small silicone spacers within them, extremely hard to notice on a casual glance

**Hair Color and Style:** Her short cropped ash blonde hair is usually pulled back in a military bun.

**Distinguishing Features:** Eir has many Tattoo's over her body , most have a meaning to her and she is slow to add to the collection. A few examples are :

A valkyrie over her right shoulder, and taking up a quarter of her back.

A European style dragon crawling up the right side of her abs, the head ends up just under where a sports bra would begin.

The NSMC logo, in color on the side of right her neck.

Her left arm has a sleeve tattoo of various military concepts. Power armor firing on enemies, the NSMC banner being plated by marines and similar iconography this is done in very deep blacks, with no color.

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## Psychological Characteristics

**Personality:** Eir does not believe in half measures in her life. When she dedicates herself to something, her dedication is complete. She believes in having passions and tends to strongly respect others that have their own and follow them. A simple early life has left her with an inclination towards hero worship, often adopting aspects of people that have impressed her in her life and emulating them with the interest of making herself a better person.

- **Likes:**
- The heroic idea of being a Marine, strawberry daiquiri, physical activity. Loves Aethersperm.
- **Dislikes:**
- Cowards, calamari, country music, backwards thinking, and rash action
- **Goals:**
- To support and thrive within the Nepleslian military. To become a hero like the man who saved her.

## History

### Family

**Douglas Smith**, Eir's father, is an owner and operator of a fairly successful civilian salvage company. Through his earnings he has helped Eir and her mother, Védís, live a very comfortable and relatively safe life (for a Nepleslian). He is a pure Nepleslian through and through and is known for often drinking his subordinates under the table. A large man in stature, Doug is somewhat of an intimidating man, though often his good nature and humor overcome this in short order.

**Védís Nygaard**, Eir's mother, was originally a welder working for Douglas before the two of them fell in love. While not technically married this has not stopped the two of them from being anything but soul mates. She decided to give up her career when she became pregnant with Eir. She is a Geshrin, having moved to Nepleslia Core when body upgrades started to become mandatory in Yamataian space. While she enjoys the Nepleslian culture, she still passed down a few Yamataian concepts to her daughter.

### Pre-RP

Eir had an easy childhood; she was raised and properly educated under the protection of money and the bit of privilege her father brought to their household. In many other cultures she would have been

considered a proper young girl; by Nepleslian standards she was a bit soft. On her twelfth birthday that changed. The relative wealth of her family became well-known and the local mafia wanted a piece.

On her way to school her car was ambushed by the local mob and taken, her caretaker killed before her eyes. Her would-be abductors did not get very far before they ran afoul of a few off-duty Marines. After an intense firefight between them, Eir was rescued and returned home. This kick-started Eir's goal in life. She never learned the names of those Marines who saved her, but from that moment on she wanted to be strong and confident like they were, able to save lives and make it look easy. While too young to be a member yet she, she dedicated her life to the corps. A lot of her free or study time started to go into training herself or learning what it was really like on the streets outside of her privileged life and adapting to that. Her parents saw this as a bit of youthful rebellion or hero worship and were content, if slightly concerned, to go along with the idea for a while.

After a few years, when it became apparent that Eir was in this for more than idol worship, her parents made it clear that, while they would continue to allow her sudden life change, she would be held accountable to finish her schooling - which she reluctantly agreed to. In the later years of that same schooling she would come across another passion of hers, Aethersperm. The music fascinated her and fit in so well with her new life style that she quickly found herself owning every song they had ever made. Even to this date, though, she has not been so lucky as to go to a concert personally.

Between her Geshrin talents and her own hard work and dedication, Eir graduated near the top of her class but, lacking the passion for it, was never valedictorian. Set free from the shackles of her mandatory education, she set about her training once more. To help her get ready for her training as a Marine she took up kickboxing on the side, which turned into something she learned to really enjoy. It was at this point that her parents stepped in and tried to talk her out of her chosen profession. They loved her and did not wish to see her become just another statistic within the already swelled ranks of the Nepleslian Military.

Against her parents' wishes Eir applied and was accepted into the Nepleslian Marines. She was quickly enrolled in Boot and went through the hell that all who wear the green do. She was found to be adaptable to both the realities of Zero-G and ground-based combat, with a preference for close quarters combat. Despite their misgivings her parents were there to see her at her graduation, obvious in their pride of their daughter for following her goals.

After graduation Eir excitedly received her first assignment and unfortunately found herself stuck on a remote supply outpost on Malaise. Stuck in a frozen environment with very little chance of something happening, Eir started to feel somewhat disenchanted with her choice, but for the next few months diligently followed her duties.

Eventually the small outpost was assaulted by pirates looking to get their hands on the munitions within. During the raid Eir was separated from the rest of her unit. In the course of the ensuing firefight she broke into a weapons shipment that was outbound and helped to fight off the pirates using a Devastator suit of power armor. Providing certainly not the most impressive use of the armor ever seen, she grasped the general application of it fairly quickly. While the small garrison was unable to fight off the pirates themselves, they held until backup arrived and finished the job. Shortly afterwards Eir was fast-tracked to certification for the unit and was happy to do so. With the certification complete and a fresh promotion to P2C, she was sent off to where Command felt she could best serve the state.

## Skills

**Fighting and Physical:** Eir has gone through many different types of training over the years. Starting when she was younger and through to today she enjoys and has been trained in the art of kickboxing. While she never pursued the sport professionally, she has worked with several trainers and knows a few styles. After she joined the military her skill set significantly branched out as she picked up military hand-to-hand combat techniques. On the ranges of the military she learned to properly use modern weaponry. She is no sharpshooter but proficient with use of rifles, shotguns and infantry level explosives, such as grenades. She received training in several power armors, primarily the Hostile, Raider, Aggressor, and most recently Devastator armors, the last of which she prefers if given the chance. During her training she adapted quickly to the differences between combat in gravity and in zero-G.

**Survival:** Eir has survived through Nepleslian survival training and has done moderately well by it. She meets all current standards for the Nepleslian military, but is more comfortable on ships, urban and zero-G environments than in the wild.

**Communication:** Eir is practiced and fluent in most forms of military speech and code and tends to speak Nepleslian well, if not a bit colloquial when off duty. When pressed to write she tends to do it well but does not really enjoy it, so it is a very infrequent thing from her. From her mother she learned to speak a very crude Yamatai-go, barely enough to qualify as a tourist if she is pushed.

**Tactics:** While Eir has yet to take any formal courses in leadership, she can often be found buried in a book on the subject. She feels that as part of any squad she has a personal responsibility to be educated on potential tactics and the applications of them on any battlefield she might find herself in and, chain of command willing, express her own opinions on how to proceed. Part of her studies concerns not just modern concepts, but reading back to understand what created the basis for them. She is more than willing to indulge in or consider tactics and concepts that may not be considered standard practice and has a streak of creativity in doing so.

**Athletics:** Eir keeps herself in the best of shape - not strictly due to her dedication to being a marine, but because she enjoys being athletic. Between her kickboxing, going for runs, and an enjoyment of swimming she is often in peak physical condition. She is also aware of the diet necessary to keep herself in that shape, though she is known to indulge in drinking and on occasion a trip to Neppies.

**Entertainment:** Like many people passionate about music, Eir couldn't help but think to put herself in the shoes of her band of choice. A few weeks after becoming a fan of Aethersperm she got her first electric guitar and began to play. Unfortunately for her this is not something many people would consider her talented in. During her downtime she is often practicing her music even if she's the only one who enjoys it.

**Humanities:** With her heart set on a future in the marines and her own personal study into the history and future of warfare, she felt her research wouldn't be complete without learning about the philosophies of those that came before her. Often while studying the application of their tactics she attempts to find out more about why they thought the way they did as well.

# Inventory

## 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
- 2 black sports bra
- 1 Bikini, green, fleet number on right breast.

## Weapons and Weapon Accessories

- 1 [M3 Assault Rifle](#)
- 1 [Utility Combat Knife M01A](#)
- 2 [Electrified Knuckledusters](#) each with 1 battery, and 1 to spare.
- 1 Revolver, [HHG 'High Hybrid Gun'](#), with 2 extra HJP magazines

## Accessories

- 1 pair identification tags, metal, with name and hometown
- 1 [Canteen](#), 1 quart
- 1 [AwesomeCorp DataJockey](#) Dizzy Dinkaid Edition
- 1 Wallet with the Marine Corps Insignia plated on it.

## Finances

Eir Nygaard-smith is currently a in the .

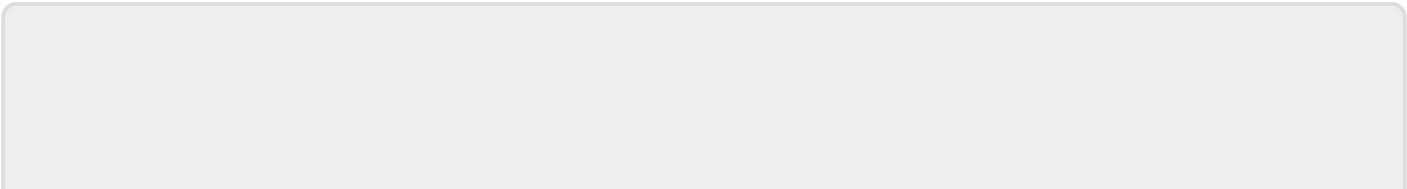
Total Savings	Addition	Subtraction	Reason
6000 KS			Starting Funds
-120 Edusters			
-250 Aethersperm Data Jocky			

## OOC

- This character is open for any realistic mutilations that may happen during the plot, becoming more battle-scarred as time passes is a development point.
- Reference for body type:  
<http://media-cache-ec0.pinimg.com/236x/86/8b/b2/868bb236b3199b6904a15fb81729d583.jpg>
- Theme:  
[https://www.youtube.com/watch?v=YQzOWKS1sO8&list=PLs4g-YWs0glYQPEEn-NMwZEme3lonbt\\_J&index=3](https://www.youtube.com/watch?v=YQzOWKS1sO8&list=PLs4g-YWs0glYQPEEn-NMwZEme3lonbt_J&index=3)

Character Data	
Character Name	Eir Nygaard-Smith
Character Owner	<a href="#">Deathevn</a>
Character Status	Adoptable Player Character
Approval Thread URL	<a href="https://wiki.stararmy.com/">stararmy.com/...</a>
Nepleslian Personnel Database System	
Career Status	Active Duty
Branch	NSMC

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ooc note: More will be added as time goes by and image examples will be listed as they become available



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