


Elzigarf Anolio

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Species:	Nepleslian
Gender:	Male
Age:	24
Zodiac Sign:	Aries
Height:	'5"11
Weight:	165lbs
Bra Size:	None
Organization:	Star Military of the Democratic Imperium of Nepleslia
Occupation:	Technician
Rank:	Private, 3rd class
Current Placement:	NSS Acadia

Elzigarf Anolio in Roleplay

Elzigarf Anolio is a [player character](#) played by [Hori-Bajir](#) and is currently hoping to be assigned to the NSS Acadia plot.

Physical Characteristics

Height: 5'11 feet Mass: 165lbs Measurements: Unknown

Build and Skin Color: His skin color is a pale tan, with a couple blotched of black in concealed areas from burns. He has a robotic left hand and left eye, and is of a very thin build.

Facial Features and Eye Color: A small, almost unnoticeable, old scar runs across the right side of his face. His nose is rounded at the front slightly, and points a tad down. His ears have unattached lobes, and are loosely pressed against his head. Other than that his ears have no apparent difference from a standard Nepleslian. His eyes are a deep hazel, and of average size. One eye is robotic, but it will not become apparent because it was custom-tailored to appear normal.

Hair Color and Style: His hair is a dark brown and slightly long, to the point where it reaches the bottom of his ears. It is often arranged pretty wildly, and on very dry days his cowlicks become apparent on either side of his head. He usually wears a hat.

Distinguishing Features: A cybernetic hand that sticks out in his uniform, as it is a robotic chrome color, but usually covered by clear or translucent gloves to keep dirt off. He also has a natural color variation of his hair: It is slightly lighter in the back than the front.

Cybernetic Hand A cybernetic hand with roughly three times the strength of a standard human hand. It, unlike his eye, sticks out in that it is colored chrome and the robotic joints are visible. His hand can exert, as says, three times the psi when jabbing, squeezing, etc. It has a huge resistance to fire, poison, and damage. However, it is extremely corroding in water and must be covered with a protective glove while using in a humid or water-rich environment. Its multiple layers meet EMP with little to no effect. The hand can go without maintenance for a good month, but he usually keeps it oiled every day. It is also surprisingly light. It takes up about 15% of his income to keep the eye and hand in good condition.

Psychological Characteristics

Personality: Elzigarf (Often called "Elzi") is sometimes stubborn on his decisions and, as some say, often looks down on people from his high horse. He has a good capacity for brainpower and advanced things, but he likes to stick to the engineering of space craft and land vehicles, which he calls "His passion". In a nutshell, this guy is a smart-aleck, easily provoked. However, when not interrupted he can reach a zen-like state of concentration, nearly tuning himself to the vehicle.

Likes: A good wrench, Fish, Ground Meat, warm clothes. **Dislikes:** Steaks, some fowl, has a problem with bossy people. **Goals:** To follow orders without complaining and to fulfill his dream and become Chief Engineer on a large vessel.

History

Family (or Creators)

Grandmother Rei-Rei, Distant cousins. (Ku-Jin and Eello Horiz)

Pre-RP

Born in Funky City, he was mostly sheltered from the criminals and evils surrounding his surprisingly peaceful neighborhood. He was of a middle-high class, not rich, but not nearly poor. However, as with most Nepleslians that have some money, they were robbed time and time again. Usually they just had to let them have what they wanted, considering the police had their own job. Why the police never came to help them, they would never know. It was probably the fact that this high class residential area was in a neighborhood mostly consisting of slum houses. A fire of unknown origins destroyed his house when Elzi was coming back from a walk downtown. His parent's bodies were never found. However, he sustained minor, but permanent burns in certain parts of his body, along with a need for a cybernetic hand. He grew up with his Grandmother, cherishing the little love she had the time to give him. He studied at a military maintenance college, and is enlisting in the Nepleslian military to support his recent decision to go out alone.

Skills

Strategy

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

Maintenance and Repair

Elzigarf 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.

Mathematics

Elzigarf has received basic mathematics training, to including up to algebra and trigonometry

Vehicle: Land

Elzigarf is familiar with how to effectively pilot most conventional ground vehicles. This includes most Nepleslian hovercraft, and other nation's tanks, unless exotic, are no exception. He can make rudimentary repairs to his vehicle. In addition, Elzi has one vehicle type in which he is particularly skilled at operating Light Armored Personnel Carriers (APCs) and cars.. While inside this vehicle, Elzi can perform difficult maneuvers under high stress (combat, etc). Elzigarf is also proficient in repairing this type of vehicle (if given the proper tools and time)

Fighting

Elzi 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. Elzi is in excellent physical shape and has considerable endurance. Elzi is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.

Communication

Elzigarf 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 Nepleslian. He has had very minor training in the language of most other nations, including Yamataians and Freespaceers. He can speak and write Nepleslian correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. The character is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

Survival

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

Inventory

Weapons

1 Pistol belt, brown, with ESG holster 1 Automatic Pistol, ESG "Easy Sub-Machine Gun", ceramic, with 2 extra JHP magazines

Clothing

2 T shirt, white, with fleet number on the right chest 2 Pairs of ankle length pajama pants, blue 1 Pair of slip-on flexi-shoes, brown 1 Sweatshirt, gray, fleet number sewn on right chest.

Uniforms

2 Button-up short-sleeved overshirt, blue, with rank patches on shoulder pads and name plate 4 [T-Shirts](#), white 4 underwear, white 2 Blue jeans 1 Garrison hat, blue, with flash patch 1 pair of finger-cut gloves, leather, brown 1 pair of shoes, brown 6 pair boot [Socks](#), white 1 double-strap belt, brown

Workout Clothing and Undergarments

4 [T-Shirts](#), white 4 underwear, white 2 Short-sleeved mocks with fleet number on the right chest, blue 2 Work-out shorts, light blue 1 Pair of trunks, blue, fleet number on right leg

Accessories

1 pair of identification tags, metal, with name and hometown 1 [Canteen](#), 1 quart 1 AwesomeCorp DataJockey 1 Wallet with the Naval Corps Insignia plated on it.

Personal Hygiene

1 Dental-grade toothbrush 1 Container of floss 1 Tube of toothpaste 2 Tubes of deodorant, Pine Fresh 1 Electric shaver 1 Bottle of shaving cream

Electronics

1 Electronic Money Card

Miscellaneous

1 Silver-encrusted watch with timer. 1 Pair of shaded sunglasses, equivalent to SPF 15.

Finances

Elzigarf Anolio is currently a Private, 3rd class in the SMOdIN. He receives a weekly salary of -salary- per

week.

Total Savings	0 0	Reason
3000 KS		Starting Funds
Character Data		
Character Name	Elzigarf Anolio	
Character Owner	Horl-Bajir	
Character Status	Adoptable Player Character	
Approval Thread URL	starmy.com/...	

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