

Fitz Felroy

Fitz Felroy	
Species:	Nepleslian
Gender:	Male
Age:	22
Family (or Creators):	Father - Fitzwald (deceased)
	Mother - Cait (deceased)
Zodiac Sign:	-
Height:	5' 4
Weight:	147 lbs
Organization:	Star Military of Nepleslia
Rank:	Private 3rd Class
Occupation:	Marines
Current Placement:	Cirrus Station

Fitz Felroy in Roleplay

Fitz Felroy is a [Player Character](#) played by [Scot](#) and is currently inactive.

Physical Characteristics

Height: 5' 4 Mass: 147 lbs

Build and Skin Colour: He is thin, but well built thanks to his military training.

Facial Features and Eye Colour: He is pretty average, and not the handsome image made out to be like the recruitment posters. He has brown eyes.

Hair Colour and Style: His short brown hair is normally messy, as he doesn't really brush his hair all that much.

Distinguishing Features: His mechanical right arm, which he salvaged from his father, has no skin technology covering it.

Psychological Characteristics

Personality: Fitz is a lighthearted person who likes to take things with a bit of ease. While this makes him slow and methodical, some could take it as an act of laziness. His optimism is more of a cover, as he rather not talk about things in the past, or anything too personal. He is known to resort to helpful sarcasm when under stressed conditions.

Likes: Tinkering, money, playing games, rock and roll music, drinking, chicken and spicy foods **Dislikes:** Loud people, boredom, nature, red meat **Goals:** Find a new life to live, and a goal worth living for.

History

Pre-RP

Fitz began life as a Street man, helping his father create or repair devices to make a living. His father, Fitzwald, used to work for a criminal organization and did very well until he had lost his eyesight due to a device exploding without any eye protection, and replaced them with bionics. His skill seemed to have diminished since then and even told his son "There is no need to replace a good pair of eyes, when they work better than high resolution." While it was more part due to his loss in spirit, his pride refused to admit it.

Fitzwald was married and had Fitz, though after 3 years his wife was killed in an attack by an upstart gang trying to make a name for themselves. Fitzwald then replaced his right arm in memory of his wife, and used it mostly to hide tools in his arm rather than having to carry a toolbox. He then raised Fitz along with the apartment that he lived in, though most cared for themselves there were a few that felt that Fitz was a part of their little mark in society.

As he grew up he was able to befriend 2 other boys, Roy Galland and John Marks. Fitz was able to help both of them out as Roy owned an air bike that he stole from someone, and John had his leg replaced, but since he was living on his own, he could not offer any sort of maintenance. These two he became close to and the three formed a bond in that was rough, but kept to themselves about the troubles they have in their personal lives.

Then at the age of 15, a system of events began to fall on him. Just a couple of months after turning 16 he and John was caught up in a hostage situation in a food store. Several hostages were killed, and one of them was Roy who was hot tempered to begin with and tried to stop the hostage taker. The hostage taker was a fanatic who was later declared insane who was too poor to buy food and just flipped out and took hostages, shooting a few in the process. He was later shot down by the police after he began shooting hostages.

Two years later after that event, Fitz began to feel that he needed to open up more to his only friend left, however when he noticed that John was missing for too long of a time he visited John's place to find him on the pavement. It was found out later that he had been helping [Smuggling](#) drugs to make ends meet. He either lost some of it, or couldn't take doing the work anymore and just killed himself by jumping out of an apartment building.

Though the day unfortunately continued as he returned to his apartment, which was riddled in bullets. Apparently his father had owned a lot of money since he lost his organic eyes, and the organization came to collect what they could. Just about everything in the apartment was taken except bionics still left on the bodies of the victims. He later grafted his father's right arm onto himself, when he felt that he could balance the device correctly on his body.

Fitz then left for the military at the age of 18, with no where else to go, and only staying in the corrupted

city would only mean to drive himself insane. He then joined the Star Military of Nepleslia when it formed, and one of the first to take part in Nepleslia's military training program.

Service Record

-assignment description-

-mission name-

-mission description-

Skills

Communication

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

Fighting

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

Survival

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

Strategy (Tactics/discipline)

Fitz 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). He 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

Fitz 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.

Vehicles (land vehicles)

Fitz is familiar with the use of an Air bike as he once used a friend's air bike now and then. He is familiar on how to repair and pilot one effectively, as well as under stressed conditions. He can also repair and pilot other ground vehicles, but not to the extent of an Air bike.

Inventory

Clothing

Military, Standard Issue

- 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 (or khaki)
- 6 pair boot [Socks](#), white
- 1 Belt, dark green (pants)

Accessories

Military Weapons, Weapon Accessories

- 1 Pistol belt, black, with holster
- 1 Pistol, semi-automatic, .45 caliber, with 2 extra magazines
- Bionic right arm, hidden tool compartments.

Personal Hygiene

Electronics

- 1 DA Card (For money transactions)

Miscellaneous

Military, Miscellaneous

- 1 pair identification tags, metal, with name and hometown
- 1 Canteen, 1 quart
- 1 Rank Patch, RANK

Finances

Fitz Felroy is currently a Private 3rd Class in the Star Military 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	Fitz Felroy		
Character Owner	Scot		
Character Status	Inactive Player Character		

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