

# Gary Azile

Gary Azile is a [player character](#) played by [randumb](#).

Gary Azile	
Species & Gender:	Nepleslian Male
Date of Birth:	YE 19
Organization:	<a href="#">National Police Force of Nepleslia</a>
Occupation:	Demolitonist
Rank:	FO-1
Current Placement:	

Preferred Plots:

1. 13th Precinct

## Physical Description

Gary is of an average build, weighing in at about 160 pounds and more top-heavy with wide shoulders at about 5'10", a few shades lighter than Caucasian. His eyes and hair are a light brown, his hair an unkempt short style, and his ears stuck to the sides of his head. His main feature is that his left arm is missing, cut off from below the shoulder, with various scars trailing around his chest and one up his neck, all originating from the stump of his arm. He smells of various types of smoke constantly.

## Personality

Gary is a social person, despite the fact he looks tired and smells of cigars and cigarette smoke, he always tries to crack a joke to lighten the mood. He strays away from doing this on the job though, seeming to switch personalities to a more cold and calculated person. Putting it simply wants to protect people as he feels his old life is already gone. If Gary could use what he is now to help others, then it would be a life well lived, regardless of the outcome.

## History

Gary Azile was born in 8, 9, YE 19.

Gary had a normal upbringing in a small town of Northern Nepleslia, but decided against higher education and went into the workforce. After a year of working a freak accident happened, one of his co-workers got stuck in a machine, after trying his best to get him out, Gary lost his left arm to the machine as well. After this he went into a depressive state, staying in his apartment until the money ran out and

he was kicked on the streets. After wandering for awhile he saw a chance to join the NPF. After no planning, or deliberation he said "Fuck it" and signed up.

## **Social Connections**

Gary Azile is connected to:

## **Skills Learned**

### **Communication**

Typical knowledge of Trade language, writing, reading, and speaking. Also knowledge of military phrases and communications technology.

### **Fighting**

An adapted one-handed fighting style that uses kicks to stun/disarm, and one handed weapons to incapacitate or kill.

### **Survival**

Common military knowledge of how to survive in tough environments.

### **Strategy (Tactics/discipline)**

The character can understand and give out tactical commands and work with his troop to follow those commands efficiently.

### **Demolitions**

The character can identify, manufacture, handle and dispose of explosives. With the proper tools, he can detect and disarm enemy explosives as well.

## **Inventory & Finance**

Gary Azile has the following items:

- Riot shield
- Stun Stick
- [Styrling Nova Pistol](#)
- Traditional Flak Vest
- [NAM Infantry Grenades](#)
- Black Trousers made from a fire retardant Nylon/Cotton polymer material.
- Dark Grey short sleeve button up creased shirt made from the same material.
- Black Leather gunbelt.
- Black, Shined shin-high leather [Boots](#).
- Dark Grey wool trenchcoat (Winter) Black Patrol cap with the NPF badge emblazoned on the front
- Earbud radio

**Finances:** 6,000DA

## OOC Notes

“Either I disarm it, or it's suddenly not my problem.”

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- Can this character be used as an NPC by a GM or FM? YES
- Can this character be [adopted](#) after I am gone for a year? YES

Character Data	
Character Name	Gary Azile
Character Owner	<a href="#">randumb</a>
Character Status	Inactive Player Character

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