

## Diovi', Gary

Gary Diovi'	
<b>Species:</b>	<a href="#">Nepleslian</a>
<b>Gender:</b>	Male
<b>Age:</b>	27
<b>Zodiac Sign:</b>	Gemini
<b>Height:</b>	7'6"
<b>Weight:</b>	250lb.
<b>Organization:</b>	<a href="#">Star Military of the Democratic Imperium of Nepleslia</a>
<b>Occupation:</b>	Marine Scout/Sniper
<b>Rank:</b>	PFC
<b>Current Placement:</b>	NSS Acadia

## Gary Diovi' in Roleplay

Gary Diovi' is a [player character](#) played by [Gary Diovi'](#) and may have been involved in the NSS Acadia plot.

## Physical Characteristics

Height: 7'6" Mass: 250lb.

**Build and Skin Color:** Slightly leaner in mass than most of his kind he was somewhat an individual despite him being cloned for discipline. Coming from his tube like all IDs he began to grow in distinction from the rest. Hands proportioned to his body and only slightly smaller muscles than others, even though more toned he was considered a defect by scientist. Light brown skin color from his host's ancient heritage. Thanks to his height however he had enough room on his body to spread his muscles out and avoid looking like a body builder. To most he would just seem like a well built man that was exceedingly tall, except if he were to remove his shirt or wear a short-sleeved one where he would appear sculpted above a person who did not focus on his body.

**Facial Features and Eye Color:** Small nose and stern features. Slightly larger than average lips and brown eyes.

**Hair Color and Style:** Black hair cut close to his head.

**Distinguishing Features:** Scars over the majority of his back from training and mission oriented explosions. Then a minor scar on his stomach from a knife fight.

## Psychological Characteristics

**Personality:** From his grotesque training as an ID-SOL he became cold and uncaring about most. He became progressive in hand to hand combat and marksmanship before the end of his training. Unstable often in environments outside of the military he secludes himself to his job and little else, afraid for the most part of what he might do. In his first interactions with others from the unsheltered beginnings of an ID-SOL people described him as blunt. People who have tried to make small talk with him have said he was blunt. Interactive ad operators have considered him blunt. What they later learned was that he just didn't know how to effectively talk with people without proper channels. Being trained en masse' with other ID-SOL he views woman as exotic specimens to study from afar. Often in interactions with women he will revert to military conduct and block any attempts of conversation with red tape. He views woman somewhat as a kid would in that weird stage. Because he is an ID-SOL its like "uh.. they say we are the same species but in training I never saw these things". Like the are new and intriguing to him but hes not going to act on it. Causing a slight psychological deficiency of him unable to express certain emotions correctly and adds to his aggressive nature, where he tries to control to only appropriate times with music ranging from heavy metal to instrumental.

**Likes:** Blood, Violence, Guns, War, Music, Women **Dislikes:** Disobedient grunts, Inferior brass, High pitched voices **Goals:** To prove the superiority of the Nepleslian race

## History

### Family (or Creators)

Military

### Pre-RP

Cloned from an average Nepleslian, he started off with the rest of his kind. Going through training like millions of his kind before him he grew adept at war and death. His squad mates often saw him as a good friend and valuable asset. His final training squad for actual combat training got the closest to befriending him, before emotions clouding his judgment he left to help a friend. This training exercise was supposed to depict siege warfare and him leaving his goal of stopping a research cost the team two members and injured the others including him. However towards the last few years of his training he began to emphasize his training on marksmanship, hand-to-hand, and survival and camouflage realizing it his specialty and only escape from his only failed mission, so far. When it finally came to being enlisted he proved average until he was sent into a remote area to map out an enemy base. He excelled at it and went down on his records as exceptional at guerilla warfare.

# Skills

## Communication

Gary is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from other allies through headsets, ships, ground vehicles, power armor, and shuttles in both combat and non-combat conditions. Gary is fluent in Nepleslian. He can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. Gary is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

## Fighting

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

## Engineering

Gary started learning basic traps and improvised devices towards the middle of his training period. Becoming more sophisticated as his training went on his traps became deadlier and more effective.

## Strategy

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

## Survival and Military

Gary was trained to find water in all terrains as well as construct shelters in them. Taught in several familiar types of signals and extremely proficient with camouflage. Then taught to a high degree of land navigation.

## Vehicles

Gary is familiar with how to effectively pilot most ground vehicles. He can make rudimentary repairs to his vehicle. He was trained to operate mechs, tanks, aircraft, and land vehicles.

## Physical

Born with a leg up on normal competition he was pushed even farther, to the point where he will be able to compete on a higher level than his own kind. Possessing high endurance and resistance to pain to the point where he feels but does not care until reaching his mental breaking point.

## Equipment

### 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 pair gloves, leather, black 1 pair boots, black (or khaki) 6 pair boot [Socks](#), white 1 Belt, dark brown

#### 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 Depends on gender and preference:

- 1 Speedo, green, fleet number on right cheek

## Weapons, Weapon Accessories

- 1 Pistol belt, black, with HAS holster
- 1 Automatic Pistol, [Na-W/P-08 Heavy Automatic Sidearm](#), with 2 extra regular ammo magazines.

- 1 [Utility Combat Knife M01A](#)
- 1 [Emrys Industries Sniper Rifle](#)

## 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.

## Personals

\*1 [Emrys Uno Sunglasses](#)

\*1 [Phantom Blades](#)

## Finances

Gary Diovi' is currently a PFC in the Star Military of Democratic Imperian of Neplesia. He receives a weekly salary of -salary- per week.

Total Savings	Addition	Subtraction	Reason
6000 DA	starting funds	-1020	Non-issued weapon and rounds
		-1300 DA	uno glassess & phantom blades
		-3300 DA	Em-W-2a sniper rifle

Current funds: 380 DA

Character Data	
Character Name	Gary Diovi'
Character Owner	<a href="#">Gary Diovi'</a>
Character Status	Adoptable Player Character
Approval Thread URL	<a href="#">starmy.com/...</a>
Nepleslian Personnel Database System	
Career Status	Active Duty
Branch	NSMC
Rank	<a href="#">Private First Class</a>
Joined	<a href="#">YE 31</a>
Date of Rank	<a href="#">YE 31</a>
Orders Thread URL	<a href="#">starmy.com/...</a>

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