

# Gyles Newman

Gyles is a player character played by [Exhack](#). He is currently serving aboard the [NSS Nerkat](#). His current theme is [Avalanche - By Soil and PIMP Sessions](#)

## Gyles Newman



Species	Nepleslian
Gender	Male
Age	21
Zodiac Sign	Aries
Height	6'6"

Gyles Newman



star army

Gyles Newman  
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Artwork by: Zairyo  
Character by: Exhack



Weight	213 lbs
Organization	<a href="#">SMODIoN</a>
Rank	Soldier 2nd Class
Occupation	Engineer
Current Placement	

## Relations

- **Father:** Chevra Newman, 47, NAM Engineer/Mechanic
- **Brother:** Alf Newman, Presumed Deceased, Airbike Racer
- **Surrogate Siblings/Cousins/Uncles:** The Gang

## Physical Appearance

Height: 6'6"

Mass: 200 lbs

**Build:** Broad shoulders, but lean and wiry build. Very well toned musculature. Size 16 shoes.

**Skin Color:** Pale beige

**Facial Features:** Robust jawline, sleek cheeks and slight cheekbones. Medium forehead with slight lines from stress. Light dark circles under the eyes. Thin, but wide lips. Nose is rugged, with a scar across the bridge.

**Eye color:** Very pale blue (Genetic Disorder)

**Hair color and Style:** Grayish blond. Somewhat short in the back and around 3 inches at the front, loosely spiked forward. Clean shaven face.

**Distinguishing Features:** Very visible burn scar across the nose bridge. Never seen without a visor, used to block UV radiation from Gyles' highly photosensitive eyes.

## Mental Characteristics

### Personality:

Gyles is a natural born thrill seeker, and is always looking for that 1up in entertainment. The rush of battle, Airbike races or even eating spicy food, as long as it's new, dangerous and thrilling. While generally irreverent, he doesn't push the tough guy persona. In private, Gyles comes off as calm, collected and even a little charming. He's sharp, and quick of wit, and always on his toes. But he's a braggart at heart. He can act foolishly in spite of cautious advice and has a bit of a chip on his shoulder from time to time.

In battle, he charges in, but tries to evaluate the situation on the fly (at least). Once Gyles has an idea of what to do, he dives in head on. His maniac maneuvers are tactically sound, though unnecessary.

## Likes, Dislikes and Goals

- **Likes:** Spicy food, alcohol, exploring new things, races, competition, travel, sparring with much larger opponents, cooking.
- **Dislikes:** Boredom, boring people, old things, heavy weapons, garrison duty, being asked about hobbies.
- **Goals:** Defeat one thousand opponents in combat, experience new things, re-enter the Airbike circuit.

## History

### Early Years

When Gyles was young, his father, Chevra Newman, worked as a gang mechanic on Nepleslia. Gyles, eager to learn, spent hours striving to learn everything and anything about machines. He also read about his brother, one of the finest on the Airbike racers. His father told him stories of great races, crushing defeat and the pain of losing him.

When he turned 10, he was given multipurpose flight sim as a gift from the gang boss. From then on, he knew that his future was in space. He spent hours perfecting his skills, hoping to enter the races himself and maybe travel on a tour of duty with the SAoN. Anything to get away from the familiar squalor of the lower levels of the inner city. However, he soon discovered that he had rare congenital ocular photosensitivity. Gyles was crushed by this revelation. His father, unable to afford proper prosthetics, devised a visor that would filter out the harmful rays. Over the next five years, he upgraded them with dozens of features, including useful statistical and scanning gear.

When Gyles hit his late teens, he immediately entered the local Airbike circuit. His father warned him to keep himself clean, or he'd end up like his brother. After a series of wins, he began investing in himself, and eventually, in his colleagues. Once the race officials caught wind of this, he was banned from the races, as were at least another dozen minor players in a massive insider gambling scam. Sentenced to 15 years in a medium security prison, he would have all the time in the world to ponder his life, sitting next to an ID-SOL chicken hawk.

### The Military

A few of the higher ups of the Star Army of Nepleslia liked his style, and often made good winnings placing bets on him. Viewing him as a decent prospect, they offered him a deal. A third of his time, served as an enlisted pilot in the Star Army, plus free training courses. Five years instead of fifteen, three squares a day and a trip offworld, he thought, could be worse. He enlisted, scored in the top 20 of his class, but failed the psych evals. Despite this, he graduated, and is now awaiting assignment for active duty. Before he parted ways with his father, he had one last goodbye. His father planned to resettle and start his own company. To celebrate, they went out, got really drunk and passed out at the old gang hideout. When Gyles awoke, he was sitting in a shuttle, with a box wrapped in blue paper on his lap. Angry at Chevra for not actually saying goodbye, he is determined not to open it.

#### **NSS Alliance, Mission 4:**

During the tour on the Freespacer ship, Gyles mentioned his past and motivations for joining the SAoN. When the Ship Intelligence refuted his points and logically disproved them, he was enormously vexed. He challenged the ship S.I. twice, but has had nothing in the way of a reply. Brooding on this, Gyles dozed off, only to collide with Aaron when his autopilot experienced a minor error. After returning to the ship, Gyles gave minor assistance for the decontamination showers and began work on the autopilot. When the Freespacer NH-7 known as Tweak when ballistic, Gyles managed to find himself escorting her along with Cadet [Matthew Lionheart](#) and a marine in a Phalanx II suit. He lead the group on, as per Lionheart's orders. After the Freespacer known as Moral stabbed Gran, Gyles found himself still in the armor bay and joined up with the escort group. When Adrian nearly went ballistic, Gyles stepped and could have PPG'd the chainsword out of his hand, but was told to leave him by Kokuten.

#### **NSS Alliance, Post Mission 4**

After the rather long diplomatic encounter, Gyles tested out the modifications to the AIR2's OS, contemplated a few modifications to his unit and enjoyed the Aethersperm concert, and was one of the few marines to not have cybernetics go haywire, or lose a significant portion of his hearing, thanks to the sonic filters in his ears. Aside from that, he repeatedly drunk copious amount of Irish Cream, and became inebriated to the point of being unable to realize which room he was in. During this rather interesting time in his day, he had the chance to meet [Kagura Balfour](#) for the first time, as she ejected him violently from her bunk and Anesh, a caretaker on the Alliance. Despite his better intentions, he found himself still fully clothed and in bed with her, but clinging tightly. The outcome was less than terrible, as Gyles now owes the rather comely Elf a date after the offensive.

#### **Kennewes Offensive, Red in the Water**

After being dropped by the NSS Alliance, along with the rest of Epsilon Squad, Gyles was finally able to use the AIR2 Lancer variant he had spent part of shore leave designing, though after grudgingly accepting help from his father. When the squad was attacked, Epsilon's commanding officer, [Rico Sanroma](#), sent Kagura and Gyles off to watch their flank, where they encountered a small group of Dark Demons riding on Turbine Bikes, which they defeated with some matter of ease. Though outnumbered, the superior maneuverability and durability of their units, as well as some matter of luck and skill allowed the two to prevail. After linking back up with the squad, they were eventually reunited with their fellow crewmates in Delta Squad for a joint venture.

#### **Kennewes Offensive, Fish in a Barrel**

After an ambush, followed by a rather suspicious databurst, Epsilon and Delta eventually had to part ways to reach separate objectives. Though mostly in a supporting role, Gyles managed to score a kill or two.

## Service Record

### Soldier, 3rd Class

- Tech Sentry/Marine, [NSS Alliance](#)

## Medical Record

- Rare Congenital Ocular Photosensitivity

## Psych Eval Results

- While highly competent, the individual lacks trust in others, and tends to be overly aggressive in combat. He is not a berserker, but is reckless to the point where it is easy to conclude that he is indulging in escapism, due either to problems with his family, or from self loathing. Regardless, he is very intelligent and certainly quite personable, which casts doubt on the previously mentioned fact.

## Skills

### Vehicles

Gyles is a very capable Airbike rider with excellent maneuvering and great spatial sense. He's decent around other land vehicles, including cars, trucks and similar fare. Despite his experience in space, he's had only minimal time with spacecraft, entirely in simulations.

### Fighting/ Physical

Gyles has received basic training in both hand to hand and ranged combat. In addition to his basic courses, Gyles is gradually perfecting his own variation of Jeet Kun Do, he picked up from antique movies. He is making slow progress, by reading from the "Tao of Jeet Kun Do", but has no master to teach him. In ranged combat, Gyles' is a very capable gunman, though he disdains rifles and heavy weapons as they lack mobility. Gyles is in very good physical form, with good strength and endurance, but has focused heavily his speed and reflexes. Though he is no way as strong or fast as a Cyborg or NH-Series android. As for his Power Armor training, he has proven himself to be a excellent power armor pilot, but still has difficulty using heavy fire support and anti-ship weapons.

### Maintenance/Engineering

Being the son of a mechanic, he knows how to readily fix some of the wear and tear experienced by standard craft. He can patch most engine and hull damage, but has limited knowledge of systems and electronics. He also knows a few common weak points on SAoN and SAoY vehicles. Software in the visor is teaching Gyles how to construct and maintain a variety of devices and weapons. So far, he's built security probes, a webcam and an uplink for the Visor. His first attempt yielded him a backfiring crossbow.

## **Tactics**

Gyles has an excellent repertoire of battlefield tactics, and now heavily specializes in skirmisher and high speed assault tactics. He tends to be very unpredictable, and focuses heavily on his maneuvering.

## **Communications/Cryptography**

Gyles has received basic courses in operating communications equipment. He is able to use the systems on SAoN vessels, smaller craft and PA's. He is only really fluent in English. A small pastime he picked up while in training, Gyles has become a half decent cryptographer. He works on baffling cyphers, his favorite one is called the Waltz code. He is also quite skilled at code breaking, easily cracking traditional or amateur coding.

## **Computer Use**

Living with a computer on his face has imparted Gyles with a good level of computer literacy. He is fluent with both the D.E.I.M.O.S and NSA OS systems and knows a few useful points. Because he has never really had the need to, he lacks any real skill at hacking. Recently, after nearly 48 hours of total immersion, Gyles has picked up substantial familiarity with the AIR2's systems. With a bit more time, he might be able to do some amazing things with it.

## **Cooking/Chemistry**

After some amount of boredom and drunkenness, Gyles eventually found that he could easily rig up a homemade distillery system, and try his hand at brewing. Some of his first attempts were acrid, potent drinks that could kill a man after a glass, but he's managed to put together some slightly more palatable drinks. So far, he's made vodka, mellon liquor and a beer that tastes like a slightly heartier and sweeter version of Lunar Lager.

And to pass that rest of the time, he's begun looking into IED's (Improvised Explosive Devices), made from a few of his older experiments.



# Items

## Standard Issue

### Clothing

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 1 Pair of trunks, green, fleet number on right leg

## 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.

## 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.

## Personal Items

### Clothing

1 Cabbie hat, brown leather 1 Quality leather jacket, brown 1 Leather pants, black 2 Dark blue jeans 3 Casual dress shirt, white and blue 1 Dress shirt, black 3 White [T-Shirt](#) 2 Blue boxer briefs, clean 1 Leather knife holster, brown, left leg 1 Leather gun holster, brown, right leg

## Weapons, Weapon Accessories

1 Combat Knife, Upgrades: Durandium Alloy, Monomolecular Edge, Power Blade, Rechargeable Battery 1 [SiZi Model 30 Condensed Plasma Revolver](#) 18 cartridges 1 [Zen Armaments .45 Caliber Pistol](#) 1 Box 250 .45 Rounds

## Medical

1 bottle of [Endurance](#), 40 doses

## Accessories

1 Newman Visor: Appears to be two rounded rectangular pods, joined by a semi-opaque black rectangular lens. Pods are fitted right over the ears. Features: Data storage device, machine interface, zoom feature, rangefinder, thermal vision, selectable HUD, sonic filter, comms system, painkiller dispenser and equipment\vehicle classification gear. 1 The Box: What could be in the box?

## Wallet

- Current: 14 900 ks

Character Data	
Character Name	Gyles Newman
Character Owner	<a href="#">Exhack</a>
Character Status	Inactive Player Character

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