


Inez Bridges

Inez Bridges is a [player character](#) played by [Angel Azrial](#).

Inez Bridges	
	
Species:	Nepleslian
Gender:	Female
Age:	22
Height:	5'3"
Weight:	101
Organization:	Star Military of the Democratic Imperium of Nepleslia
Occupation:	Marine/Navy
Rank:	P3C
Current Placement:	

Physical Characteristics

- Height: 5'3"
- Mass: 101
- Measurements: 36D-29-36

Build and Skin Color: Short and stocky frame she is probably one of the most toned muscular wise

than most women. Although Her short stocky frame has the tendency to make people question her abilities she has absolutely no issue of standing out in the group of male soldiers. Her skin primarily keeps to it's pale dim shade as she doesn't have the chance to tan all that often in the middle of combat zones.

Eyes and Facial Features: She's got piercing Azure eyes that often take the view of angered glare. Her face is smooth and egg shaped with smaller facial feature then most, nose and ears mainly.

Ears: Short lobed and convex on both ends she has not pointy tip reminding her of the fox creature she passionately despises.

Hair Color and Style: Flaunting a shorter and more groomed hairstyle, she has streaming blonde hair that has it's bangs trimmed and slanted over down both side of her face. The rest of it reaches desperately down to her shoulders trying to meet with them.

Distinguishing Features: Up and down right and left arm she has to long tattoo's that are decoratively spiraling down them. Having lost her right hands she had it replaced with cybernetic one.

Psychological Characteristics

Personality: Inez was a bit of a hooligan who often found herself in the darker and shadier realms of life. This of course including her young aspiring age when she was first recruited into a gang that had taken advantage of the poor helpless child after her mother had died. While she is flirtatious and enjoys the sexual tension and arousal between her and boys she also enjoys manipulating those who are closest. Capable of leadership roles her true potential always found itself eclipsed by those with seniority and charisma. Inez while taught by fear and threats never was solely fixed by these, she believed deep down their was another more powerful bond to control people with. Pity. Playing the poor innocent woman at first to get followers and then threatening or arousing them with various coercing techniques. Although she has an inhumane manner of treating the rest of the world, she deep down does have a motherly like glow that will burn those who try and hurt her comrades. Death seeker, as Inez calls it is one of her strongest traits as a Nepleslian soldier. Awkwardly she quite enjoys the kiss of death which chases her throughout all her encounters/skirmishes, always looking for that adrenaline rush. Also secretly she wants to die joining her family in their eternal sleep. Off the battlefield she prefers to party and drink herself into a stupor, flirting and enjoying the quality company of her squad mates.

- **Likes:** Chewing on anything, Fighting, Death, Dancing, and Weapons
- **Dislikes:** Laziness, Watching or Reading anything,
- **Goals:** Continue her long lasting grudge match against the enemies of her kind until one day she dies.

History

Family (or Creators)

Kathrine Bridges: Mother to Inez and deceased. Karter Bridges: Father to Inez and MIA.

Pre-RP

Born to a small town that was known primarily by their gang and drug running activities, it wasn't a surprise when Kathrine, Inez's mother, shortly died in a riddled gun storm at the age of five. However, the only thing that made it worse was that her dad went missing in action after what could only have thought to be him going AWOL from the Nepleslian military. Disgraced by a deserting parent she lived a life a shame and primarily under the radar even in the tender care of her mother who died at quite the young age. Many kids laughed and joked about how she was just as bad as the old man and eventually beat her up when her mother was no longer around to protect her. Rolling with the wrong people she would begin her life of crime.

Inez was left in the the tender and guiding care of a nearby gang as the took in the young child for entertainment till they realize her knack for killing. The gang leader Rinaldo had a particular interest in her tastes as she unlike most young ladies that were held captive actually enjoyed being apart of the gang and would have protected them as if they were overly abusive older brothers and sisters. Inez began gaining streetcred over here years as a mere brute with a gun often times setting up those who had made fun of her as a child with incriminating evidence against the gang she now ran with. Years would pass till one day a particularly deadly skirmish war would leave both gangs riddled with holes and bleeding in the streets.

Although they were cruel they had a code which she agreed with even up to her day where she was told to either serve in the marine core after being disciplined or jailed for life as a juvenile. Taking the only way which she could imagine resorting in her eventual freedom. She heard from Rinaldo in his dying breaths about a two timing snail of a man who was getting paid on both sides and that rumor had it he may have escaped into the military but that didn't really matter to her as all she cared about now was continuing her life as the military enforcers showed up offering her one way out of her life of crime. Fulfilling it with natural bloodshed in the middle of a warfront. Put through training over the length of a few years she would finally be shipped off into search of her own squad.

Skills

Survival and Military

Inez learned in the rough'n'tumble that came with street life that different skills were needed in surviving, for instance falling in line or rising through the ranks as a leader as well as following the orders handed out which carried over into her training in the army. Learning how to find makeshift shelters, fires and insight on hard to reach water sources have been a few of the traits she had learned from her time.

Strategy

Tactics and quick thinking were her strongest and most palpable traits while in the midst of a fight. Using

the abilities of all terrain units she can think a few steps ahead of most troops by utilizing the navy and air force by having unison strikes that can cover those of the ground units or vice versa. However her true genius comes through in her ability of raids as she enjoys the moment when you invade and warfare which most would consider less honorable and more gorilla warfare tactics. All adrenaline missions including board parties also provide similar rushes and of the minute planning of how she can defeat them in the most effective and violent manner. Capable of maintaining unusual campground she is also prepared to follow orders as she is instructed even if some days she would prefer to ignore them.

Fighting and Physical

The perfect way to let off stress is also one of the few things she likes best, Fightin' and Diein'. Fit and well built for such encounters Inez loves to squeeze in close with some rough and tumble fisticuffs. Also trained in to fire off various guns. Fit and strong she has learned to keep herself physically fit. Also trained in the assembly and firing of various weapons such as, HHG 'High Hybrid Gun', the Sterling Silver Special .45 Caliber, and the M2 Rifle. Nepleslian Marine Self Defense as well as more agile fighting in that respect.

Inez while trained in the three power armor's isn't the strongest member of a unit when placed in such a role, but is all the less capable of fighting as per training demands. Of the trio of Nepleslian power armor, she connected best with the Raider.

Mathematics(Trajectory)

As she is also the a demolitions expert she had done a fair amount of mathematics in figuring out the best manner of getting this explosion from here to there without allowing her own men to trigger it and losing some of the other in the squad. In general she can do math but trajectorize the splash damage and impact point is by far her strongest point.

Communication

Quite incapable when it comes to technologies besides guns and explosives Inez as ordered is capable of operating the generic radio systems which is needed. Her slang while a bit off she has learned the native language but as a few issues some days of coming up with the proper word in the thick of combat. Living in the moment she often gets quite violent and protective of her squadron. Although her mannerism while speaking are crude they are good enough to relay information and is almost professional when it comes to various signals such as by hand. Capable of communicating through all channels through all predicaments which she may find herself in except possibly death or long of voice.

Demolition

Having spent many of years learning this in basic training she always seemed to have a knack with disarming and arming explosives. Enjoying the nice exploding sound that always follows after the

delivery of a high packaged delivery. Imagines herself as the mailman when it comes to such. Neither death, or asteroid, or severe weather conditions will keep me from sending you a first class present from the Nepleslian Army.

Entertainment

In her downtime she enjoys the nice relaxing drink which she will mix at the bar even after a long day and possibly even death. Death is always worth drinking over. Capable of making a variety of drinks which is perfect in celebratory fashion as well as becoming the life of the party with various freestyle dancing techniques.

Inventory

Inez Bridges has the following items:

Finances

Inez Bridges is currently a [Private](#) in the [Nepleslian Space Marine Corps](#) she earns 50 DA per week.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds

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 [NSMC Field Cap, Type 33](#)
- 1 pair gloves, leather, black
- 1 pair boots, black (or khaki)
- 6 pair boot [Socks](#), white
- 1 Belt, dark brown
- 1 [Nepleslian Dress Uniform \(YE 33\)](#) (full outfit with white pistol belt, gloves, pants, and boots)

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
- 4 pairs green ankle [Socks](#)
- 1 pair green low-top sneaker shoes
- 1 Bikini, green, fleet number on right breast.

Weapons and Weapon Accessories

- 1 [M3 Assault Weapon System](#)
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- 1 Revolver, [HHG ‘High Hybrid Gun’](#), with 2 extra JHP speed loaders

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.
- Starting pay of: 6000 DA

Character Data	
Character Name	Inez Bridges
Character Owner	Angel Azrial
Character Status	Inactive Player Character
Nepleslian Personnel Database System	
Career Status	Active Duty

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