

# James Johnson

James Johnson is a [character](#) played by Cody.<sup>1)</sup>

## General Information

James Johnson	
No Image Yet	
Species:	<a href="#">Nepleslian</a>
Gender:	Male
Age:	21 years
Zodiac Sign:	Pisces
Height:	5'7"
Weight:	150 lbs
Organization	<a href="#">Democratic Imperium Of Nepleslia</a>
Rank	Soldier Third Class
Occupation	General Infantry
Current Placement	Station Security, <a href="#">Cirrus Station</a>

**Family/Creators:**Linda Johnson(mother), James Johnson(father)

## Physical Characteristics

Height:5'7"

Mass:150 Lbs.

**Build and Skin Color:** James is short and wiry; he has well defined muscles, but is definitely not buff. He is caucasian with a moderate tan overall.

**Facial Features and Eye Color:** James has a sharp jaw line and well defined chin. His cheek bones are also well defined, giving him a somewhat sour appearance.James' eyes are a pale slate grey, it's a side-effect of the nueral enhancements that give him excellent eyesight.

**Hair Color and Style:** James hair is dark brown and very thick. Few people notice though, since he keeps his head shewn at all times.

**Defining Features:** Slate grey eyes and a scar on the right side of his jawbone from a scuffle when he was younger.

## Psychological Characteristics

## **Personality:**

James tends to keep to himself as much as he can. He usually doesn't open up to people very easily and is often misunderstood because of it. James has mastered the art of not being noticed as a result of his fear of new people. When James does manage to become comfortable around a person he can be very loud and playful, enjoying practical jokes and friendly competition between friends. James is very intelligent in a select few fields of study. Military tactics and historic battles are what James enjoys talking about the most, but he will talk about anything when he is drunk.

James also suffers from "short man's" complex. It's a mental problem (alot like a tic) that causes him to resent big or tall people. For this reason, James tries to either avoid ID-Sols or make them look stupid.

## **Likes:**

The military, close friends, and alcohol.

## **Dislikes:**

Loud noises, crowds, and ID-Sols

## **Goals:**

Survive another day and eventually command a unit.

## **History:**

James grew up on Nepleslia with his two parents in the middle of Funky City. James' parents moved around constantly, always looking for a better life for their son. They did the best they could to bring him up right, but they were rarely home from work, so they never spent much time with their son. For the most part, James survived on his own in the streets. Since he was so small, James had to find another way to fight off the local bullies.

He eventually became adept at avoiding people and situations altogether, being more or less a ghost on the streets. James would often use his new found abilities to filch money and food whenever he was hungry. He rarely got caught, but when he did he would get a sound beating from whomever he stole from. The scar on his jawbone was a result of a failed theft.

James came to think that having some sort of enhanced sight might help him do better on the streets. So to pay for the operation, he stole the money from several local stores. By the time he was caught, the enhancements had been paid for and installed. It was a cheap operation compared to what it could have been, and the doctor wasn't very good, due to this, James' eyes are permanently grey. When brought to

court, the judge gave James a choice between using his stolen enhancements to serve Nepleslia, or go to jail. He chose the army. James' pay from the SAoDIM is cut off by a certain percent to pay back the money he stole to the store owners

James has completed basic training and has some advanced training in field reconnaissance.

## **Skills**

### **Communication**

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

### **Fighting and Physical**

James 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. James can repair weaponry with adequate tools and time. James is in excellent physical shape and has considerable endurance. James is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced

### **Survival**

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

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

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

### Demolitions

James can identify, manufacture, handle and dispose of explosives. With the proper tools, he can detect and disarm enemy explosives as well. James' eye enhancements are especially useful for this sort of thing, since his eyes are able to detect minute details in otherwise chaotic surroundings, noticing trip-wires and other hidden explosives becomes much easier.

### Rogue

James can pick pockets and basic locks with relative ease, giving him access to some things people would rather have hidden. It also helps when grabbing a little extra food when he has finished his rations.

### Entertainment

Despite his shyness and reclusiveness, James can dance and sing rather well. He likes to sing traditional songs the most, and prefers the waltz over other dances. He would never do any of this in public, unless strongly urged on by a good friend, so most people never see this side of him.

Character Data	
Character Name	James Johnson
Character Status	Adoptable Player Character
Approval Thread URL	<a href="https://wiki.stararmy.com/doku.php?id=characters:nepleslia:james_johnson_ii">stararmy.com/...</a>

<sup>1)</sup>  
<https://stararmy.com/roleplay-forum/threads/johnson-james.794/>

From:  
<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:  
[https://wiki.stararmy.com/doku.php?id=characters:nepleslia:james\\_johnson\\_ii](https://wiki.stararmy.com/doku.php?id=characters:nepleslia:james_johnson_ii)

Last update: **2024/02/23 08:49**

