

Jet Endurain

Jet Endurain is a [player character](#) played by [Tyler](#) and is currently involved in the plot.

| Jet Endurain | |
|--------------------|------------------------------|
| Species: | Nepleslian |
| Gender: | Female |
| Age: | 23 |
| Zodiac Sign: | Ares |
| Height: | 5'11" - 180cm |
| Weight: | 143 lbs |
| Bra Size: | B? |
| Organization: | SmoDion |
| Occupation: | Space Marine |
| Rank: | Sergeant |
| Current Placement: | |

Physical Characteristics

Height: 5'11" - 180cm Mass: 143 lbs / 64.86371 kg Measurements: 35B-26-35 Bra Size: B

Build and Skin Colour: After the incident with Kaserine that subsequently became permanent the features have changed to a fair skintone and the corded musculature has altered and shifted to become more lithe and more feminine.

Facial Features and Eye Colour: Jet has a fairly pretty face with a distinctly reddish eye color. She has a small scar over his right brow extending upward toward the hairline.

Hair Colour and Style: She has white-silver hair that falls about the top of her shoulders at the longest with unstyled bangs.

Distinguishing Features: Jet has gotten strength enhancements to her body with nanomuscles working in coordination with her own. She chose to do this to absorb the shock of firing weapons easier without losing aim from the muzzle jump and recoil.

Psychological Characteristics

Personality: Jet has a cynical and sarcastic personality, he's very prone to fits of anger as a result of frustration. Because of his amnesia, he suffers headaches when something happens to try and ignite the neural connection to regain the memories which provokes his anger or tendency to lash out. He generally keeps to himself and has a bit of a sadistic and sociopathic streak; having no qualms about shooting his comrades in the foot (literally) if he feels they deserve it. But the one person he won't harm in any

condition are children, he understand that they are the future and that it's not his right to make them suffer or whatever else.

But After the incident that turned Jet into a woman, she's retained almost all of the negative personality traits but is overall more emotional (or is progressing toward that). Jet still keeps the easily irritated and slightly-trigger happy quirks though. But Being a female now has changed her views of romantic potential and flirtiness and she doesn't like it at all, still keeping the male mentality in terms of reactions.

Likes: Guns, Women, Specific booze, sniping targets **Dislikes:** Chauvanistic guys pansies, Reds, Nekos (with a passion, he'll shoot one on sight) **Goals:** To get up in rank and end up a reknown sniper

History

Family (or Creators)

Undisclosed

Pre-RP

Abbreviated:

Jet does NOT remember his childhood and nothing is known about it officially, his official story is that he was an orphan that'd wandered into a recruiting office in Funky City at a young age and asked to enlist. He would focus completely upon the occupation he had as soldier and would advance quickly as a marksman for his insanely high accuracy as a result of high concentration and extremely sharp natural eyesight.

After basic training he'd be on a smattering of ground assignments and small ships as a security soldier. Eventually he'd take a part in the first Street war, infiltrating the Blacks and ingratiating himself well with the gang's operation and eventually helped bring it to end with the team that'd been sent in. Shortly thereafter, he'd be assigned to the NSS alliance as the head of security but would leave after a short time there on medical leave.

The reason for his leave was that he'd accidentally been exposed to kaserine gas on shoreleave and was extremely stressed out and rendered unable to perform his duties adequately. with no easy cure in sight, Jet was forced to wait in hiding for the chemicals to wear off to assume his natural gender once again, but it didn't. Apparently he got a concentrated dose of the stuff and while she was in downtime; the mental changes had already begun to take effect and soon found that she didn't want to turn back to a guy.

Subsequently, she took more planetside jobs on Nepleslian military bases or funky city to avoid having to associate with people that had known the male version of herself. But the top brass in the end would send the guy turned girl out into space again on another ship. Joy...

Skills

Communications

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

Fighting

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

Jet has a specialization in sniping and is an expert marksman as well due to years of extra training and experience. He also had improved martial arts skills from his year of downtime to train, even as a female where it became an almost obsession.

Survival

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

Strategy (Tactics/discipline)

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

He also has extensive knowledge of proper sniping positions and as well as calculating for wind turbulence and other factors such as cover and such. This extends to both urban combat or any other environment as well.

Vehicles (Land vehicles)

Jet is familiar with how to effectively pilot most ground vehicles. He can make rudimentary repairs to his vehicle. In addition, he has one vehicle type in which he is particularly skilled at operating. While inside this vehicle, the character can perform difficult maneuvers under high stress (combat, etc). He is also proficient in repairing this type of vehicle (if given the proper tools and time).

Biology

Jet has taught himself extensively in the physiology of all the common species (Nepleslians, Yamataians, Nekos and Elysians) and understands completely how their bodies operate. It is not out of pure curiosity, He believes that one must know the body of the target to put them down in one clean shot or make every shot count to have a desired effect upon the target he selects.

Demolitions

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

Inventory

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 1 Pair of trunks, black and red, 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. 2 shoulder holster for .45 Styrling Silver Special 2 .45 Styrling Silver specials (one black, one silver) 1 Little Killer 1 Zen Armaments Precision Sniper Rifle 1 Tiger's Tears

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. 1 Styrling Everyday Armor set (full with duradium armor) 1 Modified Trenchcoat (Ballistic mesh, extra pockets inside)

Starting pay of: 6000 DA

Finances

Jet Endurain is currently a Sub-Lieutenant in the SmoDion. He receives a weekly salary of -salary- per week.

| Total Savings | Addition | Subtraction | Reason |
|---------------|----------|-------------|----------------|
| 3000 KS | | | Starting Funds |

OOC Discussion

Jet has an extended Weapons and Accessories list due to buying the extra items himself during leave.

| Character Data | |
|--------------------------------------|---------------------------|
| Character Name | Jet Endurain |
| Character Owner | Tyler |
| Character Status | Inactive Player Character |
| Nepleslian Personnel Database System | |
| Career Status | Active Duty |
| Branch | NSMC |
| Rank | Sergeant |

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