


John Karrelík

John Karrelík is a [player character](#) played by [wirebobbin](#).

John Karrelík	
	
Species:	Nepleslian
Gender:	Male
Age:	26
Height:	5' 4"
Weight:	130 pounds
Organization:	Star Military of the Democratic Imperium of Nepleslia
Occupation:	Rifleman/Designated Marksman
Rank:	P3C
Current Placement:	

John's Voice and Theme

Voice: [Keanu Reeves - The Matrix](#)

Theme: Coming Soon

Preferred Plots:

1. 4th AASP Fleet
2. Taking it Back
3. Cirrus Station

Physical Characteristics

- Height: 5' 4"
- Mass: 130 pounds
- Measurements:

Build and Skin Color: Light build, heavily tanned and mottled from sunburn.

Eyes and Facial Features: Small, tired eyes, usually don't move much. Roman/broken nose. Very thin face, he would have an almost unhealthy appearance if he wasn't so deeply tanned. Rounded head and unchiselled jaw.

Ears: Unusually thin human ears, do not stick out to any noticeable degree.

Hair Color and Style: Mousy brown, cropped short at all points with a goatee.

Distinguishing Features: Retinal enhancement and computer chip installed, manifests as a surgical scar on the back of his left hand and a light in his left eye. Conscious control valves placed on most of his hormones, especially adrenaline. Cybernetic heart that allows blood temperature control, negates the need for sweating. Equipped with Mindware.

Psychological Characteristics

Personality: John is a quiet man, seldom speaking to others of his own volition but capable of holding up a conversation. Despite being a professional soldier, he is conscious of the potential permanence of death and will keep deaths on either side to an absolute minimum during a mission if he can.

John's silence, distant expression and lack of regular socialization lead most people to believe he is apathetic, so he seldom makes friends or enemies and nobody ever confides in him, though his quiet nature allows him to keep secrets easily. He has a philosophy of getting a job done once he has agreed to do it, and as such is quick and efficient about everything in his day-to-day life, completing one task quickly before moving on to the next. Because of these two factors, people who know him (a rare occurrence) trust him absolutely.

His father's support and extensive cybernetic enhancement funding didn't decrease John's sense of individual self-worth. Rather, it simply taught him to take any edge he can in life. This ties into his tendency to grasp any and all advantages he can get in a conflict with both hands. His cybernetics also enhanced his bodily efficiency to a fantastic degree, and he has become obsessed by the idea of increasing it further. In a way, he is a cybernetics addict.

- **Likes:** Being recognized for his own skill, doing a job thoroughly and properly

- **Dislikes:** Internal conflict, awkward conversation, negative rumors about himself
- **Goals:** To reach the top of the enlisted rank tree - "I could use the money."

History

Family (or Creators)

Mother and father on Neplesia, younger brother on an outlying colony.

Pre-RP

Born into a reasonably rich family, John's father used to tell him at a very young age about the wonders of the military. As such, he grew up with a boyish fascination with guns and armor that never went away as he aged, and he was known as 'the gun freak'. Despite this, he was never interested in weapons as killing tools - he liked them because they were intricate and mysterious. A heart murmur developed at around age nine and as such he had a cybernetic heart implanted, the first of many cybernetics and the start of an obsession with improving his own body that continues to this day.

He grew up normally, albeit with the trappings of luxury present at almost every point of his life. He grew up in high-class surroundings and never wanted for anything much, but was always aware that he stood to lose everything from any given source of harm - stock market crashes, for example. Unlike his brother and father, he never took anything for granted and as such was better prepared when his father's accounts went through the floor during the current war.

Out of necessity caused by a lack of money, he was forced to find a job midway through his education. Under his father's guidance, he enrolled in the military and finished his basic training at twenty-five. He has yet to rise in the military or become very well-known because of his own quiet nature.

Skill Areas

Communication

John 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. John is fluent in Neplesian. 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

John 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. John is in excellent physical shape and has considerable endurance. He has also cross trained on all power armor types in the military's inventory but has been specifically taught how to pilot the Hostile. This training covers how to move about in the armor, how to deploy and command observation pods, how to use the communication equipment, and how to maintain his NAM HPAR-01a Heavy Penetrating Assault Rifle.

Survival

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

Strategy

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

Physical

John was a distance runner as a teenager and still maintains a military-grade level of fitness, allowing him to run up to five kilometers at a jogging pace without stopping, or to sprint half a kilometer if needed. This is of course constrained by the terrain.

Maintenance and Repair

John's father maintained a collection of automobiles and various other forms of transport, and instructed both his sons in their maintenance. As such he has a basic knowledge of the repair and maintenance of a variety of engines and vehicles. He can change tyres, repair engines given proper parts, but he cannot adapt components or even incompatible parts into a working engine or part of an engine. Given no training on efficiency, most repairs take him some time.

He can also carry out basic maintenance on his own cybernetics, since it's necessary knowledge to know one's own body.

Domestic

John's life revolves around orderliness, and as such he has developed his own method and day-to-day routine, in the course of which everything is laid back the way it was. As such, his things are always clean and tidy, increasing his overall performance throughout the average day - getting dressed, for example, is much easier.

Inventory

John Karrelik has the following items:

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
- Depends on gender and preference:
 - 1 Pair of trunks, green, fleet number on right leg

Weapons and Weapon Accessories

- 1 Rifle Kit
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- 1 Pistol, [Styrling Silver Special .45 Caliber](#), with 2 extra 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.
- Starting pay of: 6000 DA

Finances

John Karrelík is currently a P3C in the [Star Military of the Democratic Imperium of Nepleslia](#).

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds

OOC Discussion

Finished, thank god.

Character Data	
Character Name	John Karrelík
Nepleslian Personnel Database System	
Career Status	Active Duty
Branch	NSMC
Rank	Private

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