


John Nitzband

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Species:	Nepleslian
Gender:	Male
Age:	21
Zodiac Sign:	
Height:	6' 2
Weight:	250 lbs.
Organization:	SMoDloN
Occupation:	Marine/Technician
Rank:	P3C
Current Placement:	NSS Acadia

John Nitzband in Roleplay

John Nitzband is a [player character](#) played by [cyton](#).

Physical Characteristics

Height: 6' 2 Mass: 250 lbs. Measurements: **Build and Skin Color:** John has a muscular build with Caucasian skin color.

Eyes and Facial Features: John has a round head and emerald colored eyes with round pupils. John also has a neatly trimmed beard and mustache.

Hair Color and Style: John has straight black hair cut to 1 centimeter long.

Distinguishing Features: John has a cybernetic left eye enhancement that glows red with metal surrounding it and a cybernetic left arm enhancement that allows him to lift 1.5 times the weight he originally could with that arm, but the arm is now robotic.

Psychological Characteristics

Personality: John is quite friendly, has many friends, mostly around his age, but does have a few that are older than him. He likes to talk, lift weights, and repair things for others, because he is helping his homeland become better for future generations. John is often greatly motivated by his surroundings and childhood to complete his goal. John likes to dress casually to show other beings that he does not overly concern himself with fighting and money.

Likes: adventure, helping others, homeland **Dislikes:** early wake-up calls, selfish people, gangs **Goals:** To help his homeland and parents.

History

Family

Kyle Nitzband (father) and Diane Nitzband (mother)

Pre-RP

John has lived just about the normal life for any Nepleslian, childhood and all. He has seen many fights, murders, and other types of violence, like any other Nepleslian child would. He himself has fought others many times, mostly for self-defense, but he did start a few, mostly with annoying idiots who just did not leave him alone. John's family has only ever really liked the Green Syndicate's government, and has always supported them, because the others were too concerned with money and other things selfish people say is necessary. When John was 16, a gang attacked his family for reasons that were never found, he and his parents were injured in the fight and needed help. He called the nearest business that made cybernetic enhancements with his good arm and got the business to give him and his parents replacement limbs. He started running low on cash while caring for his parents a few years later, so he joined the SMoDloN so he could raise enough money to help his parents.

Skills

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 Nepleslian. He can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. John 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. John is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.

Survival

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

Strategy (Tactics/discipline)

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.

Maintenance and Repair

John is familiar with and able to fix most problems with vehicle components and to an extent, systems. While not necessarily well-versed on how a part functions and the theory behind each, he will be able to keep things operating within normal parameters.

Vehicles (land vehicles)

John is familiar with how to effectively pilot most ground vehicles. He can make rudimentary repairs to his vehicle. In addition, John has one vehicle type in which he is particularly skilled at operating(K1b Light Personnel). While inside this vehicle, John can perform difficult maneuvers under high stress (combat, etc). John is also proficient in repairing this type of vehicle (if given the proper tools and time).

Rouge

John has always been an excellent rouge, some say that he has an uncanny talent for thieving in particular. He can open any lock, whether it be industrial,like a padlock or combination lock, or an advanced one, like a scanner or a code lock, he just needs the tools and the time. John can also pick pockets and hide small items extremely well, though items that are fairly large are harder to conceal, for obvious reasons. He is great at lying and covering up for himself, too. Though he has never been very good at seduction or any other skills that a rouge would use to get information out of other living creatures.

Finances

John Nitzband is currently a P3C in the Nepleslian Space Marines. He receives a weekly salary of 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 pair gloves, leather, black
- 1 pair boots, black
- 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 Nk-Ir holster
- 1 Automatic Pistol, Nk-Ir "Knuckler", with 2 extra HJP double 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.

Character Data	
Character Name	John Nitzband
Character Owner	cyton
Character Status	Adoptable Player Character
Approval Thread URL	stararmy.com/...

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