


Joshua Bates

Joshua Bates is a [player character](#) played by [Acewing13](#).

Joshua Bates	
	
Species & Gender:	Nepleslian Male
Age:	40
Height:	1.88 meters
Weight:	86 kg
Organization:	Intelligence and Pacification Group
Occupation:	IPG Operator
Rank:	Captain (Naval)
Current Placement:	interregnum

Physical Characteristics

- Height: 1.88 meters
- Mass: 90.7 kgs

Build: Thanks to his constant training, Joshua's body is best described as hard. It is generally athletic and well defined but not over built, as he despises the prideful nature of bodybuilding.

Skin Color: Light skinned (#ffcd94).

Eyes and Facial Features: Almond brown eyes(#38101c), oval face, and a greek nose.

Ears: Normal humanoid ears, attached earlobes.

Hair Color and Style: Dark auburn crew cut (#533D32).

Sound of Voice: Baritone

Scent: Sweat and gun oil.

Distinguishing Features: Pair of cybernetic eyes, with a white scar circling the right eye socket. He is usually smiling mischievously or menacingly, depending on his mood. If you ever catch him out of his uniform, he would most likely be wearing a red [T-Shirt](#), black leather jacket, and jeans.

Psychological Characteristics

Personality: Joshua, he hates being called Josh, is a sadistic fellow, taking pleasure in causing pain to others. This even applies to those under his command, though he tries to not do anything permanent to promising Operators. However, anyone who disappoints the Captain will rue the day they were born...and that's before he gets to the 'fun' stuff.

To his superiors and his nation, he is loyal and tries to know what their needs are before they do. To his subordinates, he is a brutal, but fair, taskmaster, making sure that they train for every possible, even unlikely, eventuality. Whatever they might think of his treatment, he knows that going through hell in training keeps soldiers from going to actual hell on a mission. So, you might say that he cares...he would kill you for saying that, but it describes the situation well. And he's head over heels in love with a sociopath of a girlfriend, [Cleo](#), whose murderous tendencies only made things more exciting for the Nepleslian.

Before battle, Joshua is analytical and cautious, taking care to not be suckered into a trap. This all changes once battle begins, with the inner bloodlust and an apparent disregard for life and limb coming out. This has gotten him in a few scrapes and he's somewhat sobered up after losing one too many comrades to enemy gunfire that could have been prevented.

Whenever he visits the Funky City, he makes a point to visit the mother of his favorite dead comrade, Greg Washington. Other than those visits and the social functions a soldier of his rank is required to go to, he keeps to himself. The only times he is social is over a bottle of Nepleslian whiskey, teasing his long-time subordinates, or when he's alone with Cleo.

One of the few people that he respects is [Hidetsugu Mizuki](#), a Jiyuuiian who was a veteran of [Evacuation of the Tange System](#). She was personally responsible for saving his squad's life when they were ambushed by NMX troops in the [NSN 4th Fleet](#)'s initial landing. Then Lieutenant Operator Bates was so impressed that once the evacuation was completed, he persuaded the UOC expat to join the IPG. Five years later, when approached to command a ship, he requested her for the XO position.

- **Likes:** Torture, Nekovalkyrja ([NH](#) or [ARIA](#)), knives, horror fiction, red and green.
- **Dislikes:** Idiots, non-patriots, insubordinates.
- **Motivations:** Workaholic, survivor's guilt, paranoia, and yet ambitious.
- **Goals:** 1. Kill any and all Mishhu for destroying his eye. 2. Become head of the Omniscience Division. 3. Get a Neko harem.

History

Joshua Bates was born in [YE -02](#) in New Detroit (Funky City), Nepleslia.

Having been born before the current start of the calendar, Joshua has seen the literal rise and fall of empires, from the Uesureyan Star Empire becoming the Yamatai Star Empire, the Nepleslian Star Empire becoming the Democratic Imperium of Nepleslia, and on a more local level, the changing of the guard from the Reds to the Greens. Growing up during that transition of power led him to be flexible in his beliefs, especially his allegiance for either party, especially since he had family members on both sides.

By his teenage years however, Joshua grew tired of the stable, boring life with his parents, so he became heavily involved in the Greens and their part in the Yamataian military, joining up with the [Army Of Uesureya](#)'s intelligence section at 18 in YE 16. He took part in the conquest of [Albini](#), went through the establishment of the [Grand Star Army](#) and the campaigns in Ayenee, before his life took a welcome detour.

It was coming back home from one of the many conquests of the Grand Star Army that the newly minted Sergeant met the love of his life, [cleo_oconner](#). Seeing a canine anthro wasn't something that he had ever seen during his tours, let alone an available female. Putting all the charm he had to bear on the poor woman and soon they were dating fairly steady in [YE 20](#), an aberration in the soldier's usual habit of one night stands and the occasional return visit. Such was his happiness that he came back whenever he could, making the visits back to the Funky City more regular, but for shorter periods than his first visit, having run out of extra vacation days.

Of course, this relationship wasn't without issues, though these were some of the most...unique that Joshua had ever experienced. The most prominent sign that Cleo was more than she appeared was the noodle incident with her dog-earned notebook, which came extremely close to ending his life. Coming out of that encounter mostly unscathed, however, the adrenaline junkie was only more fascinated with the mutt. A secondary note was Cleo's unusual fascination with Xenobiology, but he never put the two together until the fateful day.

Things came to a head in [YE 22](#), when he came back into town and headed to Cleo's apartment, after taking a few detours. After a few blissful hours however, the apartment was raided by the Funky City's finest, taking both of them into custody. After being a guest of the FCPD and being treated like a serial killer, Joshua wasn't too surprised when his ex-girlfriend showed up on the nightly news. He thought about getting a message to her, but was not sure what to say. "Hey, so your a serial killer now, huh?" really didn't seem like a productive thing to talk about. And he was never able to write "Do you want me to come see you?" cause what if she said no? He always knew it was stupid, but it kept him from contacting her.

However, a tentative plan started to form around the time the [Fourth Elysian War](#) started. Whatever the details, he needed to get access to Cleo's file, and that kind of access only came with higher rank. It was that in mind that he enrolled in officer school after the Fourth Elysian War ended. Which made him a Lieutenant when the all-important [First Mishhuvurthyar War](#) started.

The bloody two years of war made their mark on the Lieutenant. Before the war, he had a devil-may-care attitude towards fighting, laughing as he handed out death as fast as possible. After going through the

meat-grinder and watching the men under his command, including an old friend, die in part due to his orders, Joshua became a lot more cautious in his fighting. Though the loss of his right eye probably helped with the change in attitude as well.

The founding of the Nepleslian Star Empire and its withdrawal from the war brought relief to Joshua, who was just glad for the ordeal to be over. After a few months of apathy and grief in a small apartment in the Funky City, he got pulled out of his misery by the newly forming Intelligence Pacification Group, who put him in charge of a small unit of special forces and set loose in the still active war.

This was his life through the next ten years and the re-branding of Nepleslia to [Democratic Imperium of Nepleslia](#), operating in areas that the new nation state's military wasn't allowed, whether it was dodging Yamataian patrols or doing recon work on a SMX occupied Rok'Veru during the Second Mishhu War. Near the end of the war, he participated in [the Evacuation of the Tange System](#), where he met Hidetsugu Mizuki, an ex-SAINT and UOC soldier. Then Commander Bates convinced the Jiyuuan, with some pleasurable persuasion, to join the IPG.

It was Joshua's recent promotion to Captain that gave him the access he need to open Cleo's file, which made for some interesting reading and both answered and created questions. Mostly about her mental state, but also what he could do to fix the situation or at least get her out of the prison. While he spent his work time putting his crew together, including Mizuki, he spent his private time scheming up ways to bust his ex-girlfriend out of jail. The only thing left to do was to get a favor paid off.

Then the mutiny happened and he has a 3.5 million DA bounty on him.

Skills Learned

Communications

Fluent in Trade/Nepleslian and [Yamataigo](#) (邪馬台語), Joshua is trained in all of the NSMC and IPG procedures, and is thus competent in radio operation, report writing, and field communications (rudimentary or otherwise.) He especially likes using hand and light signals when doing covert ops.

Fighting

Joshua had lead a relatively stable life with his parents before he joined the Star Army of Nepleslia. After that, he found his calling in the IPG. Beside teaching him how to shoot firearms, the Marines also taught him how to clean and maintain those weapons, from the pedestrian [M2 Rifle](#) to the more interesting [HPAR 'Moneyshot'](#), he truly loves the [HHG 'High Hybrid Gun'](#). He also excelled at operating a variety of power armor, including [NAM Terratech General Combat Armorsuit – “Hostile”](#), [Aggressor Heavy Assault Armor](#) and the IPG's Night [Hostile](#), and is proficient at [hand to hand combat](#).

Technology Operation

Hacking is an acquired skill of Joshua's, though most of that talent comes down to running prepared

scripts and knowing how to cover his tracks. He is also proficient in the usual computer usage and digital researching methods. He also likes using cameras, authorized or not, to keep an eye on fellow crew and possible adversaries.

Strategy(Tactics & Discipline)

Growing up a rebellious teenager, the Marines were a godsend to Matt. They taught him that order is right, that he was never alone, and that as long as he followed orders, the Nepleslian Space Marine Corps would win the day. Matt also knows tactics for power armor, light infantry, combined arms operations, and the differences between them. Also knows how to conduct some non-standard operations as well.

Also known as how to understand and follow orders. During the second and third months of training, Marines learn about combat tactics and the differences between power armor and light infantry operations. They are also taught about combined arms operations, utilizing [Navy](#) and Marine airborne assets to support their own operations. They also learn how to plan and execute various non-standard operations such as commando raids, reconnaissance, urban, jungle, desert & arctic warfare as well as starship boarding operations.

In basic training a Marine is taught how to wear [their uniform](#), How to sleep in and maintain a hammock bed, to not speak unless spoken to when dealing with a superior officer, and to follow orders with a snappy "Yes Sir!" Despite the Marines trying to produce more professional soldiers, the end product tends to be a little rough around the edges.

The daily drill includes:

- Reporting all violations of orders you are instructed to enforce
- Only leave an assigned post when properly relieved
- When assigned to a sentry post: Talk to no one except in the line of duty and be alert
- Report an emergency in case of fire or disorder
- Salute all officers.
- Do not disrespect a superior officer
- Do not disobey orders lawfully given
- In combat or during physical training, do not report an injury, the medic will be notified automatically electronically.
- If you are unable to physically continue with your orders, you may call for a medic..
- If you die, prepare to be repaired and returned to active duty.

The Commandos are Nepleslia's most flexible small unit option, especially when Nepleslia wants people to know they did it, and did it easily.

All of the IPG's ships are crewed by Commando Operators since stealth is the specialty.

all IPG agents are capable of using power armor and coordinating with the [Nepleslian Space Marine Corps](#).

Survival

Having grown up in the [Funky City](#), Matt isn't too comfortable out in the boonies. His Marine training taught him the basics on how to survive out there, but it isn't his strongest suit. He does like making fires and tending them though. He didn't get the nickname 'Pyro' for nothing.

Nepleslian Marines are expected to know how to survive and live off the land without resupply. Their fourth month of training is spent teaching them the skills to recognize edible plants and animals, to catch and prepare said animals, and how to navigate without electronics or a map. Marines are also taught how to make a fire without any of the usual means as well as to survive in cold weather without a fire.

- Survival, Escape & Evasion (SEE)
- Covert Operations (Insertion, Infiltration, Rendezvous, Exfiltration)
- Survival and Military (Finding water, land navigation, shelter construction, hunting, signaling, camouflage)

Commandos are best known for their infiltration raids and combat reconnaissance

Commandos might be called on to infiltrate an enemy held planet, determine their defenses and the best landing zones and then stay on-planet until the invasion is complete. Or they might be tasked to find and eliminate a certain enemy commander, leaving behind Nepleslia's calling card.

Their motto is "In, Out, Without a Doubt," which reflects their pride in being able to enter and leave whenever they want, without a doubt as to the utter success of their mission.

Physical

Matt likes bucking the trend of the lazy computer nerd and even before he joined the Marines he made sure to keep his body in shape. This became an obsession once he became a Marine. Whenever he is frustrated with something, Matt heads to the gym, putting his body through as difficult a regimen he can handle. He can also run an 8 minute mile.

- Physical (acrobatics, running, etc.)
- trained to stay fit, how to set up a workout regimen by devoting at least an hour a day to physical fitness, how to set up and clean workout equipment, and how to properly cycle through workout types to get a full body workout. Marines who only ever work out their arms are punished!

Rogue

- Rogue (Pick-pocketing, pick locks, sleight of hand, "streetwise," seduction)
- Breaking and Entering
- Covert Operations (Insertion, Infiltration, Rendezvous, Exfiltration)
- Stealth

Leadership

- Leadership (public speaking, intelligence, command, diplomacy, recognizing ambush points, etc.)
- Interrogation Techniques
- Small unit tactics
- Combat Reconnaissance
- Light Infantry tactics

Demolitions Training

A demolitions course is available for Marines looking to expand their pyrotechnical abilities. It is a ten week course that is taught by experienced Marine veterans who know how to work within and without the book. This allows Marines to learn the “appropriate” use for demolitions and then pick up some tricks from the old hands. These Marines are trained in the use of [rx33](#) and the [demolition_tool](#). Upon graduation from this course, they are awarded the title of Demolitions Specialist.

- Sabotage
- Demolitions (explosives identification, manufacture, handling, disposal)

Starship Operations

- Starship Operations (Astrometrics, stellar cartography, navigation, helm, etc.)(This includes fighters and other small spacecraft.)

Skill Area List

- Humanities (psychology, sociology, anthropology, diplomacy, and philosophy)
- Knowledge (History, law, reference, memory)

Social Connections

CHARACTER name is connected to:

- Allen NAME (Father)
- Bessie NAME (Mother)
- Carl NAME (Brother)
- [Namach Kale](#) (Friend)
- [cleo_oconner](#) His wife he keeps forgetting about >.>

Inventory & Finance



Joshua Bates has the [Star Army Standard Issue Items](#).

https://stararmy.com/wiki/doku.php?id=nepleslia:ipg_implant

- 1.A - NaX-CI/C/PE-01a High-efficiency Connections Suite
- 1.B - NaX-CI/C/M-01a “Burner” Unit
- 1.C - NaX-CI/C/D-01a Scalar Defense System
- 1.E - NaX-CI/C/PE-03a Memory Unit
- 1.F - NaX-CI/C/D-01a Cranial Defense
- 1.G - NaX-CI/C/M-01a Mental Intercept
- 2.A - NaX-CI/O/C-01a Base Receptor Unit (O)
- 2.B - NaX-CI/O/PE-01a Multi-spectrum Pickup Unit
- 2.C - NaX-CI/O/PE-02a Optical Recording Unit
- 3.A - NaX-CI/A/C-01a Base Receptor Unit (A)
- 3.B - NaX-CI/A/PE-01a Audio Pickup Unit
- 3.C - NaX-CI/A/CU-01a Transmission/ Receiver Radio
- 3.D - NaX-CI/A/M-01a Audio Recorder
- 4.A - Titanium Bone Reinforcements
- 4.C - NaX-CI/B/C-01a System Power Unit
- 4.D - Weapons
 - plastic composite stiletto blade
- Box of Data Storage Devices - Contains Useless Novels (Pirating the UOC, TC: 12-81, IC: 1029-16419-92)
- Small air purifying unit (Pirating Nepleslia, TC: 65-57, IC: 3697-7638-115)
- Bag of Common Spice (1 gp, 1 lb)
- Army Multi-Species Environmental Suit (NMX War, TC: 68-26, IC: 1825-15995-86)
- SSCC-XL containing sorghum (Salvaging Commodites, TC: 90-81, IC: 7347-12126-161)

Joshua Bates currently has 3000 KS, gets 1300 DA per week

Total Savings	Addition	Subtraction	Reason
DA	33,800 DA		Starting Funds
DA	20900 DA	12,900	KAM Weapons

OOC Information

In the case acewing13 becomes inactive:

- Can this character be used as an NPC by a GM or FM? No
- Can this character be [adopted](#) after I've been gone for a year? No

Character Data	
Character Name	Joshua Bates
Character Owner	Acewing13
Character Status	Inactive Player Character
Nepleslian Personnel Database System	
Career Status	Active Duty
Branch	IPG
Rank	Captain (NSN)

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