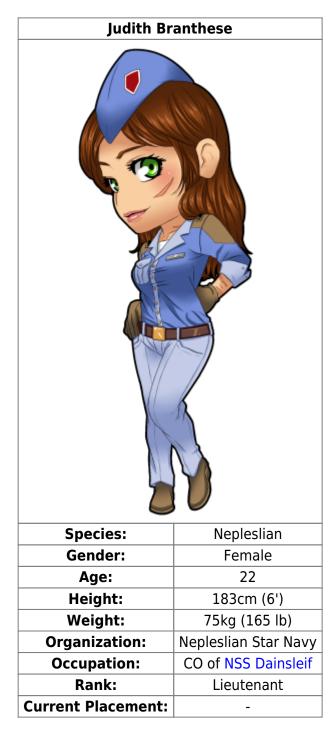
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Judith Branthese

Judith Branthese is a player character played by Krisslanza.



Preferred Plots:

1. Task Force Farthest Stride

Physical Characteristics

Height: 183cm (6')Mass: 75kg (165 lb)Measurements: 35F

Build and Skin Color: Her skin is light, not quite pale, but she doesn't have sport much of a tan either way. Judith is quite proud of her body, and takes great care of her hourglass figure. Her body is rounded out with toned muscles and large breasts dominating her chest.

Eyes and Facial Features: Unusual for a Nepleslian, Judith's eyes are completely normal. The only thing noteworthy about them is the color, which is a bright green.

Ears: Judith has fairly normal ears, with nothing remarkable about them aside from them lacking piercings of any sort.

Hair Color and Style: Only the basic attention is given to her hair, and is somewhat wavy as a result. Its color is a simple, pleasing brown and she tends to keep the length somewhere below her shoulder blades, but above the middle of her back. While she has a love of long hair, she finds it just gets in the way.

Distinguishing Features: This woman's body tells many a tale. On her arms, legs, back, her chest, several scars are scattered around. She takes little effort in hiding them and is quite proud of them. The most noteworthy scars are the ones on her face, one is slashed across her left cheek, and another extends just below her right eye.

Psychological Characteristics

Personality: Despite her scarred appearance, Judith is actually a pretty friendly and nice person. While she may not go out of her way to strike up a conversation with a stranger, or even people she knows, if approached she'll be happy to keep them company until either one of them has to depart.

She enjoys teasing people and was well-known in her childhood for her toothy grin she would flash to those she made fun of. Judith has a large amount of self-confidence in herself, but does not turn things into a competition - even if someone is better then her, she'll think otherwise and feels no need to prove it in something like a race or competition.

Judith has a love of gambling, but she has a poor control of her emotions from time to time and isn't known for having a good poker face. She has great pride in her body, and mostly in her scars, and is more then happy to show them off - including her body. Modesty of that is not something she has, and while she is not an exhibitionist, she has no qualms with removing her clothes to show off her scars.

- Likes: Gambling, long hair, chocolate, starships
- **Dislikes:** Baldness, being poor, licorice, the color pink
- Goals: With a starship secured, Judith is interested in enjoying her commission and future

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advancement

History

Family (or Creators)

Unknown, orphan.

Pre-RP

Judith does not enjoy talking about her past much, simply because she likes to say "It sounds kind of cliche, really."

Her earliest memories are simply living in the streets with other orphaned kids, making a living by stealing and begging. There was a lot of fighting and she got her fair number of scars from engaging in those tumbles. She's not sure who her parents are, other then she's pretty sure one of them was a man, and one of them was a woman, but either way she has no desire to seek them out.

Still as she grew older, she yearned for a better life then a street urchin or gang member, and she would often have her eyes up in the sky and the stars beyond, hoping to one day see them for herself. Compared to some girls her age, Judith aged quite rapidly, quickly gaining un-needed attention from her fellow male urchins due to her early development and continued growth. She decided to ditch the gang she had grown up with, and struck it on her own attempting to distance herself from them and try to change her life so she could enlist in the Navy.

It wasn't an easy life, trying to find work to keep herself fed, clothed, and housed without any prior experience or an agreeable background to accompany it, but she managed to eek out a living long enough to be old enough to enlist in the military, specifically the navy. While she was not an outstanding recruit, she did well enough to not get thrown out and managed to graduate.

While she's aware a war has broken out, it has done little to concern her - she's used to fighting and death, all she's concerned about is getting her boots on a ship as soon as possible, so she can finally see the stars herself.

NSS Venus

Judith's first day onboard the Venus consisted of arriving early due to an error, and becoming introduced to the crew, in addition to an unexpected run in with the ship's captain. However, by the proper launch date the ship had already run into a problem, which was later solved although all she did was stand back and watch, assigned to keeping an eye on a fellow crewmember.

Earning her Commission

Following a brief tour of duty aboard the NSS Venus, Judith found herself back onto 'solid' ground aboard a space station. After being able to experience duty aboard a spaceship proper, she was filled with renew vigor and focus to pursue earning her commission to fulfill her dream of commanding a ship herself.

The hard work and dedication has served her well, naturally, and the young woman was able to eventually earn her coveted commission. Her first posting was not the most pleasant experience for the young officer however. While the actual experience of being upon a space vessel again was joyful, Judith received unwanted attention - physical and sexual - from her commanding officer. While such a thing was not entirely unheard of for the busty Nepleslian, the CO seemed bent upon forcing the young officer into his possession.

Despite the threats, both physically and to her career, she refused to budge an inch to his advances and instead tracked, recorded, and reported his conduct to have him removed from command before he could do anything worse to sully the good name of the Navy.

Skills

Communication: Judith 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. Judith is fluent in Nepleslian. She can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. Judith is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

Fighting: Judith 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 she is trained in include pistols of all types, knives, grenades (and other forms of explosive weaponry) and rifles of all kinds. Judith is in excellent physical shape and has considerable endurance. Judith is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.

Survival: Judith knows how to survive in hostile environments. She can build shelters, hunt and forage for food, build a fire, etc. Judith can camouflage herself and is familiar with guerrilla warfare tactics.

Strategy (Tactics/discipline): Judith can understand and give out tactical commands and work with her troop to follow those commands efficiently. She 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). Judith is able to recognize ambush points. She knows basic math in order to calculate distances, etc, and can use a tactical map.

Maintenance and Repair: Judith is trained in starship repair and maintenance, and is capable of using the tools required to carry out her tasks.

Rogue: A childhood spent in the occasional gang has taught her how to handle lock-picks quite well, as well slipping a hand into an unsuspecting person's clothing to fish out money. Has been known to cheat

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just a bit at gambling games, finding a way to hide cards or tweak dice.

Physical: Has always had a habit of running to stay in good shape, and to stay quick on her feet despite her physical endowments. Also given her love of sweets, it helps to keep excess weight off as well.

Inventory

Judith Branthese has the following items:

Clothing

Uniform

- 2 Button-up short-sleeved overshirt, blue, with rank patches on shoulder pads and name plate
- 4 T-Shirts, white
- 4 underwear, white
- 2 Blue jeans
- 1 Garrison hat, blue, with flash patch
- 1 pair of finger-cut gloves, leather, brown
- 1 pair of shoes, brown
- 6 pair boot Socks, white
- 1 double-strap belt, brown

Bunkwear

- 2 T shirt, white, with fleet number on the right chest
- 2 Pairs of ankle length pajama pants, blue
- 1 Pair of slip-on flexi-shoes, brown

Workout/Swim

- 2 Short-sleeved mocks with fleet number on the right chest, blue
- 2 Work-out shorts, light blue
- 1 Bikini, blue, fleet number on right breast.

Weapons and Weapon Accessories

1 Revolver, HHG 'High Hybrid Gun', with 2 extra HJP magazines

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Accessories

- 1 pair of identification tags, metal, with name and hometown
- 1 Canteen, 1 quart
- 1 AwesomeCorp DataJockey
- 1 Wallet with the Naval Corps Insignia plated on it.
- Starting pay of: 6000 DA

Awards

Award	Description	lmage		
New Bernese Gold Conflict Ribbon	A ribbon awarded to those who served in the first wave of the New Bernese Conflict.	*		

Finances

Judith Branthese is currently a Lieutenant in the Nepleslian Star Navy.

Total Savings	Addi	tion	Subtraction	Reas	on	
6000 DA				Starting Funds		
Character Data						
Character Nan	ne Ju	udith	Branthese			
Character Owi	ner <mark>K</mark>	Krisslanza				
Character State	racter					
Current Locati	ion N	lew E	Bernese			
Nepleslian Per	rsonr	nel D	atabase Sy	stem		
Career Status	Active Duty					
Branch	NSN					
Rank		Lieu	tenant (NSN)			

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