

Lance Nemo

Lance Nemo	
Species:	Nepleslian
Gender:	Male
Age:	18
Zodiac Sign:	Capricorn
Height:	6'1",
Weight:	205 lbs,
Organization:	Star Military of the Democratic Imperium of Nepleslia
Occupation:	Technical Sentry
Rank:	Private Third Class
Current Placement:	Cirrus Station

Lance Nemo in Roleplay

Lance Nemo is a [player character](#) played by [HighDarkLord](#) and is currently involved in the Cirrus Station plot.

Physical Characteristics

Height: 6'1", Mass: 205 lbs, Measurements: N/A Bra Size: N/A

Build and Skin Color: White skin with a slight tan. His build is that of a well rounded athlete, specifically, that of a wrestler or American high school football player, enough of the muscle is there that it is easily seeable, but no major loss of flexibility is caused.

Facial Features and Eye Color: His eyes are a deep, dark blue. His face is smooth, clean, and shaven. His nose is non-protruding, gently curved ever so slightly and having a small bump on the end.

Hair Color and Style: A fairly dark brown, it's kept fairly shortly cropped, both for personal reasons and military standards. About 1-2" in length.

Distinguishing Features: Only the tattoo on his back, which is in the shape of his family's most well known standard, a phoenix which appears to be rising from the flames of a previous death.

Psychological Characteristics

Personality: When it comes to his emotions, they tend to vary. Some days he's easy going and good to go, while others he's indefinitely irritable, even to the point of sassing his superiors.

Typically though, once a person has gotten to know him better and has reached the status of a friend, and occasionally even acquaintance, he'll consciously force himself to stay under control and conceal any possible negative emotions.

He's a typically vengeful person and knowingly devotes energy to grudges and achieving revenge, or at the bare minimal getting even, with whoever he believes to have wronged him, only being willing to stop if the other person pleads for mercy, assists him in some manner that he personally believes evens the debt, or the grudge becomes too impractical to devote any sort of energy to. If at anytime he is bested again by the same person, this only drives him to devote additional enegery to the grudge.

He is also an avid pessimist, believing that if you always expect the worst things to happen and thus prepare for them, you'll be pleasantly surprised when something better happens. He does understand the importance of morale among his fellow military personnel and friends, and attempts to fake optimism when needed.

He is loyal to his commanders, always following their orders, and he would never betray his higher-ups without a multitude of good reasons, examples being the discovery of ulterior motives that don't benefit the country, a sudden and major breach of trust, etc.

Likes: Weapons, Zero-G environments (1G > current G), Hand-to-hand combat, Mind games, Strategy games/battles (Chess being a prominent one), Debates on almost all subjects, Competent commanders, by his standards, Massive space combat battles, Reading, Combat simulations **Dislikes:** Those deemed incompetent by his own standards for command, Extended periods of forced inactivity, Diplomacy by anything other than weapons, High-G environments (2x or more of normal G), Goody-goody two shoes, Excessively strict orders, Lack of leisure time **Goals:** To eventually either gain enough solid respect to gain command of his own war ship, battle station, shipyard, or actually manage to purchase a personal planet at some point in his personal lifespan, effectively becoming independent of his family's business for financial support.

History

Family (or Creators)

*Father: Frank Nemo X *Mother: Julia Nemo

Siblings (#'s indicate birth order):

+1-Frank Nemo XI, oldest brother. +2-Janet Nemo, oldest sister. +3-[twin]Gavin Nemo, second oldest brother. +4-[twin]Deavin Nemo, third oldest brother. +5-Ellyn Nemo- second oldest sister. +6-James Nemo, fourth oldest son, second youngest son. +7-Magaret Nemo, youngest sister. +8-Lance Nemo, youngest son, character.

Pre-RP

Lance's family is that of a strong criminal background. His father is a tenth generation crime lord in a

small city, by Nepleslian terms. The family's traditions dictate that the actual organization is passed on to the oldest son, or if there is no living son, the oldest daughter, upon the death of the current crime lord.

Lance, being the youngest within his family, was never slated for anything in the family business higher than, at best, a distant bodyguard for his oldest brother, which would have been an extremely unlikely and also most likely short-lived, occupation and lifestyle. Choosing instead to dedicate himself to other, almost legal, ways of life, he decided that he would join the military at an early age, both for the training and for the other experiences that he would most likely have happen. He had decided that he would join the military at the age of 11, and followed through with his self-made promise at the age of 17.

He had however, envisioned himself as one day going to engineering school and starting up his own personal Starship Shipyard, hoping to perhaps one day purchase his own planet for personal use. However, without the financial backing of the family, as he was often over-looked and passed over being the youngest child, he determined that the likely hood of that ever occurring was slim to none unless he earned it his own way.

Between the ages of 10 and 15, he attempted to get others to teach him in basic engineering, however it proved futile, as nobody believed that he'd rather be an engineer then a trooper in his family's organization. Finally, at the age of 16, accepting this too, he began to attempt to self-educate himself in engineering, much easier said then done.

While he was able to learn small amounts of basic engineering principles and eventually even enough to be able to make basic sketches of starships, star bases, and buildings that were practical, he never was able to get much farther then that on his own, in part due to a family crisis that arose when the twins broke away from the family and took roughly a quarter of the family's criminal empire with them, forming their own rival family that exists beside the orginal family's business boundries. The current situation is an uneasy and tense peace between the two now rival families.

This all was by the age of 17, and it was then that he knew that the easiest way to gain funds and training, outside of actively participating in his family's organization, he finally joined the Star Army of Nepleslia.

Skills

Maintenance and Repair:

Lance is familiar with and able to fix most problems with starship 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.

Survival and Military:

Lance 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.

Technology Operation:

Lance is trained in the use and maintenance of a star ships AI to a limited extent. While not his best area of expertise, he can identify and fix minor and some major glitches in the AI, and is also able to track down, isolate, and delete minor to moderate virus attacks.

Communication:

Lance 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. Lance 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:

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

Demolitions:

Lance has been trained in the setting and use of most military forms of breaching charges and hand grenade style weaponry. He is able to estimate the minimal amount of explosives needed to get through a wall, door, or other barrier accurately and consistently.

Engineering:

Lance is a self-educated engineer. While he has recieved some formal schooling in the subject, most of which dealt with ship maintaince and minor repairs, he has also effectively utilized other sources of information to self-train himself enough to be able to sketch a basic idea for a building, encampment, starship, star base, weapon, or vehicle, but doesn't have the further schooling to add in essential components such as wiring, AI housing, or a multitude of other requirements for a useful and functioning device.

Inventory

Finances

Lance Nemo is currently a Private Third Class in the Star Military of the Democratic Imperium of Nepleslia. He receives a weekly salary of 50 DA per week.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds

OOC Discussion

This is my primary character and I always prefer post by post action to joint, simply due to time constraints.

Character Data	
Character Name	Lance Nemo
Character Owner	HighDarkLord
Character Status	Adoptable Player Character
Approval Thread URL	starmy.com/...

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