Luke Avios

Luke Avios	
Species:	ID-SOL (Nepleslian)
Gender:	Male
Age:	25
Zodiac Sign:	Cancer
Height:	190cm (6.23 feet)
Weight:	100kg (220 pounds)
Organization:	Nepleslian Star Military
Occupation:	Computer Systems Enlist (Engineering Corps)
Rank:	P3C
Current Placement:	

Luke Avios in Roleplay

Luke Avios is a Characters played by Tomaszavenger.

Physical Characteristics

Height: 190cm Mass: 100kg Measurements: **Build and Skin Color:** Strong build, tanned skin, mechanical attachments across entire body, most prominent feature being the replacement of the left

brain with a mechanical construct after accidental defect occured during birth.

Eyes and Facial Features: Left eye is a red laser optic, right eye is a brown, normal eye. Has a moustache on the right side, and a trimmed beard.

Hair Color and Style: Hair colour on the right side is brown, cut flat and out towards the right side to avoid entanglement with mechanical parts.

Distinguishing Features: Mechanical left brain, some battle scars on his arms, and a slightly bent rib-cage (right-side pointing outwards).

Psychological Characteristics

Personality: A marine very subject to his emotions, he is wild and often aggressive, but also thinks everything he does through a lot. During birth, scientists attempted to test the effect of bio-neural uplinks with mechanical components on a living organism, his brain and substitute computer working in unison. For this reason, his personality is often describable as complementary, the two elements defining distinct twists, in some case almost hypocritical features. He enjoys exploring, but is not very social, often only communicating when necessary. He often limits his interactions to simulations and strategy games, which he enjoys as they "expand his mental capabilities". He is generally dressed in combat gear, never taking it off "just in case". He is fascinated by social interactions, in that he often does not understand them. He is not very creative due to his left-brain being mechanical.

Likes: Puzzles, strategy games, combat situations, weapons, engineering, exploration, history of scientific achievements. **Dislikes:** Idiots, sex-obsessed people, vain or shallow people, food with taste, electromagnetic pulses, being disregarded. **Goals:** To serve his nation.

History

Family (or Creators)

No family except for his creators and the Airstrip One Research Facility; considers those who fight alongside him as family.

Pre-RP

Born in testing laboratories for the creation of environmentally resistant people, Luke started off very badly. Although genetically created well, mistakes in his birth meant that he was badly deformed, and his left brain was heavily damaged. Scientists, wanting to preserve the money investing in him, tried a quick solution: the replacement of his left brain with a mechanical replacement, using an experimental neural uplink with a computer designed to handle biological signal protocols. He grew up normally, save for a lack of interest in other individuals, but seeing videos of war in his history classes, decided to pursue a

career in the army.

During schoolyears, he had three favourite subjects: history being one of them, and the other being computer science and mathematics. The latter two he was exceptionally good at, because of his mechanical compliment being able to calculate these extremely efficiantly, and he was soon advanced to higher level mathematics. Having to deal with older schoolkids was easy for him, as his mechanical elements allowed him to deal immense pain to those who attacked him.

He eventually contributed some minor mathematical papers, mainly to do with some unnoticed techniques in manipulation of numbers, but he made many advances in computer science.

At birth, he was given a computer with the standard NSA OS, although it had capability for biological interpretation. Realising this was not only a cluttered system for operation (he hated the occassional lag he got from the device, when he couldn't think straight), he created a more intricate and efficiant OS for his left brain, which he called "Left Brain OS", as a joke for its use. This has allowed him to not only extend his functionality to all kinds of peripherals, but manage them effectively without down-time, and even if parts of the OS were disrupted or breaking down, work to some degree. He is notouriously good at hacking, especially since he can link to devices, and think his way through their security systems.

As soon as he was released by his creators, he enlisted to the army, specifically the Engineering Corps as his skills are most prominent in this field inspired by his history lessons. This is the current stage of his history, and he hopes to explore the galaxy.

Skills

Information Technology

Able to uplink with his left brain to devices. Fluent in NSA OS and D.E.I.M.O.S. If he perishes or is knocked unconcious, his left brain may be removed to access his memories (only ones which aren't locked by his brain's encryption algorithms).

Maintenance and Repair

Luke regularly needs to maintain himself, his computer, as well as any peripherals he carries, and as such has become adept at repair. He can also fix some vehicles, as long as they are not too complex.

Communications

Having to familiarise himself with many communication protocols to design his generic OS, he can communicate his thoughts into data-streams with adequate equipment. He 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. He is fluent in Nepleslian and many artifical HLLs. He can speak and write in

Nepleslian 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).

Mathematics

With a left-brain computer to assist his calculations, he is exceptional at high-level pure mathematics, mechanics, differential equations, geometry and discrete and decision mathematics. His ability to predict and spot patterns is almost unparalleled.

Physical and Fighting

With training from his school-yard bullies as well as his military training, Luke is tough, especially in terms of hand-to-hand combat. Weapons he is trained in include pistols of all types, knives, grenades (and other forms of explosive weaponry) and rifles of all kinds. Luke is in excellent physical shape despite his deformities and has considerable endurance, but is slowed down by his mechanical parts. The character is also able to pilot land-based power armors, but he often has to configure his neural uplink to the device, which is complicated and takes time.

Survival

Born in an environmental testing agency's laboratory, he is able to survive in very harsh environments. He can fend for himself in wildernesses after training by the military. He is however physically more reliant on nutrition by most, due to his need to power his mechanical parts, which require more energy consumption than normal. He has been trained 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

Due to his love of strategy games, he is good at formulating strategies in unfamiliar situations. He has also been trained to think in terms of combat situations and personal combat. He is adept at chess and similar games. He has been trained to understand and give out tactical commands and work with his troops 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). The character is able to recognize ambush points. He knows basic math in order to calculate distances, etc, and can use a tactical map.

Inventory

Clothing + Uniform

- Cybernetic Part Identifiers
- 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 (or khaki)
- 6 pair boot Socks, white
- 1 Belt, dark brown
- 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

Peripherals

- Neural Communicator Uplink
- Mental Hacking Uplink
- Optical Efficiancy Modifier
- Omnipurpose Database Store

Accessories

- School Sash of Academic Prowess
- Engraved Code in the Left Brain by Research Centre

Personal Hygiene

- Self-made Two Part Cleaning Kit, one for human elements, one for cybernetics.
- Generic Medicinal Kit

Electronics

- Electronic Money Card

Weapons

- 1 Pistol belt, black, with .45 holster
- 1 Pistol, Styrling Silver Special (Two-Tone) .45 Caliber, with 3 extra magazines

Miscellaneous

Finances

Luke Avios is currently a P3C in the Nepleslian Star Military. He does not yet recieve a salary.

6000 DA		Starting Funds

Character Data	
Character Name	Luke Avios
Character Owner	Tomaszavenger
Character Status	Adoptable Player Character
Approval Thread URL	stararmy.com/...
Nepleslian Personnel Database System	
Career Status	Active Duty
Orders Thread URL	stararmy.com/...

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