

Lydia Kazantseva

Lydia Kazantseva is a [player character](#) played by [DJ P4NTSL3SS](#).

Lydia Kazantseva



NO IMAGE AVAILABLE

Species:	Nepleslian¹⁾
Gender:	Female
Year of Birth:	Placeholder
Organization:	None
Occupation:	Criminal
Rank:	None

Physical Description

Physical Statistics	Imperial	Metric
Height:	6' 7"	200cm
Weight:	215lbs	97.5kgs
Measurements:	xxX - xx - xx	
Voice Sample:	Dolya Gavanski as Zarya	

She may not be the most morally straight or patriotic soul, but if nothing else Lydia is the physical model

of a Nepleslian woman.

Tall as a building, built as stout as a bunker wall, busty, and covered from the neck down in ink.

Personality

Placeholder

History

Lydia Kazantseva was born in -, -.

Social Connections

Family

- Placeholder
 - Placeholder
- Placeholder
 - Placeholder
- Placeholder
 - Placeholder

Associates

- Placeholder
 - Placeholder
- Placeholder
 - Placeholder
- Placeholder
 - Placeholder

Rivals

- Placeholder
 - Placeholder
- Placeholder

- Placeholder
 - Placeholder
 - Placeholder
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Core Skills

Communication

- Lydia had to be trained how to be proficient in communication both over the radio and in other circumstances. She can communicate with a headset, power armor radio, vehicle-mounted set, and shuttles in or out of combat. She can speak and write fluent Nepleslian (even if its with a Kuznyetski accent) and Yamataigo (even if she butchers it at times). She's able to fill out reports, issue and receive orders, and fill out forms. She can also communicate with rudimentary and basic forms of communication such as flashing lights or hand signals taught to her in her training to conduct high-risk raids as part of a heavy response team.

Physical Conditioning

- Like any good police officer, Lydia is well-trained for keeping in shape and maintaining a good diet so she can more readily pummel a suspect. The training provided by police department education is quite similar to that of the NSMC: dedicating at least one hour of each day to her physical fitness, how to set up and maintain exercise equipment, and to develop an exercise regimen that ensures a healthy full-body workout. She was taught how to handle a firearm in a fight and to coordinate with a team, she learned how to maintain the most common weapons in Nepleslian government service, and the basics of handling some more foreign systems. This was topped off with [Nepleslian Marine Self Defense Training](#).

Strategy (Tactics & Discipline)

- Lydia was trained in how to follow and issue orders shortly after the more basic fundamentals of her officer training were in place. While they are not necessarily as well-funded and supplied as the NSMC, training for the average police officer does involve the study and execution of combined arms operations: working alongside helicopters and shuttles or armored transport vehicles to complete a mission. She was also trained to plan and conduct various operations such as search-and-seizure operations, handling high-risk warrants, and even urban warfare for when making an incursion into hostile gang territory.

Rogue (Streetwise)

- When you work as a beat cop in Funky City, you learn to listen to your gut or you die quick. Lydia has learned how to pick her fights and decide when its smart to break and run, when she should

champion a cause, and when she should just mind her own business. She's learned other things too: how to move through the seedier parts of a city, the street-talk and slang that gangs are so fond of using, just how it is that a drug or an arms deal is supposed to go and how it might fall through, and things like that. She's also gotten talented at learning how to pick a lock or get her way out of cuffs if she finds herself in the back of a patrol vehicle, or even how to try and pluck a wallet if she's feeling brave.

Secondary Skills

Knowledge (Law)

- Just like she knows how a good drug deal is supposed to go down, Lydia also knows just how long trafficking illegal narcotics can get you behind bars. She's well-versed in Nepleslian laws and regulations as they apply throughout Nepleslian territory, though she is admittedly weaker when it comes to specific statutes and codes outside of Funky city and the surrounding area. She knows the general procedures and operations that police will perform in a variety of circumstances and could still read somebody their rights if she found herself needing to.

Vehicles

- Lydia is a proud honor graduate from the Funky City Law Enforcement Defensive Driving Course. She's been trained how to handle and drive in the densely packed and confusing mazes of Nepleslian city streets, how to pursue or evade suspects or tails, and how to transport a VIP when under attack (even if the vehicle won't necessarily come out of it with anything for resale value). She has also been trained how to operate Nepleslian aircraft such as the Corona and other rotary vehicles and shuttles. While there are plenty of ace pilots or master stunt-men who could outdo her, she's no slouch behind the wheel or in the cockpit.

Medical (EMT / Paramedic)

- While she isn't a medical expert, Lydia has been trained to a certain level in basic medicine. She's not certified to act as an aid in a surgical theater or something like that, but she has learned enough to make a difference. She knows how to quickly treat and bandage gunshot, knife, needle, or even shrapnel wounds. She can identify more general medical equipment and medicines well enough to be trusted in the back of an ambulance on her own for a short while without killing anybody and can reliably stabilize a patient for transport to better treatment. Or help deliver a child, should that ever come up again for some reason.
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Inventory & Finance

Lydia has the following items:

Clothing

- Placeholder

Armor

- Placeholder

Weaponry

- Placeholder

Finances

- Placeholder

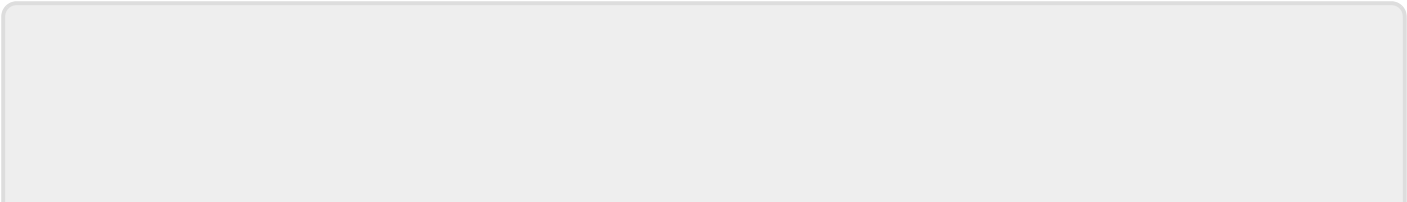
OOC Information

In the case [DJ P4NTSL3SS](#) becomes inactive:

- Can this character be used as an NPC by a GM or FM? YES
- Can this character be [adopted](#) after I am gone for a year? YES

Character Data	
Character Name	Lydia Kazantseva
Character Owner	DJ P4NTSL3SS
Character Status	Adoptable Player Character

¹⁾
Genetically, she is an ethnic [Kuznyetski](#)



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