

# Maggie Meyers

Maggie Meyers is a [player character](#) played by [the\\_big\\_red\\_one](#).

Maggie Meyers	
<b>Species:</b>	<a href="#">Nepleslian</a>
<b>Gender:</b>	Female
<b>Age:</b>	22
<b>Height:</b>	5'6"
<b>Weight:</b>	150 lbs.
<b>Organization:</b>	<a href="#">Nepleslian Space Marine Corps</a>
<b>Occupation:</b>	Marine
<b>Rank:</b>	<a href="#">P3C</a>
<b>Current Placement:</b>	

Preferred Plots: 4th Fleet

## Physical Characteristics

- Height: 5' 6"
- Mass: 150 lbs
- Measurements: 36C-23-35

**Build and Skin Color:** Strong build, bulky build to to work outs. White skin as white comes

**Eyes and Facial Features:** Piercing Ice blue eyes. Round eyes.

**Ears:** Similar to normal human ears.

**Hair Color and Style:** A light, milky brown colour. A 'fringe cut' as it is referred to. As straight as can be.

**Distinguishing Features:** She has a small star tattoo on her right hand, and a large scar across her shoulder.

## Psychological Characteristics

**Personality:** Maggie is a strong willed soldier girl. The exact opposite of 'Level headed.' She is rather serious and doesn't take jokes very well. She doesn't let any one walk on her but shows proper respect to those over her. Maggie is very physical. If you even attempted to insult her, she has no problem taking a swing at you. This often gets her disciplined. She is very competitive and is always trying to prove her worth. Typically she is in a good natured mood, but if you happen to catch her in a bad mood, run for cover- You could say shes a 'Fire Cracker.'

- **Likes:** Challenges in general
- **Dislikes:** People thinking lowly of her and her pet peeve- she hates people touching her uniforms. She will spend hours making them perfect and anyone even getting too close to them will be sorry.
- **Goals:** To be the best she can be and make her life worth living.

## History

Lauren was Maggie's mother. She was moving about from place to place, and could never stay more than one week in one area. She was already gone and moved on when she discovered she was pregnant with Maggie. She continued her work until Maggie was born. She was approved by her company to go back to Maggie fathers for a few days. Just to drop her off- she couldn't afford a child.

When Lauren returned, the father of Maggie, Tom, already had a new girlfriend, who was brook. Tom and his new girl agreed to house and care for her, because there really wasn't much more of an option. Tom was almost always gone on some deployment, or training and such, so he really was only funding her- he didn't really know his kid. Occasionally, he would appear when he arrived back from deployment- this is when he taught hr basic demoliions fighting and marksmanship. Brook spent most of her time with Maggie. From brook is where she learned to sing, draw, and play two or three musical instruments.

When Maggie hit the age of 14, she and brook where at home together when a knock was beat upon the door. Maggie's heart jumped- Her father was supposed to come home from deployment in a week- maybe he was released early. She went to the door and opened it only to find Colonel Anderson, one of Tom's closest friends. The colonel began to speak, without even a greeting. His message was that Tom and a few other soldiers had been badly injured on a demolition mission that had gone wrong. They were planting a mine field but the mines malfunctioned and detonated on the spot. But do to the triage laws, Tom was one of the last individuals to be tended to by the medics. But when they finally got to him, he was gone. It appeared he had bled to death. The colonel continued to tell Maggie to start packing- in a few hours the military would come to take her into care, as they do for the children of any of the deceased soldiers. Maggie just shut the door in his face. She packed alright, but she wasn't going to some child care.

Brook went home immediately after the news arrived, and Maggie was left alone for a while. She finished her packing and left home. When the military came to the door, there was no answer, and she was gone. She left the city and this is where she learned her survival skills. She survived on her own. Since she was taught how to use a fire arm, so she could hunt. Occasionally, when she needed a box of ammunition or any other resource she would hire herself out doing handy man work. Eventually, when she tuned about 18, she knew the military was her place in the world, just as it had been her fathers. Maggie Meyers, the child who had gone missing 4 years ago would finally return to civilization

## Family

Tom Meyers and Lauren Smith were her father and mother. She took her father's last name when she was pawned off on him by her mother. Her 'foster mother' you could call it was Tom Meyers new girlfriend, Brook. At age 18, Maggie attended the marine's boot camp, and initial training. This is when she discovered that the military was her place in the world.

# Skills

## Communication

She speaks typical Nepleslian and trade. Brook, among many other things, taught her the language of the trade and Nepleslian. Maggie knows nothing much else, because of the lack of prior teachings. When she joined the military she was forced to learn radio communication. She hopes to begin to learn new languages as to make it easier for her to communicate with other species.

## Strategy (Tactics & Discipline)

Maggie 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). Maggie is able to recognize ambush points. She knows basic math in order to calculate distances, etc, and can use a tactical map.

## Demolitions

Maggie went through a demolitions course immediately after boot camp. She hopes to work herself into a demolition unit. The few times Tom was home he taught her the demolitions skills and how to hand-create them. He himself was in a demolition unit, which is most likely why Maggie wishes to become part of one. Outside of her military career, she also sells hand made bombs on what you could say is 'the black market.' Ask and get the answer "I <3 bombs"

## Arts

She is rather good at drawing traditionally, and she draws in her spare time. But she finds this a partial embarrassment, so she tries to keep it hidden. Brook taught her to have an artists eye- perspective, what colors are complimentary, what makes a good topic for an art piece, etc., etc., etc. After she sketches a piece, she quickly locks it in a small safe in her living quarters to ensure no one stumbles upon it.

## Fighting & Physical

Excellent by the gun, but can fight with fist if necessary. The few times her father was home, he taught her marksmanship. She prefers simple fire arms such as a 22. long rifle. She trains in some of her spare time, to ensure she maintains her reputation of being a 'tough girl.' Her first 'training' in physical fighting (thought she doesn't like to admit it) was when she occasionally mug travelers for cash and food when she was younger.

## Survival

Her best skill is survival. Maggie can find what she needs to live almost anywhere. She cared for herself for four years, out of civilization, when she deserted her home. This is where she learned her skills. Hunting, forging for water, building shelters and all that. This was another skill her father assisted her with learning.

## Entertainment

She is capable of playing two instruments and can sing like a canary. This is another skill she typically doesn't use. Brook forced her to go through a vocal training course to try to 'keep Maggie a lady, and teach her feminine qualities.' Maggie went through the course, but it still didn't change her tom-boyish nature. The instruments she was taught to play are the giant harp and the piano. Brook had both of these instruments at home, so she constantly was teaching Maggie new songs and tunes.

## Inventory

### Clothing

#### Uniform

- 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 [NSMC Field Cap, Type 33](#)
- 1 pair gloves, leather, black
- 1 pair boots, black (or khaki)
- 6 pair boot [Socks](#), white
- 1 Belt, dark brown
- 1 [Nepleslian Dress Uniform \(YE 33\)](#) (full outfit with white pistol belt, gloves, pants, and boots)

#### Bunkwear

- 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

Workout/Swim

- 2 Short-sleeved mocks with fleet number on the right chest, Green
- 2 Work-out shorts, khaki
- 4 pairs green ankle [Socks](#)
- 1 pair green low-top sneaker shoes
- Depends on gender and preference:
- 1 Pair of trunks, green, fleet number on right leg
- 1 Speedo, green, fleet number on right cheek
- 1 One-piece bathing suit, green, fleet number on right breast
- 1 Bikini, green, fleet number on right breast.

Weapons and Weapon Accessories

- 1 Heavy Assault Rifle
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- 1 Pistol, [Styrling Silver Special .45 Caliber](#), with 2 extra magazines (comes with brown pistol belt)

Accessories

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

Finances

Maggie Meyers is currently a P3C in the [Nepleslian Space Marine Corps](#) .

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
Character Data			
Character Name	Maggie Meyers		
Character Status	Inactive Player Character		
Nepleslian Personnel Database System			
Branch	NSMC		
Rank	Private		

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