

Max Power

Max Power is a [player character](#) played by mark¹⁾ and is currently involved in the NSS Acadia plot.

Max Power	
Species:	ID-SOL
Gender:	Male
Age:	1
Zodiac Sign:	Aries
Height:	8 ft
Weight:	350lbs
Organization:	Star Military of the Democratic Imperium of Nepleslia
Occupation:	Space Marine
Rank:	Private Third Class
Current Placement:	NSS Acadia

Physical Characteristics

Height: 8 ft Mass: 350lbs

Build and Skin Colour: Like all ID-SOL Max is very large, muscular and in great shape. His skin is a light tan colour.

Facial Features and Eye Colour: Max has a large jaw and lean chiselled features. His eyes are dark brown.

Hair Colour and Style: Max's hair colour is brown but he has chosen to be bald since he doesn't see a need for hair.

Distinguishing Features: Max's primary distinguishing features are his greater than average size when compared even to other ID-SOL's and his bald head.

Psychological Characteristics

Personality: The most defining feature of Max's personality is that it isn't very defined at all. As a brand new clone soldier he simply knows that he must do what is best for his comrades. Max is willing to risk injury and sacrifice his life for anyone of his fellow soldiers without hesitation because he figures that his comrades have more to lose by dying and they do not have the privilege of being designed to withstand the trauma of warfare as well as him. He has a naturally competitive approach to his work but he is not the type to try to turn everything into a contest or brag. He is someone that takes pride in what he does and appreciates a job well done. Max is very interested in studying the personalities of the people around him so he can learn how to better act in social situations but he keeps to himself and would rather

observe people before engaging them in conversation.

Likes: Routines, Military Life, Fighting, Action **Dislikes:** People that don't take war seriously, Laziness, Cowards **Goals:** To be the best soldier possible and to serve in defence of his people until the day he dies

History

Family (or Creators)

Nepleslian Arms and Munitions

Pre-RP

As soon as Max was released from his cloning vat he was trained to fight like the rest of his kind. Being a large person he naturally gravitated towards using the suitably sized HAS. His trainer did an excellent job of instilling him with the Nepleslian military ideals and doctrine. In his spare time he took further supplementary lessons to make him a more well rounded soldier in anticipation for his deployment. Now he eagerly awaits his first assignment.

Skills

Communication

Max 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. He can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. The character is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

Fighting

Max 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. Max is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.

Survival

Max 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.

Strategy

Max can understand and give out tactical commands and work with his troop 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). He is able to recognize ambush points. He knows basic math in order to calculate distances, etc, and can use a tactical map.

Demolitions

Max can identify, manufacture, handle and dispose of explosives. With the proper tools, he can detect and disarm enemy explosives as well.

Vehicles

Max is familiar with how to effectively pilot most ground vehicles. He can make rudimentary repairs to his vehicle. In addition, he is particularly skilled at operating armoured military cars. While inside one, he can perform difficult maneuvers under high stress such as during combat. He is also proficient in repairing this type of vehicle (if given the proper tools and time).

Maintenance and Repair

Max is familiar with and able to fix most problems with vehicle 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.

Inventory

Clothing

Uniforms

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 pair gloves, leather, black
1 pair boots, black
6 pairs boot Socks , white
1 Belt, dark

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
1 Pair of trunks, green, fleet number on right leg

Weapons, Weapon Accessories

1 Pistol belt, black, with HAS holster
Automatic Pistol, Na-W/P-08 Heavy Automatic Sidearm, with 2 extra regular ammo magazines

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

Finances

Max Power 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 DS			Starting Funds
Character Data			
Character Name	Max Power		
Character Status	Adoptable Player Character		
Plots	NSS Acadia		
Approval Thread URL	stararmy.com/...		
Nepleslian Personnel Database System			
Career Status	Active Duty		

Nepleslian Personnel Database System

Branch	NSMC
---------------	------

1)

<https://stararmy.com/roleplay-forum/threads/max-power.3243/>

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

https://wiki.stararmy.com/doku.php?id=characters:nepleslia:max_powerLast update: **2024/03/24 07:54**