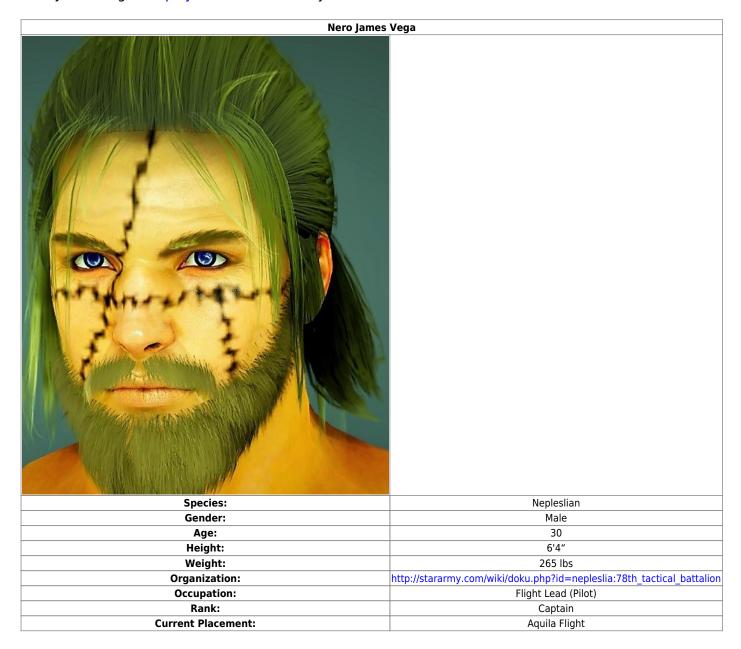
2024/05/14 05:30 1/6 Nero James Vega

Nero James Vega

Nero James Vega is a player character NPC by Gunhand4171.



Physical Characteristics

Height: 6'4"Mass: 265 lbsMeasurements:

Build and Skin Color: Tall, Athletic build. He is Caucasian

Eyes and Facial Features: He has dark blue eyes. His eyes are dark and sunken

Ears:

Last update: 2024/03/24 08:07

Hair Color and Style: His blonde hair is slicked back. He has a long beard the he keeps well kept.

Distinguishing Features: He has a Scar in the shape of a cross running from the top of his right eyebrow down to his cheek, and across his check to the bridge of his nose.

Psychological Characteristics

Personality: Nero is a passionate commander. He tries to see the best in people where ever he meets them. He treats those under him as his own children. He tries to be laid back, but when people try to mess with his "family" he turns into a angry father and tries to protect them. Nero chooses to lead from the front, opposed to from the back.

- Likes: His team, cigarettes, flying, and space
- Dislikes: Anyone who tries to harm his family, Reds, and those who take advantage of their power
- Goals: To create the best Aces ever and kill all Reds.

History

Family (or Creators)

Unknown

Step Father: Thaddeus Vega

Pre-RP

Nero, as a child, grew up on the streets. He never knew who his original parents were. He learned to survive day to day on the streets. One faithful day, Nero was begging when he was attacked and left for dead. His attacker cut a cross into Nero's cheek and ran away. That is when his soon to be step father Thaddeus Vega found the young Nero. Thaddeus took Nero to a NSMC base and saved his life. After that he took Nero under his 'wing' and raised him as his own. Thaddeus was a Marine man. He flew dropships for the NSMC. He groomed Nero to become a military man.

Once Nero was of legal age, he signed up for the Marines. Though he never stood out during basic, he excelled at Calvary training. A Navy recruiter was present on the day of the testing and immediately made arrangements for Nero to be transferred to the Star Navy. Their he excelled to head of his class.

After graduating, he was placed among the Marauder Flight. He flew with them in multiple fights against the Reds. On his last sortie with them, he lost his entire squad. Including his girlfriend, Naomi Hunter. In a blind fury, he fended of the attacking Reds. That day he earned the title "The Southern Cross."

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After that he flew several top secret missions for the Navy till he was transferred to the 78th.

Skills

Communication

Marines must be 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. Nero is fluent in Nepleslian. He is able to speak and write both correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. Nero is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

Fighting and Physical

Or Fightin' and Diein', Nero was trained to stay fit, to shoot weapons, and to punch someone's lights out if need be. This includes how to set up a workout regimen by devoting at least an hour a day to physical fitness, how to set up and clean workout equipment, and how to properly cycle through workout types to get a full body workout. Marines who only ever work out their arms are punished! Marines are trained to fire accurately, and in the same direction as other marines, on the HHG 'High Hybrid Gun', the Styrling Silver Special .45 Caliber, and the M2 Rifle. He was taught how to strip down, clean, and put these weapons back together. Finally, marines are taught the basics of hand to hand combat in the form of Nepleslian Marine Self Defense Training.

This is then followed by a course in Power Armor operation and handling. Nero was taught how to use the basic trio of Nepleslian power armor, the Hostile, Aggressor and Raider.

Strategy(Tactics & Discipline)

Also known as how to understand and follow orders. During the second and third months of training, Marines learn about combat tactics and the differences between power armor and light infantry operations. They are also taught about combined arms operations, utilizing Navy and Marine airborne assets to support their own operations. They also learn how to plan and execute various non-standard operations such as commando raids, reconnaissance, urban, jungle, desert & artic warfare as well as starship boarding operations.

In basic training Nero was taught how to wear their uniform, How to sleep in and maintain a hammock bed, to not speak unless spoken to when dealing with a superior officer, and to follow orders with a snappy "Yes Sir!" Despite the Marines trying to produce more professional soldiers, the end product tends to be a little rough around the edges.

The daily drill includes:

Last update: 2024/03/24 08:07

Reporting all violations of orders you are instructed to enforce Only leave an assigned post when properly relieved When assigned to a sentry post: Talk to no one except in the line of duty and be alert Report an emergency in case of fire or disorder Salute all officers. Do not disrespect a superior officer Do not disobey orders lawfully given In combat or during physical training, do not report an injury, the medic will be notified automatically electronically. If you are unable to physically continue with your orders, you may call for a medic.. If you die, prepare to be repaired and returned to active duty.

Survival

Nepleslian Marines are expected to know how to survive and live off the land without resupply. Their fourth month of training is spent teaching them the skills to recognize edible plants and animals, to catch and prepare said animals, and how to navigate without electronics or a map. Marines are also taught how to make a fire without any of the usual means as well as to survive in cold weather without a fire.

Cavalry Training

With largely urban missions, Cavalry has become somewhat of a specialty for the military. Marines who pursue this specialty are trained to fly and operate the K4 Hover Tank or the Corona Gunship. They learn all the skills needed to operate the vehicle solo, including things like letting the computers handle targeting incoming missiles, how to properly deploy smoke screens and use the vehicle's lasers to cover infantry advances by destroying incoming projectiles, and how to support marines by forwarding critical data picked up by the vehicle's sensors. These soldiers are also expected to double as power armored infantry, and are trained how to remotely pilot their craft, how to help deliver power armored infantry to a battlefield, and most importantly how to dismount their vehicle to aid other soldiers in more infantry style tasks

Knowledge

Even though Nero was an urchin, he loved knowledge. He would try and get a hold of text books and read them when ever he could. He is well read and is very intelligent. This was further encouraged by his step father, who bought him as many books as he could read.

Maintenance and Repair

Nero 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, they will be able to keep things operating within normal parameters.

Inventory

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Nero James Vega has the following items:

Clothing

Uniform

- 1 EM-G7 Emrys Environ suit
- 2 Button-up short-sleeved overshirt, blue, with rank patches on shoulder pads and name plate
- 4 T-Shirts, white
- 4 underwear, white
- 2 Blue jeans
- 1 Garrison hat, blue, with flash patch
- 1 pair of finger-cut gloves, leather, brown
- 1 pair of shoes, brown
- 6 pair boot Socks, white
- 1 double-strap belt, brown

Bunkwear

- 2 T shirt, white, with fleet number on the right chest
- 2 Pairs of ankle length pajama pants, blue
- 1 Pair of slip-on flexi-shoes, brown

Workout/Swim

- 2 Short-sleeved mocks with fleet number on the right chest, blue
- 2 Work-out shorts, light blue
- Depends on gender and preference:
 - 1 Pair of trunks, blue, fleet number on right leg

Weapons and Weapon Accessories

• 1 Revolver, HHG, with 2 extra HJP magazines

Accessories

- 1 pair of identification tags, metal, with name and hometown
- 1 Canteen, 1 quart
- 1 awesomecorp_datajockey
- 1 Wallet with the Naval Corps Insignia plated on it.
- Starting pay of: 6000 DA

Awards

Award	Description Image	
New Bernese Gold Conflict Ribbon	A ribbon awarded to those who served in the first wave of the New Bernese Conflict.	*

Finances

Nero James Vega is currently a Commander in the http://stararmy.com/wiki/doku.php?id=nepleslia:78th_tactical_battalion.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds

No Adoption No NPC

Character Data	
Character Name	Nero James Vega
Character Owner	Gunhand4171
Character Status	Inactive Player Character
Current Location	New Bernese

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Last update: 2024/03/24 08:07



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