

Paul Dyre

Paul Dyre is a [player character](#) played by [Sparkee0213](#).

Paul Dyre	
Species & Gender:	Human Male
Date of Birth:	YE 18
Organization:	Nepleslian Star Navy
Occupation:	Starfighter Pilot and Medic
Rank:	Ensign
Current Placement:	Starfighter Pilot with the Aquila Flights

Preferred Plots:

- 1. Aquila Flights

Physical Description

Paul is a Nepleslian male, about 6'2" with pale skin. He is lean with average muscle mass, but his low Body Mass Index finely tones his muscles. His last recorded weight was 164, mostly muscle. His ears are considered average, oval-shaped with detached earlobes. His brown hair is cut very short, not quite buzzed but not too grown out. It is generally above his eyebrows and does not pass the lower half of his neck, especially not past his ears. He has no tattoos, and a slight dusting of stubble on his cheeks and around his mouth, shaving every couple of days. He is not very freckled, spots appearing at irregular intervals, with little to no acne. He has handsome facial features, boylike but also manly in the way his eyes and mouth rest themselves in his various attitudes. He enjoys lemon-scented shower products, preferring a non-smelling deodorant and a fresh aftershave smell once he shaves. He generally smells pleasant, only forgoing his usual freshness in a battle.

Personality

Paul is fiercely loyal to and protective of his comrades and brothers in arms, willing to lay his own life down before letting one of them die. He is generally pleasant to be around, some describing his as warm and inviting. He is awkward in large social gatherings, but can quickly adapt and find a comfortable spot with friendly people. He is famed within his family for his natural calm and patience, rarely losing his cool. He rarely rushes head-first into a situation, preferring to stand back and evaluate the situation and establish escape routes, potential defensive lines, attack routes, and other aspects potentially needed. He would rather see the whole picture rather than go with the wind and do what comes first. He is very self-conscious about his appearance, making it a point to freshen in the morning, even carrying a shaving kit, deodorant, and other personal hygiene kits with him into the battlefield. His family was of a higher class, having fought to gain Nepleslian independence and survived the plague that claimed so many, jump-starting his interest in medicine and helping people as families recovered, eventually forming his

motivations as he keeps a picture of all who his family saved in a small box by his bunk. His goal in life is to save more lives than he takes in the battlefield, willing to help even enemies who are willing to accept his healing touch.

He likes women, but since he was usually busy helping others on Nepleslia or training to join the Marines as a medic, he never really had time to consider finding a woman until recently once he passed the Nepleslian Prime Medical School courses and basic training, finding more time than usual. He treats others with kindness and is respectful to everyone, even when they wrong him. He tends to be fairly anti-social in large social environments, staying to the outskirts until otherwise invited.

History

Paul Dyre was born in YE 21.

Paul grew up in a strict household, raised with morals about caring for others rather than himself. His parents lived during the Great Plague of YE 08, assisting others in the overflowing morgues. His father fought in the Second Elysian War at age 29, making it home by the end. His father then stayed locally on Nepleslia, treating wounded and sick while Amy, Paul's mother, went to the front lines during the Third Elysian War. After a year of fighting, Amy was called back home, where they birthed a child. This child was a boy named Paul. One year later, Heather was born during the peace after the Third Elysian War's close. Paul grew up going to the nicer schools on Nepleslia since his parents were veterans, and made many friends. Paul and his sister grew up in a strict household, and his father was called to the fight once again during the Fourth Elysian War. In this war, Kyle lost his left leg, getting it replaced with a bionic one. His parents eventually retired from the military, taking up civilian jobs on Nepleslia in their hometown. During the ensuing wars, his family lived in relative peace, with Paul and Heather receiving a great education. Paul and his family continued to live in relative peace, experiencing a couple robberies, murders of neighbors, and other events considered normal. Once Paul's schooling ended, he waited a year to decide what he wanted to do with his life. It was during YE 38 that he decided to join the Nepleslian Star Navy, excelling in the Cavalry and medical courses. He decided to become a starfighter pilot after reading reviews from his superiors about his piloting skills, in which he was noted for having a calm attitude when flying, and could handle disaster with ease and precision.

Social Connections

Paul Dyre is connected to: Mother: Amy Dyre Father: Kyle Dyre Sister: Heather Dyre

Skills Learned

Communications

He has learned how to operate a radio and how to transmit and receive orders properly, both on the field or in a med-bay. He has memorized the various hand signals, and can properly issue orders when it comes to the health of the team. Growing up on Nepleslia, he is fluent in Nepleslian and can write

medical reports quickly, but also neatly.

Fighting

Paul was very well at hand-to-hand combat both with and without a knife, as well as the weapons courses. He only faltered with the sniper, not being able to make a good enough shot from far away, but still able to use and operate all forms of weapons. He prefers a good sidearm, however (he will use his rifle in a combat scenario). He prefers not to wear power armor as it hinders his medical abilities but is able to make it work with the assistance of the A.I.

Survival

Paul, coming from a military background, is very familiar with survival tactics. Once his parents retired from military service, they would go camping often, teaching Paul and Heather how to hunt, forage, and build a rudimentary shelter. Paul later learned the art of camouflage and guerilla warfare tactics in basic training, able to blend in with almost any natural environment, despite his medical equipment.

Strategy (tactics/discipline)

Again, coming from a military family and having a sister, Paul learned the importance of teamwork and morale. His teachers taught math and science well, as well as Nepleslian (OOC: IRL English classes, but in Nepleslian). He was well disciplined, and was fitness trained since he had been able to walk. In basic training, he learned how to identify ambushes, plan ambushes, and has memorized the command structure.

Medical

Paul learned how to apply basic first aid and how to perform CPR during his teenage years in a hospital, and has been around medicine and medical facilities his entire life. During medic training, he learned how to apply his skills under pressure, and he also learned how to perform surgery in the field or in the hospital. He can also properly sanitize and clean tools and wounds, making sure his patients are safe rather than comfortable, but tries to achieve both if possible.

Technology Operation

Owning a computer and other terminals at home, Paul is familiar with how to operate one, and expanded his skills in training, where he learned to write and log reports from the medical center.

Starship Operations

Paul had always wanted to fly, wanting to visit the stars and explore the cosmos. When he excelled in the cavalry field during training, he was recommended to the Nepleslian Star Navy and was transferred to flight school. Having medicine under his belt, he was able to quickly adapt and excel in piloting, showing impressive skill in laying down suppressive firepower, being able to deploy diversion tactics, assist ground forces through coordinated airstrikes, and taking out critical targets through damage assessment to cripple enemy forces, both on the ground and in space.

Inventory & Finance

Paul Dyre 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
- 1 Pair of trunks, blue, fleet number on right leg
- 1 Speedo, blue, fleet number on right cheek

Weapons and Weapon Accessories

- 1 Pistol, [ss_45_caliber](#), with 2 extra magazines (Come with brown pistol belt).

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

OOC Information

In the case [Sparkee0213](#) 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? NO

Character Data	
Character Name	Paul Dyre
Character Owner	Sparkee0213
Character Status	Inactive Player Character
Plots	Aquila Flight
Nepleslian Personnel Database System	
Career Status	Active Duty
Branch	NSN
Rank	Ensign

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