


Quentin Miller

Quentin Miller is a [player character](#) played by [Wyld](#).

Quentin Miller	
	
Species:	Nepleslian
Gender:	Male
Age:	23
Height:	7ft 5inches/ 2M 26 cm
Weight:	282 lb
Organization:	Nepleslian Space Marine Corps
Occupation:	Marine Demoman
Rank:	P3C
Current Placement:	

Physical Characteristics

- Height: 7ft 5inches/ 2M 26 cm
- Mass: 282 lb
- Measurements:

Build and Skin Color: Quentin Miller Is a brown skinned, enormous wall of muscle that would be pretty intimidating as long as he wasn't paired along side ID-SOL clones.

Eyes and Facial Features: Brown eyes of standard placement on the face, square jaw, and strong features.

Ears: His ears are a bit small, and round.

Hair Color and Style: Dark brown short hair.

Distinguishing Features: The man is seven feet tall and looks like he eats nails for breakfast.

Psychological Characteristics

Personality: He is fairly intelligent, confident in his physical abilities as well as his mental prowess, and he isn't afraid to show people up in either field, but keeps it to a minimum.

He is quite able to ignore pain, and is nearly fearless, but that doesn't stop him from making the smart decision to retreat to a more tactically secure area.

- **Likes:** Working on his projects, explosives in general, heavy fire arms, killing things with his in development weapons, and having a good philosophical discussion. Enjoys the company of Neko' that aren't trying to kill him occasionally, he finds them equal parts cute and hilarious to make fun of.
- **Dislikes:** Being separated from his equipment for multiple days at a time while not in combat, running out of explosives, and losing his work.
- **Goals:** He aspires to create new and interesting weapons based on explosives and chemical warfare for personal and military grade alike.

History

Family (or Creators)

Biological parents are unknown, and the name of the crime lord that raised him is unknown as well, as he disappeared once Quentin was 15 and larger than most adults, smarter than most of them too.

Pre-RP

He lived among a group of thugs, who thought it best to leave him alone due to his size and strength for most of his life. That and he used to regularly throw explosive cocktails at people who looked at him the wrong way, somehow or another he was never brought in or caught in these acts of vandalism arson and assault with a deadly weapon.

Before the animosity between him and the thugs, he was the right hand man of the previous leader, or rather, the orphan son who was taken in by him. He never told him his name unfortunately, to this day he still doesn't know why. But this man had taught him a great deal of demolitions techniques, chemistry of

the highest degree, engineering, philosophy and rhetoric. He disappeared once Quentin was 15. still having not told him his real name other than his alias "Smith John."

He was trained in the NAM Proving Grounds as a demolitions expert to make it official.

Skills

Communication

He is proficient in radio communications, completely fluent in Nepleslian, even more so than the average Nepleslian, as well as more rudimentary stuff like hand signals and light flashes.

Knows some Yamataian words.

Fighting and Physical

He uses his size and knowledge to great effect when fighting unarmed with no power armor, and moves much faster than any man that size should have the right to do so.

He is proficient in ranged weapons such as the HHG 'High Hybrid Gun', the Styrling Silver Special .45 Caliber, and the M2 Rifle.

He is proficient in the usage of the hostile, aggressor, and raider.

Strategy(Tactics & Discipline)

He is able to follow orders, and is just as skilled as any other marine, sometimes more so, when it comes to tactics.

Survival

He was trained in the art of 'survival' with moderate success, he'd prefer to just blow up an elephant or other large mammal with his food, and cook it in a chemical fire that won't toxify the meat.

Science

From a very young age, nearly as soon as he could read, he was taught by a leader of a gang who was a surprisingly intelligent fellow in the art of chemistry and physics. These discoveries quickly encouraged him to start making his own explosives, which luckily did not land him in the grave yard or behind bars.

Demolitions

From a very young age he had been self trained in demolitions, becoming a self taught expert in taking down buildings, making explosives, and with being able to make explosives comes the ability to disarm them.

He of course took the standard course to become an official demolitions expert in the eyes of his superiors, who would other wise frown on his making of explosives in potentially unsafe areas with unsafe chemicals.

He has mastered this art enough to be able to produce whisper silent explosions capable of slicing through a ship's hull, as well as making loud and obnoxious fire storms straight out of hell with a gallon of liquid fuel.

Engineering

His endeavors and interest in bomb making extended to weapon development, and as such is well versed in the theories behind parts and how to reproduce results. He is able to build his own weapons with these skills with the minimal equipment, and studied standard building layouts as well as ship layouts, so is well aware on how to bring a place down as quickly as possible.

Inventory

Quentin Miller has the following items:

Finances

Quentin Miller is currently a P3C in the [Star Military of the Democratic Imperium of Nepleslia](#).

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds
Character Data			
Character Name	Quentin Miller		
Character Owner	Wyld		
Character Status	Adoptable Player Character		
Approval Thread URL	stararmy.com/...		
Nepleslian Personnel Database System			
Career Status	Active Duty		
Branch	NSMC		

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