

# Robert Cain

Name: Robert Michial Cain

## General Information

**Species:** Nepleslian **Gender:** Male **Age:** 23

**Family / Creators:** Father, Colonel George Cain(ret.), 62, created as a clone for the military. Mother, Alyissa Cain, 60, met George at an Officer's ball, and ended up marrying him despite her father's wishes. Fortunately, her father was wise enough not to become violent over it. Sister, Sarah Cain, 21, currently in training to become a surgeon.

**Employer:** Star Army of Neplelsia

**Occupation:** General infantry- scout.

**Rank:** Soldier, Third Class

**Current Assignment:** Freespacer Contact onboard the NSS Alliance

## Physical Characteristics

Height: 6'2" (~188cm) Mass: 197 lbs

**Build and Skin color:** Rob has a muscular build, typical of a Nepleslian Marine. His training and extra work at the gym have toned his body, almost matching his strength with some of the cybernetically modified marines. His skin is a darker tan, gained from spending as much time as possible outdoors. Rob is left hand and left eye dominant. Facial Features and Eye color: Rob has dark blue eyes, a somewhat broad nose, and a well defined jawline. Hair color and Style: Rob has short cropped, dark brown hair, and keeps his face cleanshaven.

**Distinguishing Features:** Robert's nose was broken early on in his martial arts training, and, because of it, he has a small crook in the bridge of his nose.

## Psychological Characteristics

**Personality:** Robert is somewhat saddened by what the Nepleslian race has become. The constant crime, corruption, and gang warfare of Neplelsia have left him sickened with his brethren. Rob is

compassionate, to say the least, and has a great love for his planet and his race, despite their shortcomings. He knows some jokes and enjoys telling them, although they are very bad, and finds that laughter is the best medicine (if you're suffering from combat fatigue and the medics are out of pick-me-ups). Rob aspires to become a police officer and clean up the section of the city he grew up in, even though he knows the probability of success is slim. In combat, Rob is, like the rest of his race, fierce. Although he may be more prone to take prisoners than other soliders, his relative sentimentality doesn't mean that he's a pushover in battle.

**Likes:** Women, open spaces, order (three main reasons that he chose to leave Nepleslia), solid weapons, adrenaline.

**Dislikes:** Torture, threats against the Nepleslian race, corruption, his inability to deal with corruption on a large scale, energy weapons.

**Goals:** Finish his tour of duty and become a police officer in his home city.

## History

Robert Cain was born to a clone father and natural born mother in the heart of Nepleslia's mega city. His childhood was mostly uneventful, his father working as a foreman at a weapons plant, and his mother as a nurse in a nearby hospital. As a child, Robert led something of a dual life- being educated about the dangers of city life and combat by his ex-marine father, and being taught to appreciate the finer points of life by his well-off grandfather. This mixing of classes led young Robert to develop something of a unique outlook on life, applying philosophies read at his grandfather's collection to observations made at his home in the city. Later in life, around the age of eighteen, Robert applied for service with the local police force, but was rejected because of lack of experience. Rob ended up getting a job in the same weapons plant his father worked at, and lived happily for a time. When Rob was twenty two, his father was robbed on the way to the market and savagely beaten. Although his father survived, the event caused Rob to become disgusted with the urban populace, and decide to get away. The easiest way- join the emperor's marine corps. In training, Robert excelled in firearms training, especially with solid weapons, and became familiar with a wide range of weapons, adding to his already impressive knowledge gained at the weapons plant. Physical training hardened his mind as well as his body, teaching him that hard work can match or even exceed genetic or mechanical modifications. Robert is currently aboard the NSS Alliance, and still quite inexperienced as a Marine.

## Skills

**Survival and Military:** Robert has had basic military and survival training furnished by the Nepleslian Star Army. He excels at marksmanship and wilderness survival. OOHRAH!

**Technology Operation:** As a Nepleslian, Rob is at home with technology. He is familiar with most military interfaces, and spent his fair share of youth wearing his eyes out in front of a personal system. Wasting time on the internet, psshh!

**Vehicles:** Rob has been trained to use basic vehicles under the Nepleslian Star Army, among them power armors, armored ground transports, etc.

**Fighting:** Rob has undergone basic martial arts training under the Marine Corps, and, if nothing else, enjoyed it. In training, he found that his build and style were more suited to grapple style attacks, which, he justified, would help in subduing smaller and stronger opponents, such as Nekos.

**Communications:** Again, Military training. And, as Rob hopes to be a scout, he paid special attention in the classes and applied himself to the best of his ability in field training in radio and manual communications.

**Humanities:** Rob's youth introduced him to the humanities, which he applied to his urban surroundings. He applies these learned philosophies in combat as well, taking prisoners more often than annihilating his enemy, and showed promise in field negotiation training.

**Leadership:** One of the qualities inherited from his father, who was at one time a higher ranked military officer. Rob has natural charisma, though he is not yet of high enough rank to make use of it. On the Battlefield, Robert takes charge of the situation (in the absence of a CO), and often successfully directs his fellow troops. However, in battle "often successful" is not exactly a welcome phrase. So sayeth the Sergeant, so shall it be done. With extreme prejudice.

# Inventory

## Official Issue

- 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 pair gloves, leather, black
- 1 pair boots, black
- 6 pair boot Socks, white
- 1 Belt, dark green (pants)
- 1 Pistol belt, black, with holster
- 1 pair identification tags, metal, with name and hometown
- 1 Canteen, 1 quart
- 1 Pistol, semi-automatic, .45 caliber, with 2 extra magazines

## Personal

- Folding pocket knife, stainless steel, 2.5" (~6.25cm) blade, 5.5" (~13.75cm) overall unfolded, 3" (~7.5cm) folded
- Wallet containing Civilian and military IDs, money card, and family picture (Rob, George Cain, Alyissa Cain, Sarah Cain)

Character Data	
Character Name	Robert Cain
Character Status	Adoptable Player Character
Nepleslian Personnel Database System	
Career Status	Active Duty
Branch	NSMC

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