

Rose Dream

Rose is a somewhat challenged [Human](#) serving in the Nepleslian Marine Corps.

Rose Dream	
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Nicknames:	Angel, Thorn
Species:	Human
Gender:	Female
Age:	19
Height:	164cm
Weight:	63kg (138 pounds)
Bust size:	Large C
Organization	Star Military of the Democratic Imperium of Nepleslia
Rank	Private First Class
Occupation	Marine Medic
Current Placement	NSS Nerkat

Rose in Roleplay

Rose is a [Player Character](#) played by [Miyako](#).

Current Events

- Debriefing

Physical Description

The medic has a deceivingly average figure that's leaned just a hair, emphasizing her curves and natural flow due to the physical nature of most of the kind of work she does. A little on the tall side, the young woman's hair is short, very short. Green, forest or emerald depending on light. The cut could easily be mistaken for a men's cut, if it did not grow longer at points around her ears and she didn't have an deeply attractive look in general, she might have looked better before the Marines got to her hair. Her eyes are a luminous amber colour, that bring out her emotions very succinctly.

When showing enough skin, her tattoo of wings etched onto her back is visible, a gift from her mentor. Rose also wears seven piercings: two in each lobe, one helix on the left, another darkened steel loop around the (top), and one in her tongue.

Personality

This girl's got a real chip on her shoulders for one of those Geshrin types, real bad. She didn't used to be as easily upset, or quick to coarse words but she's still got compassion in their somewhere, which is why she'll take hell to someone else but still make sure her boys are left walking at the end. Like an 'angel with a gun', something of a misnomer that earned one of her nicknames, mostly because she's in armour all the time. An odd compassion to the Marine that doesn't dull her when the firefight starts.

Consequently, she's a bit rough around the edges in other situations, and often feels she'll end up scaring away someone who would be a friend with one of her defects. She still holds a faint grudge for being duped into the service, but shares it with few only manifesting as grunts when a similar topic is broached. To say she has wanderlust after being in school then training is obvious.

Likes and Dislikes

Quirks

Several slight mental problems mostly revolving around her body type, including trigger based OCD responses(example, someone snapping their fingers twice when someone sneezes), an obsessive, self-soothing behaviour of needing to be clinging to or holding something constantly. Her oral fixation can make up for this at times. Her obsessions may or may not be singularly the result of trauma, one can never tell when she thinks she's the best doctor in the system (wherever that system might be) despite not actually being one.

Likes

Good drinks, piercings, body art, science, a good row, relaxing with some sort of text, the net, space, travel, animals, and all sorts of 'fun'.

Dislikes

Being tied down emotionally, grunts with no heart, not having her preferred equipment, the medical board.

Goal

Finding a way to get her M.D., advanced research someday maybe, or traveling. Getting back at her recruitment officer. Saving as many as she can, and don't get hit

Biography

History

Born the youngest of three sisters to two fairly affluent (mostly socially, then) parents, she was naturally gifted, and used her upbringing to full advantage, though as smart and adaptive as little Rose was, a trauma she won't talk about to this day one early evening separated from the family. These things happen on Nepleslia, and it's a little rough or worse just about anywhere after all. It was after that night her 'quirks' began to manifest, her parents tried to fix it as best they could, but nothing available seemed to effect her.

She struggled against her difficulties but managed to be accepted to a top program med. school after her primary education and pre-medical finished.. The problem was on her internship there was an..accident and due to her problems she was denied an opportunity to take her boards and earn her final MD. This destroyed her view on life until after passing through random jobs for a few months (piercing/tattoo artist, medical tech most notably) she came across a recruiter for the corps.

He convinced her she'd be able to not only get the sway to get her M.D., but that she'd get a pay bonus for the experience before being shipped off for a fieldwork course with the Medical Corps. Right, and she has her own star cruiser now too. So, she ended up finishing out just in time for the Kennewes Offensive. The trial by fire changed her, and no one seemed to want to harass her problems after how much she had given to help on the line. At least not to her face, but her tour of duty is far from over.

Rose and her mother don't see eye to eye about, well, any of her choices after she didn't get to take the boards. The fact she's in the marines, and will not express any discomfort at it makes her worried and upset all the same.

Service Record

Nepleslia Marine Corps

Kennewes Offensive	
Rank: Private First Class/E1	Position: Combat Medic
Rank: Private First Class/E2	Position: Combat Medic – Post K. Offensive
NSS Nerkat	
Rank: Private First Class/E3	Position: Combat Medic

Pending New Missions

Skills

Survival

Rose finished her survival training along with the rest, and has gone plenty of nights and days on rations on the field or scrounging for less. She remembers her training, and it does her well so far. Camouflage is an actual fun thing to make, but she won't tell her unit that while she helps it.

Art and Vocational

After being pushed out of med school in her final moments, Rose found the districts of the massive city were easier to get lost in. To get by, she apprenticed under a tattoo artist and piercing shop. One woman in particular for both. She can ink and use the modern and older methods (she looked those up for certain customers) depending on what her vision is.

Fighting and Physical

What female Marine could survive a day without being able to fight? She's completed training with most small arms, power armour, and improvised weapons. She passed her check marks, and what happened in the offensive keened them when she wasn't wrist deep in gore trying to save someone.

Communications

Academia helped out the young Geshrin here, though there wasn't a lot of non-standard learning she picked up the fluent use of more than the basic language set. She took Seraph in an elective course, and can get by with it in broken speech. She's fluent in Nepleslian and Yamataian. Thorn has learned to communicate on military standard devices, in military star ships and equipment, whatever they put in her hands to learn at basic. Reports, mountains of medical reports come from her debriefing sometimes by necessity. It goes without saying she could give an order if she had to (or can get away with it).

Medical and Science

Years of complicated coursework ensured that while not finishing at the end, Rose has a very keen working knowledge of medicine and it's effects on most major species. Poisons came as a later supplement when she received more training at the Medical Corps. She has several advanced interests, and as a student and medical technician has spent time in a laboratory and is aware on battlefield medicine for most major species. Practical experiences with almost exclusively the Corps.

Strategy

She can follow orders normally without swearing, and that's a bonus. But this Marine understands military tactics, and has applied them in battle both as a follower and to better aid the wounded or

casualties. And hey, it helps to know how to hit them harder, and where to hit them. Better to know how to hit them, and what kind of holes they'll put in her boys to better patch them up.

Technology Operation

Rose understands how most civilian, and an assortment of military computer systems work thanks to both the time she spent using them on her way to becoming a doctor, and when she was living half-lost of herself in the mega-cities. She's at least an advanced user, and has taught herself on any system that seems worthwhile (or even asks for help if it seemed worth the effort). Net diving, data input, networking and other skills helped her earn an extra keep around where those odd jobs got her, and continued to help from time to time after joining up.

Inventory

Clothing

Uniform

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 (or khaki) 6 pair boot [Socks](#), white 1 Belt, dark brown

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 Depends on gender and preference:

- 1 One-piece bathing suit, green, fleet number on right breast

Weapons, Weapon Accessories

1 Pistol belt, black, with HAS holster 1 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.

Tools

1 Tatoo Kit 1 Piercing Kit

Finances

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Balance
8100 DA	+2100		Pay - 21 Wks (Friday) P2C
8700 DA	+600		Pay - 4 Wks P1C

Character Data	
Character Name	Rose Dream
Character Owner	Miyako
Character Status	Inactive Player Character
Plots	NSS Nerkat
Approval Thread URL	stararmy.com/...

Nepleslian Personnel Database System	
Career Status	Active Duty
Branch	NSMC
Rank	Private First Class
Orders Thread URL	stararmy.com/...

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