

Ruse T. Haives

Ruse T. Haives is a [player character](#) played by [Cromy](#).

Ruse T. Haives	
	
Species:	Nepleslian
Gender:	Male
Age:	20
Height:	5'8"/172.72cm
Weight:	154lbs/ 70kg
Organization:	Star Military of the Democratic Imperium of Nepleslia
Occupation:	Space Marine
Rank:	
Current Placement:	NSS Okir'Shakai

- Preferred Plots:
- 1. NSS Altomir
 - 2. 4th AASP Fleet
 - 3. Cirrus Station

Physical Characteristics

- Height: 5'8"/172.72cm
- Mass: 154lbs/ 70kg
- Measurements:

Build and Skin Color: Ruse is fit with moderate amount of musculature to his frame. His skin is tanned a light bronze from his time during boot camp.

Eyes and Facial Features: Ruse has a somewhat masculine, angular jawline with piercing green eyes and angular nose.

Ears: Rounded, wide, human.

Hair Color and Style: Ruse has short, red hair that is buzzed close to his scalp in a traditional military cut.

Distinguishing Features: Ruse has 2 scars on his right knee cap, the top one being about 2cm long and the lower being 3cm long, from a laceration from a window pane. He also has scar on his right thumb that wraps half around dorsal side of his thumb's last knuckle.

Psychological Characteristics

Personality: There are three sides to Ruse. To the casual acquaintance Ruse is a rather shy polite and quite individual when he's sober. However those who he lets into his shell get a view of a different person. To his friends he can be a bit abrasive with his very sarcastic attitude when he's sober. Then there is when he's on a binge. While on a drinking binge Ruse is rather combative towards others.

- **Likes:** Alcohol, the ladies, all things power armor related.
- **Dislikes:** Early mornings, People in who abuse their standing.
- **Goals:** Rising above his current station in society.

History

Family

Ruse's father died while he was at young age. He has a rather distant relationship with his mother and near non existence relationship with his 4 siblings (1 younger sister and 1 older sister. 2 older brothers.)

- Wile G. Haives 31 Brother
- Gambit M. Haives 37 Brother
- Charity Haives 40 Sister
- Largesse Haives 18 Sister

- Arland Haives Deceased Father
- Aurora B. Haives 58 Mother

Pre-RP

Ruse was born 20 years previous in some slum clinic in the depths of Funky City. His family at that time was a rather intact one leaving him having the normal for, a Nebllesian, toddler-hood. However, by the time he turned 5 his father had passed from some unspecified accident. That is when his family life started the deterioration that would highlight his upbringing. After his father passed his mother began to become more withdrawn from family life leaving him and his younger sister to fend for themselves for the most part.

Ruse would get involved in various petty crimes at this time that would come to be the norm for him through his adolescence. Though his middle brother for a few years was still around and tried to be a surrogate father to Ruse he eventually got his own opportunity to move up in life. It would however give Ruse his motivation to better himself in his station in life. He'd grow to hate living on the streets with constant worrying where his next meal would come or where he would be sleep that night by that time.

Though what came to effect would be his acquisition of a taste of alcohol. It started off innocently enough as an occasional beer. He loved the buzz he got from it. It made interacting with others much easier and was a great confidence booster. However it would gradually grow until it would take a 1/5 of high end spirits for him to get the same feelings, and currently much harder to maintain.

By the time he turned 18 he turned to one of the few options open for him which was the military. If anything it was a sure option for a few meals a day and a roof over his head. He went through boot camp with no real special merit about himself except for his natural adaption to power armor training. This would earn him a trip into the in dept power armor training that Funky City had to offer mainly that of close combat specialties. Again he didn't stand out in any real fashion other than not getting himself into much trouble. Especially since by this point he would have the occasional problems with not getting some alcohol into his system. It was relatively easy to acquire spirits while in Funky City.

Skills

- Communication : Ruse is 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. Ruse is fluent in Nebllesian. He can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. He is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).
- Fighting : Ruse received intensive hand-to-hand combat training (primarily focused on disabling and/or killing opponents) and has followed up that knowledge with a rigorous training program. Weapons he is trained in include pistols of all types, knives, grenades (and other forms of explosive weaponry) and rifles of all kinds. The character is in excellent physical shape and has considerable endurance. He is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.

- **Survival:** He knows how to survive in hostile environments. He can build shelters, hunt and forage for food, build a fire, etc. The character can camouflage himself and is familiar with guerrilla warfare tactics.
- **Strategy (Tactics/discipline):** Ruse can understand and give out tactical commands and work with his troop to follow those commands efficiently. He knows the importance of teamwork on the battlefield, has been intensively trained in discipline and morale, and is able to recognize the command structure even while under extreme pressure (combat, etc). The character is able to recognize ambush points. He knows basic math in order to calculate distances, etc, and can use a tactical map.
- **Vehicles (land vehicles):** Ruse is familiar with how to effectively pilot most ground vehicles. He can make rudimentary repairs to his vehicle. In addition, the character has one vehicle type in which he is particularly skilled at operating. While inside this vehicle, the character can perform difficult maneuvers under high stress (combat, etc). The character is also proficient in repairing this type of vehicle (if given the proper tools and time)
- **Demolitions:** Ruse can identify, manufacture, handle and dispose of explosives. With the proper tools, he can detect and disarm enemy explosives as well.
- **Medical:** Ruse knows how to diagnose and treat conditions, apply first aid and emergency care (CPR, etc), and perform field surgery/general surgery if given the proper tools/facilities. The character knows how to work in and use hospital equipment.

Inventory

Ruse T. Haives has the following items:

Clothing

Uniform

- 1 [EM-G7 Emrys Environ suit](#)
- 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 [NSMC Field Cap, Type 33](#)
- 1 pair gloves, leather, black
- 1 pair boots, black (or khaki)
- 6 pair boot [Socks](#), white
- 1 Belt, dark brown
- 1 [Nepleslian Dress Uniform \(YE 33\)](#) (full outfit with white pistol belt, gloves, pants, and boots)

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
- 4 pairs green ankle [Socks](#)
- 1 pair green low-top sneaker shoes
- 1 Pair of trunks, green, fleet number on right leg

Weapons and Weapon Accessories

- 1 Rifle Kit
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- 1 Pistol, [Styrling Silver Special .45 Caliber](#), with 2 extra 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.
- Starting pay of: 6000 DA

Finances

Ruse T. Haives is currently a P3C in the [Star Military of the Democratic Imperium of Nepleslia](#).

Total Savings	Addition	Subtraction	Reason
3000 DA			Starting Funds
Character Data			
Character Name	Ruse T. Haives		
Character Owner	Cromy		
Character Status	Inactive Player Character		
Nepleslian Personnel Database System			
Career Status		Active Duty	
Branch		NSMC	

Nepleslian Personnel Database System

Rank	Private
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