



Samuel Tybalt

Samuel Tybalt is a [player character](#) played by [Davidizer13](#).

Samuel Tybalt	
	
Species:	Nepleslian
Gender:	Male
Age:	22
Height:	5'9"
Weight:	190
Organization:	<div>Nepleslian Space Marine Corps</div>
Occupation:	Engineer
Rank:	P3C
Current Placement:	4th AASP Fleet

Physical Characteristics

- Height: 5'9" / 175 cm
- Mass: 190 lbs / 88 kg
- Measurements: N/A

Build and Skin Color: Samuel possesses a compact, muscular frame, with a thick trunk and legs,

generally looking like a small linebacker. He has cinammon-brown skin.

Eyes and Facial Features: His eyes are dark green and round; his face is rough and angular, and often has a five-o'clock shadow of dark stubble on it.

Ears: Normal Nepleslian ears; no piercings or deformities.

Hair Color and Style: Tousled black hair, about an inch long, often with a light sheen to it. Possesses half-length sideburns.

Distinguishing Features: He has long toes (a major complaint of his sister), long fingers, a pointed nose, various small scars from a rough-and-tumble childhood on his knees and fingers, and a couple larger ones on his arms from mishaps during basic training. He possesses a cognitive implant which helps him calculate certain things with incredible speed, appearing as a silver curve that goes behind his right ear.

Psychological Characteristics

Personality: Samuel is calm and cool-headed in almost everything, at least until it all goes south, in which case he panics. He prefers to work behind the scenes and to avoid conflict, but always tries to seek out a happy medium where it's unavoidable (whether there is one or not). He almost always has a mild smile on his face from some thought he's entertaining in his head, but he rarely speaks his mind. He has a special affinity for numbers and statistics, and also for women of all kinds, though he often comes across as awkward in his relationships.

- **Likes:** Math, mechanical engineering, sports, things he can fix, power armor, industrial music, female companionship.
- **Dislikes:** Computers, things he can't fix, arguments, alcohol, angry idiots.
- **Goals:** To survive his term with the Marines, see the universe, and keep his unit running, Maybe in that order.

History

Family (or Creators)

His father was a soldier in the various syndicate conflicts who had managed to distinguish himself in battle, while his mother works in one of the interstellar manufacturing corporations based in Nepleslia; his sister lives in Funky City. Samuel has not been in contact with his family since joining the military.

Pre-RP

He was born in Funky City in YE 9, in one of the calmer places of the planet. His father was absent most of his life, fighting as part of the Green Syndicate to hold their government together, and eventually

being killed in Samuel's teenage years in a firefight. His mother, over the years, introduced him to a trade in mechanics, teaching him how to work with machinery, intending for him to follow her in the corporation's trade.

As the Nepleslian government became more organized and Samuel grew older, he saw his path of advancement outside of Nepleslia, in the Star Military. Using his skill with machinery and mathematics, he was able to gain a position in the engineering corps. He joined the force several months ago, has completed basic training, and was ready to begin his service from the get-go.

RP Plots: 4th Fleet, SModIN

87I Mission: In Before the Close

Tybalt's first mission was an attack on an NMX monitoring post in the 87I system, located on a moon orbiting 87I-4, launching from the NSS *Dauntless*, under the command of Phaedra Volkov. The goal of the operation was to attack the base there, retrieving data that would be invaluable in future campaigns against the NMX.

For Tybalt, the mission had a rough start: he took some serious blows to the shields, his attacks were ineffective, and in his panic, caused [Sawyer Aubrey's aggressor](#) power armor to fall over in battle. His chance to redeem himself came as his squad entered the base through an upper hatch, joined up with Marines from other squads participating in the mission, and engaged Daisy-armed NMX Nekos in the upper-level ventilation shafts of the building before finally gathering together to strike into the lower levels of the base. Though the mission eventually ended in failure, he made out well enough, escaping the base without major injury.

Skill Areas

Communications

Samuel is fluent in Nepleslian, both written and spoken. He possesses an extensive knowledge of the Nepleslian military's methods of communication, its equipment, its bureaucracy, and its terminology. He is also able to speak in great depth on the workings of the vehicles and on how to repair them, as well as on concepts of applied mathematics and physics.

Fighting

Samuel passed the basic training courses of the Nepleslian Star Military, and knows tactics used in hand-to-hand combat, has firearms and explosives training, and can manually pilot the basic forms of power armor used by the military, though at a low level.

Survival

As part of Samuel's basic training, he can survive in isolated, hostile areas for extended periods of time. Thanks to his early life in Funky City, he can also survive surreptitiously in urban environments.

Strategy

He knows how to perform disciplined military operations as part of a squad, though his abilities at commanding others are lacking. During extended missions, he is often put in charge of squad logistics and supply chain maintenance.

Maintenance and Repair

He is skilled at repairing all types of machinery used by the Nepleslian military, though he prefers working on power armor and ground support vehicles over naval vehicles.

Mathematics

Samuel has been trained in the use of complex mathematics in applied situations, such as in physics, statistics and business. He has a cybernetic implant which he uses to solve problems with incredible speed.

Rogue

Samuel knows how to survive on the “mean streets.” While he prefers not to steal from anyone based on some moral compulsion, he can blend into the crowd, can pick locks, is able to negotiate with low-lives, and generally knows how to live in the city without attracting notice.

Inventory

Samuel Tybalt has the following items:

Clothing

Uniform

- 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

Weapons and Weapon Accessories

- 1 Automatic Pistol, [Na-W/P-08 Heavy Automatic Sidearm](#), with 2 extra regular ammo magazines.

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

Finances

Samuel Tybalt is currently a P3C in the Star Military of the Democratic Imperium of Nepleslia.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds

OOC Discussion

This is my first character; wish me luck!

Character Data	
Character Name	Samuel Tybalt
Character Owner	Davidizer13
Character Status	Adoptable Player Character
Approval Thread URL	stararmy.com/...
Nepleslian Personnel Database System	
Career Status	Active Duty
Branch	NSMC
Orders Thread URL	stararmy.com/...

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