

Sawyer Aubrey

Sawyer is a [player character](#) played by [Centurion](#).

Sawyer Aubrey	
	
Species:	Neplesian
Gender:	Male
Age:	28
Height:	5'9"
Weight:	140
Organization:	 Neplesian Space Marine Corps
Occupation:	Space Marine
Rank:	Corporal
Current Placement:	4th Fleet

- Preferred Plots:
- 1. 4th fleet
 - 2. Cirrus Station

Physical Characteristics

- Height: 5'9"
- Mass: 140

Build and Skin Color: Tall and somewhat lanky, arms are longer than the height would suggest. Fairly pale with a severe farmer's tan on arms, obviously from working with uniform sleeves rolled up.

Eyes and Facial Features: Round as befits normal modern day Caucasians, eyes change colors from blue to green to gray at varying intervals

Hair Color and Style: Brown hair cut in a high and tight style due to being active military.

Distinguishing Features: Left leg is a cybernetic prosthetic from battle injuries sustained in unknown NMX controlled system, outer side is engraved with the words Solem Fero. Large scar on right shoulder from injuries received in combat on Tange. Shoulder pinned to inside of Aggressor battlesuit by large piece of metal after missile volley from a Ravager.

Psychological Characteristics

Personality: Sawyer likes his chosen career, but he is not an ambitious person by far. His personality tends to make him blend in rather than stand out, which suits him just fine. An introvert, he rarely seems interested in socializing. It is therefore not surprising that Sawyer does not have many friends, although he is very loyal and forgiving to the ones that he has. However, even when a complete stranger challenges him to a round of a computer game that he likes, his friends can see his eyes light up with excitement. Has a habit of dressing solely in tactical gear to be able to carry even more miscellaneous stuff with him. Has a very distinct, what would be called on old earth Southern style way of speaking. He is a gentleman and will do things that would normally be out of the ordinary for a lady should she ask it of him.

- **Likes:** Guns, games, lots of books, very busty women, being helpful.
- **Dislikes:** People for the most part, most vegetables, dealing with idiots.
- **Goals:** Making it to being either an officer or a senior enlisted. Wants to at least make it up to Sgt before he gets out so that he can have the respect that goes along with being a non-commissioned officer in such a prestigious armed force.

*Theme song [Country Girl](#)

*Party Music [Boots On](#)

*Last Stand Music [Death Before Dishonor](#)

*Forged in the Fires of Hell Lifted out by an Eagle Held in Check between Heaven and Hell by Anchor
Roams a creature which seeks out evil It patrols the land between the two realms Longing for its Chance
to guard Heaven's Perimeter You know it as The Combat Marine Sleep well universe we are at the Ready.

History

Family (or Creators)

* Donald Aubrey- Father * Barbara Aubrey- Mother * Katie Aubrey- Sister

Pre-RP

Born in Roger Wilco. Grew up lower middle class rural area. Learned to shoot from his father and grandfather, learned skinning animals as well as surviving in wilderness areas from grandfather and multiple prior military uncles. Joined the Nepleslian Marine Corps shortly before he turned 20. He turned 20 while going through field training and was recognized as one of the better shooters and stalkers in his platoon. Was assigned the job of being an armorer and also as all marines through history should be trained as a rifleman as well. Competent with most weapons and skilled at repairing them to near perfect with limited resources due to his upbringing and his training, learned to make sure that everything is as it should be to prevent anyone from being hurt.

RP

Participated in operation evacuating civilians off of planet Tange. Awarded The Iron Device for injuries received while providing fire support.

Current record of awards

Iron Device: 3

Orbital Assault Device

Rok'Veru Campaign medal

Skill Areas

Fighting

Sawyer 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. He has specialized in using the Aggressor heavy assault powered armor. For unarmored combat he prefers sniping weapons because he hunted a large amount as a youth and learned to be a highly skilled

marksman before he enlisted.

Communication

Your character 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. Your character is fluent in Nepleslian. He can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. The character is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

Survival

Sawyer knows how to survive in hostile environments. He can build shelters, hunt and forage for food, build a fire, etc. He can camouflage himself and is familiar with guerrilla warfare tactics. He has made his own ghillie suit a number of times so that he can hide better in wooded areas.

Strategy (Tactics/discipline)

Sawyer 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). He is able to recognize ambush points. He knows basic math in order to calculate distances, etc, and can use a tactical map.

Demolitions

Sawyer can identify, manufacture, handle and dispose of explosives. With the proper tools, he can detect and disarm enemy explosives as well. He loves to create his own explosive devices and is highly skilled in the chemical knowledge to create a variety of explosives and can utilize preexisting explosives to devastating potential.

Vehicles (land vehicles)

Sawyer 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, he can perform difficult maneuvers under high stress (combat, etc). He is also proficient in repairing this type of vehicle (if given the proper tools and time).

Maintenance and Repair

Sawyer has had a reasonable amount of experience in repairing and maintaining both weapons and vehicles of various types and has some general knowledge of the basics of cybernetics. He spent most of his time growing up reading massive amounts on the Inter-Nep about how to do various things to both weapons and ground vehicles. He even managed to tweak his old personal land car to run at a significantly higher power level for a time and had it set to drop back to standard operation before it had a failure. Before he joined the Marine Corps he purchased his own light rifle piece by piece and put it together on his own and tweaked it to be highly accurate by reborning the barrel and precisely fitting the bolt to it.

Inventory

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
 - 1 Pair of trunks, green, fleet number on right leg.

Weapons and Weapon Accessories

- 1 Rifle Kit
- 1 [Utility Combat Knife M01A](#)
- 1 Pistol, [Styrling Silver Special .45 Caliber](#), with 2 extra magazines and leather belt

- 1 [Designated Sharpshooter Rifle, Model 1](#) (Crate of ammunition for it)
- 1 ["M'Cel" 40/30mm Grenade Launcher](#) (crate of grenades for it)
- 1 [FMR-1 Stalwart Enforcer](#)
- Bunker-Buster Bombs (2)
- [Plasma Grenades](#) (2) (Crate of)
- Crate of 40 mm grenades

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.
- 1 Survival Bag
- 1 [Lo-moto Motor Bike](#) - Elderly Edition (Slow Motorcycle)
- Nepleslian Automotive tool chest and tool set

In transit

- [Star Army Tool Locker](#)
- [WickedArms TA-17 Survival Kit](#)

Finances

Sawyer is currently a CPL in the Star Military. He earns 200 DA per week.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
5400 DA		600 DA	Purchase of miscellaneous ammo
1350 DA		4050 DA	Purchase of Star army tool kit and survival kit
1550 DA		200 DA	Pay for month of June
2150 DA		600 DA	Pay for months of July, August and September
2750 DA		600 DA	Pay for months of October, November and December
2250 DA		500 DA	Pay Deduction for disobeying Admiral Valken
2450 DA		200 DA	Pay for month of January
3650 DA		1200 DA	Pay for february, march, and april
4050 DA		400 DA	Pay for May
5650 DA		1600 DA	Pay for June-September
6850 DA		1200 DA	Pay for October-December
11350 DA		4500 DA	Pay for January-August 15
Character Data			
Character Name	Sawyer Aubrey		

Character Data	
Character Owner	Centurion
Character Status	Inactive Player Character
Nepleslian Personnel Database System	
Branch	NSMC
Rank	Corporal

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