

# Sebastien Murinae

Sebastien Murinae is a [player character](#) played by [Harvengure](#).

Sebastien Murinae	
<b>Species:</b>	Nepleslian
<b>Gender:</b>	Male
<b>Age:</b>	25
<b>Height:</b>	6'3 /190.5 cm
<b>Weight:</b>	221 lbs / 100 kg
<b>Organization:</b>	Star Military of Nepleslia
<b>Occupation:</b>	<a href="#">Space Marine</a>
<b>Rank:</b>	Private 3rd Class
<b>Current Placement:</b>	<a href="#">4th Fleet</a>

Preferred Plots:

1. 4th AASP Fleet
2. Cirrus Station
3. Taking It Back

## Physical Characteristics

- Height: 6'3 /190.5 cm
- Mass: 221 lbs / 100 kg
- Measurements:

### Build and Skin Color:

Though marine life has helped to pack on some mass and tone, causing him to teeter on 'average build', the fact is that Sebastien has and probably always will be a pale and slender man.

### Eyes and Facial Features:

Though not the broad classic good looks of some men, Sebastien has had his fair of compliments. With a strong angular chin on a heart shaped face one could almost look past the deep sunken eyes that are a bit too narrow; which is a shame given their colouring. A swirl of soft blues and greens speckled with hazel flex. Though the reality is that unless close up or really paying attention, the soft tones just end up looking like a light grey.

### Ears:

Regular ears.

## Hair Color and Style:

A thick head of course strawberry blonde hair with a definite wave to it, Sebastien has always preferred to keep it short and neat by sporting a crew cut which works well given his chosen profession.

## Distinguishing Features:

Sebastien has several scars from his childhood, most of which he cant exactly remember how got. One about one and a half inches long placed rather squarely in the centre of his forehead, though its healed quite well and hardly noticeable.

There is another scar that is about 2 inches in length that runs width wise width wise with the underside of his chin.

Both on his left, there is a small crescent shaped scar on the right side of his lift index finger as well as a small two inch long scar on his wrist that travels lengthwise with the arm.

On his right arm, near the prenator teres, are two small patches of scar tissue about 5mm wide.

Forming a small triangle on the forward facing part of his right shoulder there are also 3 small circular scars which are no more then 1 1/2 mm wide.

## Psychological Characteristics

**Personality:** Not a split personality by any means but Sebastien definitely is a man of contradictions and will behave quite different depending on his mood and the setting.

For the most part though he is a fairly quiet man who appreciates his privacy and is quite happy to spend hours on end tinkering away on some project or trying to learn some new skill or information set.

Other times though he can be quite the stereotypical Nepleslian; social, rowdy, 'tough and tumble'.

Though life as a marine has instilled certain characteristics and thinking into him, one can not fight their own nature, so Sebastien would still prefer indirect means of conflict versus taking to a fight head on. Should head on be the only option, Sebastien prefers to make the assault quick and clean and with the intention of causing the most amount of damage with the least amount of effort.

- **Likes:** Neppies, hidden spaces, chocolate, learning new things (especially secret , rare or 'forbidden' things), figuring out how things work, finding new uses for things or modifying standard items, technology, cool dark places, spicy foods, magic tricks
- **Dislikes:** bright natural light, rum, cinnamon candy, having an unkempt appearance (especially wrinkled shirts and unshined shoes/boots), needless waste
- **Goals:** To do well at his job without being so good as to have ever higher expectations placed on him, to learn about other cultures and their technology, to see new places, to help provide a better life for his family, to become an engineer

# History

## Family (or Creators)

Father: John Thomas Murinae Mother: Myridia Murinea

Three brothers: Chad, Jacob, Logan. 20, 18, 16, respectively.

## Pre-RP

As any Nepleslian can tell you life in Funky City was no walk in the park. For a guy like Sebastien this was perhaps especially true. Too curious for his own good and not big enough to back it up. This, combined with what many Nepleslians knew growing up considered to be odd interest, lead to him being harassed quite through his youth. Though he did not glean from this the fighting skills one might expect. Either way, he didn't end up horribly emotionally dysfunctional from the experience as some do.

Despite its troubles and dirty nature, Sebastien found some good to be had growing up in Funky City and would spend quite a bit of time either exploring abandoned and forgotten areas (when he could find them and be sure he'd not be walking right into a gang hideout) or finding what most might call junk and trying to salvage it in one means or another; be it repair or re-purpose.

Though a distant child, his was a typical family life and though he liked to keep that distance from his family when he could he understood what family was supposed to mean and why most people thought it to mean and what was expected of him as part of a family. This is perhaps the biggest reason Sebastien would end up joining the marines, because he felt it was expected of him

## Skill Areas

### Communications

Sebastien is of course able to read and write, etc. In fact he likes to think he can read faster than most and it may even be true. The bulk of Sebastien's communication skills however come from his time in basic training in Funky City and he's now able to use all the standard com equipment and understand all the required military jargon. Of course his technical aptitude didn't hurt either when it came to operating the equipment.

### Fighting

Despite being harassed possibly more than most children while growing up, Sebastien did not really glean anything from this experience other than to perhaps fight harder. Beyond what any Nepleslian would pick up in the streets though, almost all of Sebastien's fighting skills and experience come from his

marine training. After all...fighting skills as a marine is a matter of life and death.

## Survival

Survival was always a skill of interest to Sebastien, often reading books and manuals on the subject as a youth and taking advantage of what knowledge he could in his adventures in Funky City before the marines. Being a marine however has enlightened him to a whole new level of survival. A level he quite enjoys and stills finds as interesting as he did as a youth. Now able to survive in a variety of harsh conditions. Though it has given him a new found confidence in surviving in a variety of harsh conditions it was the camouflage and guerrilla warfare tactics that Sebastien particularly excelled at, seeing it as a more serious and intense version of things he had to do as a child to strike back at Funky City life and those who would strike at him. Of course the goal now is much more deadly than in his youth.

## Strategy

Like any marine Sebastien was trained in strategy and 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. He is also able to recognize ambush points, knows basic math in order to calculate distances and such, and can use a tactical map.

## Technology Operation

Technology and computers has always fascinated Sebastien. Probably a very common thing for a species as into cybernetics as Nepleslians are. Sebastien though is perhaps better than most when it comes to this technology, often spending time learning new things about it as a youth; new methods and standards, the most recent 'best practices' and has even picked up some programming and 'black hat' skills though not especially fluent in them and tries to keep an archive of handy programs and code snippets...making him something of a 'script kiddie', not a title he enjoys but while he may know his way around a computer better than most he isn't exactly a hacker.

## Physical

Being of slight build and non-confrontational nature Sebastien found early on in life that if he couldn't be bigger and stronger than those who would do him harm then he could at least be smarter and faster. Enjoying free-running not only as a hobby and means of urban exploration but also as a survival tool, Sebastien was already reasonably skilled at overcoming physical obstacles and complex terrain. However with military training, doing more than giving him an increased level of fitness and new skills such as power armor training (among others), it allowed and even forced him to become a better free-runner and to learn how to free-run with his equipment on for not only would he run the courses like any other soldier but felt the need to see how well he could free-run them and then improve his times again and again.

## Maintenance and Repair

Life for most in Funky City was hard and the reality was that for most there was not much to spare. It was in that mindset that Sebastien learned to never waste anything unless he had to. This, paired with his already curious nature and technical aptitude, became a habit and hobby of exploring Funky City and salvaging and repairing the various items he'd find if not repurposing them should he not be able to restore them. Sometimes something that was completely beyond repair would have its scrapped used for crafting various other items. So it's no surprise that Sebastien would enjoy the maintenance and repair training afforded to him through basic and would be delighted to learn at least something about the various weapons and vehicles they would use. However it's not quite the same 'thrill' that comes from finding a forgotten or discarded item and bringing it back to life if not giving it a new life.

## Inventory

Sebastien Murinae has the following items:

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

## Weapons and Weapon Accessories

- 1 Rifle Kit
- 1 [Utility Combat Knife M01A](#)
- 1 Automatic Pistol, [Nk-lr "Knuckler"](#), with 2 extra HJP double magazines (comes with brown pistol belt)

## 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.
- Em-G3-2a with Knee Pads.

## Misc. Items

- Ulti-Tool Multiple Purpose Tool
- 2 Liquid Bandage Mega Tubes
- Combat Candy

## Finances

Sebastien Murinae is currently a Private 3rd Class in the Star Military of Nepleslia.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
5700 DA		150 KS	Purchase of Em-G3-2a with Knee Pads
5650 DA		50 DA	Purchase of Ulti-Tool Multiple Purpose Tool
5634 DA		8 KS	Purchase of 2 Liquid Bandage Mega Tubes
Character Data			
Character Name		Sebastien Murinae	
Character Owner		<a href="#">Harvengure</a>	
Character Status		Adoptable Player Character	
Approval Thread URL		<a href="#">stararmy.com/...</a>	
Nepleslian Personnel Database System			
Career Status		Active Duty	
Branch		NSMC	
Orders Thread URL		<a href="#">stararmy.com/...</a>	

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

[https://wiki.stararmy.com/doku.php?id=characters:nepleslia:sebastien\\_murine](https://wiki.stararmy.com/doku.php?id=characters:nepleslia:sebastien_murine)

Last update: **2024/03/24 08:22**

