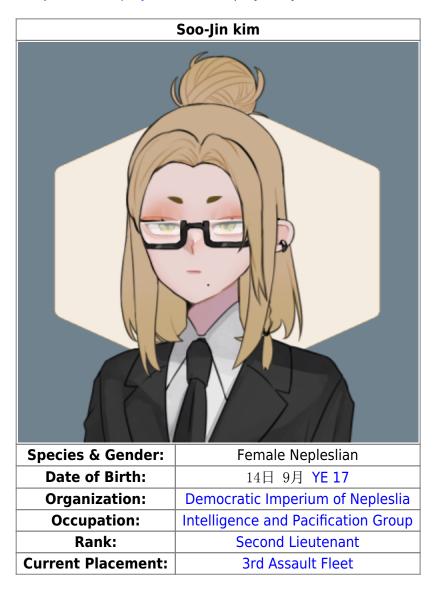
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Soo-Jin kim

Soo-Jin kim is a player character played by windrover.



Physical Description

Height: 5'7" (170cm) Mass: 160lbs (72.5kg)

Build and Skin tone: Soo-jin is pale with a hint of a tan. She is lean with muscles that lightly show.

Facial Features: Soo-jin has a rounded face that leads into a slightly pointed chin, she has green almond shaped eyes. Her features are Asian in nature.

Hair: Soo-jin has long blonde hair that she puts into a messy bun.

Personality

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Calm and straightforward Soo-jin is not afraid to do her part. She is surprisingly friendly and helpful always lending a hand. Being raised on the street and most of her schooling being from the Marines she may not be the smartest but she can handle herself in most situations. However that being said she does not always read the situation that she is getting herself into. When in the field or in combat Soo-jin is a known stim addict and is known to steal stims from her crew and gunship's emergency kits.

History

Soo-jin was born and raised in the slums of Funky City. Raised by her father she worked daily fixing machinery to make a living. Before joining the marines she had no formal education. At the age of 16 she enlisted in the Nepleslian Space Marine Corps and quickly proved herself to be a good marine and a great gunship pilot. After 4 years of service she was recruited into the Intelligence and Pacification Group where she still currently serves.

Skills Learned

Communication: Soo-jin 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. She is fluent in Nepleslian. She can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. Soo-jin is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

Fighting: Having grown up on the streets Soo-jin is not wet behind the ears when it comes to fights. Her enlistment with the Marines only bolstered her abilities. Soo-jin has 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 she is trained in include pistols of all types, knives, grenades (and other forms of explosive weaponry) and rifles of all kinds. Soo-jin is in average shape and has more than average endurance. Soo-jin is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.

Suvival, Escape & Evasion (SEE): Soo-jin passed the survival program of the Intelligence and Pacification Group and is more than capable of surviving in hostile environments, building shelters, hunting and foraging for food, building a fire, etc. Soo-jin can camouflage herself and is trained in guerrilla warfare.

Strategy (Tactics/discipline): Soo-jin can understand and give out tactical commands and work with her comrades to follow those commands efficiently. she 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). Soo-jin is able to recognize ambush points. She knows basic math in order to calculate distances, etc, and can use a tactical map.

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Vehicles: Soo-jin is familiar with how to maneuver most ground vehicles. She is more than capable of making rudimentary repairs to her vehicles. In addition, Soo-jin is specifically trained in the operation and maintenance of the Corona Gunship. While behind the stick of a gunship Soo-jin is more than capable of preforming complex combat maneuvers and providing very effective close air support. Soo-jin is also proficient in repairing this type of vehicle (if given the proper tools and time).

Domestic: As a grown adult Soo-jin is more than capable of household chores and taking care of basic needs.

Rouge: Growing up on the streets Soo-jin didn't always have the money to buy food. She adept at making items disappear from pockets, food stalls, and the occasional lock box.

Inventory & Finance

Soo-Jin kim has the following:

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 NSMC Field Cap, Type 33
- 1 pair Gloves, leather, brown
- 1 pair Boots, brown
- 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)
- * 2 IPG IPG Uniform
- 1 IPG Armband
- 4 white undershirts
- 4 black panty
- 2 pair black steel-toe SynAraS Combat Boots
- 4 pair black Socks, 2 pair cotton, 2 pair wool
- 2 sets of standard workout gear (Black synthetic fiber T-Shirt, black shorts)

Public Wear

 2 black double-breasted, knee-length trenchcoat, poplin with internal zip-up weapon pockets fit for pistols or XAR rifles

- 2 black Pinstripe Italian-style dress jacket, silk
- 2 white blouse, poplin
- 2 black neckties
- 2 2 black skirts
- 2 black leather belts
- 1 pair black leather wingtipped oxfords
- 1 IPG Badge with belt clip
- 1 shoulder holster
- 1 black fitted SynAraS ballistics vest with durandium trauma plates

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, black
- 4 pairs green ankle Socks
- 1 pair green low-top sneaker shoes
- 2 black sports bra
- 1 One-piece bathing suit, green, fleet number on right breast

Weapons and Weapon Accessories

- 1 M3 Assault Rifle
- Five 30-round M3 Magazines & 300 rounds of ammunition (11.5x43mm "Slugger")
- 1 Utility Combat Knife M01A
- 1 Marine Combat Axe Model 01c
- 1 Revolver, HHG 'High Hybrid Gun', with 3 extra HIP magazines
- ESG "Easy Sub-Machine Gun" with 3 extra FMJ Magazines

Armor & Equipment

- 1 Tactical SynAraS ballistics vest with Durandium trauma plates
- Engineer Arm
- Na-TK17 Engineer Toolkit
- Ulti-Tool Multiple Purpose Tool
- AwesomeCorp DataJockey
- Na-G2-01a Medtech/Terratech TEK

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Accessories

- 1 pair identification tags, metal, with name and hometown
- 1 Canteen, 1 quart
- 1 AwesomeCorp DataJockey
- P7 Pamphlet
- Black leather wallet, gold plated IPG badge and ID card
- Starting pay of: 6000 DA

OOC Information

This page was created by windrover on 12, 09 2020 at 02:51 using the Character Template Form.

In the case windrover becomes inactive:

- Can this character be used as an NPC by a GM or FM? No
- Can this character be adopted after I've been gone for a year? No

Nepleslian Personnel Database System	
Career Status	Active Duty
Branch	IPG
Rank	Second Lieutenant

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