

Varick Stein

Varick Stein is a [player character](#) played by [Gunhand4171](#).

Varick Stein



Species & Gender:	Nepleslian Male
Date of Birth:	YE 10
Organization:	NSMC
Occupation:	Marine Sniper
Rank:	Second Lieutenant
Current Placement:	NSS Inquiry

Physical Description

Varick is very well built, much like a heavyweight boxer. He is 6' 5" tall and weighs 274 pounds. His hair is cut short in a military crew cut and is silver in color. His eyes as the color of Cyan.



Personality

Varick is a very loyal soldier. He is a quiet man, letting his actions speak louder than his words. He is very

protective of his squad mates and will defend them to the end.

History

Varick Stein was born in YE 13.

Varick Stein was born on the planet Fortuna in YE 13. His parents were both military and taught Varick from an early age to shoot firearms. The child took a liking to it and began to excel. He would practice his sharp shooting in his spare time and would participate in competitions all across Fortuna.

When he became of age, he decided to follow in his parents footsteps and joined the NSMC. He was taken to Funky City boot camp, where he completed basic training. His instructors noticed his skill at marksmanship and sent him on for further speciality as a sniper.

He saw action during the Kennewes Offensive and the Rok'Veru offensive, where he further honed his skills at sharpshooting. Most recently, he was requested to serve as the second in command for a new expedition aboard the NSS Inquiry.

Social Connections

Varick Stein is connected to:

[Cadence Newborn](#)

Skills Learned

Communication

Marines must be 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. Varick are fluent in Nepleslian. They must be able to speak and write both correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. Corporal Stein is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

Fighting and Physical

Or Fightin' and Diein', Varick such as this one are trained to stay fit, to shoot weapons, and to punch someone's lights out if need be. This includes how to set up a workout regimen by devoting at least an hour a day to physical fitness, how to set up and clean workout equipment, and how to properly cycle through workout types to get a full body workout. Marines who only ever work out their arms are punished! Marines are trained to fire accurately, and in the same direction as other marines, on the HHG

'High Hybrid Gun', the Styrling Silver Special .45 Caliber, and the M2 Rifle. Marines are taught how to strip down, clean, and put these weapons back together. Finally, marines are taught the basics of hand to hand combat in the form of Nepleslian Marine Self Defense Training.

This is then followed by a course in Power Armor operation and handling. Marines are taught how to use the basic trio of Nepleslian power armor, the Hostile, Aggressor Heavy Assault Armor 1B and Raider.

Survival

Nepleslian Marines are expected to know how to survive and live off the land without resupply. Their fourth month of training is spent teaching them the skills to recognize edible plants and animals, to catch and prepare said animals, and how to navigate without electronics or a map. Varick is also taught how to make a fire without any of the usual means as well as to survive in cold weather without a fire.

Strategy

Also known as how to understand and follow orders. During the second and third months of training, Varick learned about combat tactics and the differences between power armor and light infantry operations. He also learned about combined arms operations, utilizing Navy and Marine airborne assets to support their own operations. They also learn how to plan and execute various non-standard operations such as commando raids, reconnaissance, urban, jungle, desert & arctic warfare as well as starship boarding operations.

In basic training a Marine is taught how to wear their uniform, How to sleep in and maintain a hammock bed, to not speak unless spoken to when dealing with a superior officer, and to follow orders with a snappy "Yes Sir!" Despite the Marines trying to produce more professional soldiers, the end product tends to be a little rough around the edges.

Sniper Training

The Sniper Training Program was largely developed by the 4th fleet with the assistance of Phaedra "Wolf" Volkov. It is a twelve week course that focuses on every aspect of being a Marine sniper. Soldiers are taught how to use and clean the Na-W3301 'Scout' Cannon and the Designated Sharpshooter Rifle, Model 1. They are trained extensively in how to operate these weapons with and without power armors, teaching them things like how to lay prone with your feet turned flat, how to adjust for atmospheric conditions, and to bolt the Na-W3301 'Scout' Cannon down to the ground if it is going to be used without a power armor. They must also learn how to infiltrate behind enemy lines, how to escape and evade hostile forces without support, and how to make the most efficient use of their skills. Since it is a job that requires a great degree of confidence and discipline, Marines who pass this course are considered to be a cut above most others.

More important than the shoot things aspect of the training, is the seeing things aspect of the training. It is important for a sniper to keep watch for a squad, to pass along important information to where it needs to go, and to call for support when it is needed. All snipers are trained on the ITD 32 target designator

and how to use it and a datapad to send requests for orbital laser strikes, fighter attacks, mortar, or even beyond line of sight power armor attacks using mini missiles.

At the end of the course, Marines are awarded the coveted "Sniper" designation as well as a badge, proving that they are amongst Nepleslia's elite

Inventory & Finance

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)

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

Weapons and Weapon Accessories

- 1 [M3 Assault Rifle](#)
- 1 [Styrling Longbolt Sharpshooter rifle](#)

- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- 1 Revolver, [HHG 'High Hybrid Gun'](#), with 2 extra HJP magazines

Accessories

- 1 pair identification tags, metal, with name and hometown
- 1 [Canteen](#), 1 quart
- 1 [datajockey](#)
- 1 Wallet with the Marine Corps Insignia plated on it.
- Starting pay of: 6000 DA

OOC Information

In the case [Gunhand4171](#) becomes inactive:

- Can this character be used as an NPC by a GM or FM? NO
- Can this character be [adopted](#) after I am gone for a year? NO, NEVER

Character Data	
Character Name	Varick Stein
Character Owner	Gunhand4171
Character Status	Active Player Character

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