



# Victor Balthior

Victor Balthior	
	
Species:	Nepleslian
Gender:	Male
Age:	19
Height:	5'11
Weight:	175
Organization:	 Nepleslian Space Marine Corps
Occupation:	Space Marine
Rank:	P3C
Current Placement:	NSN 4th Fleet

Theme Song: [Through the Black Hole, into the Multiverse](#) Battle Theme Music: [Fur Elise Metal Version](#)

## Physical Characteristics

- Height: 5'11
- Mass: 175
- Measurements:

**Build and Skin Color:** Muscular Nepleslian build, arms and legs are very well toned but the muscle mass isn't incredibly large showing dedication to physical exercise. Victor has a slightly tan skin tone.

**Eyes and Facial Features:** A perpetual stubble seems to exist on his face, he has light green eyes one of which is cybernetic.

**Ears:** Rounded, wide, human.

**Hair Color and Style:** His dark black hair is styled onto the back of the neck with long bangs at the front. This hair itself is styled messy with the hair long down at the eyes.

**Distinguishing Features:** Has a long serrated scar going dead center through his cybernetic eye.

**Cybernetics:** Regular prosthetic(Claymere Cybernetics Unlimited) - Victor's right eye was replaced with a cybernetic equivalent. It is a slightly darker shade of light green than the left eye. It is sturdier than the original and will prevent the chance of diseases so long as it is properly maintained. Calibrations are necessary every few months to ensure accuracy. The basic model gives Victor perfect 20/20 vision for as long as the system continues to function.

## Psychological Characteristics

**Personality:** Victor is normally outwardly reserved but is inwardly quite enthusiastic when the chance of violence pops up. He can be a bit of a smart ass often making snarky jokes during life or death situations. Victor has equal parts hate for the rich and criminal elements due to their similar lack of empathy for anyone in between. He enjoys listening to music when he finds some downtime to relax despite having the occasional habit of limiting his conversation skills to grunts and growls.

Cares deeply for his older sister. He tends to favor casual clothing as it is more freeing as far as movement is concerned. Victor also favors his sister's cooking above all else and never misses an opportunity to get a meal out of her. Using the skills he picked up as a child Victor's become somewhat talented in poker playing. Victor can also be surprisingly charming when he chooses to be, but the thought of a serious relationship has never crossed his mind due to trust issues and a fear of intimacy preventing him from sharing his feelings with women. He's also noted to be quite impulsive.

Despite Victor's penchant for(and extreme inclination for) violence, he rarely if ever throws the first punch stating that he only uses it as an appropriate response. However, when the violence does start Victor does begin to lose himself focused solely on letting out all of his aggression. After enlisting in the NSMC, Victor started to look for outlets for his aggression so as to avoid getting in trouble for engaging a fellow marine. Thus far he's found both sex, smoking, and meditation work well for him. He will also frequent shooting ranges to help clear his thoughts. When Victor can't find an outlet to vent out his frustrations he begins to bottle it all in. While he's not likely to outright snap on a team member, his patience does lessen greatly making it likely that he would yell at a teammate for an otherwise minor inconvenience that would normally warrant a grunt from him. He's noted that after a couple of weeks he

does begin to have withdrawal symptoms. Though he would never admit it. Deep down, a part of Victor just want to settle down with friends and family and be happy. However, he recognizes he has too many hangups at the moment to even come close to seeking out that. And at the end of the day's he just a guy trying to make his way through life enjoying it as best as he can.

- **Likes:** Violence, Alcohol, Smoking, Sex, Spicy Foods, Gambling, Poker,
- **Dislikes:** Failing, Aristocrats, Being tricked or falling for lies
- **Goals:** While he doesn't have the largest sense of direction in his life, Victor does want to rise through the ranks of the NSMC for financial stability.

## History

### Family (or Creators)

Selene Balthior is Victor's older sister and only living family member. Put bluntly she is the person he cares the most for in the world. Selene has a bit of a foul mouth and is actually noted as being better than her brother in a scrap. However, her career path is that of a cook instead of joining up with the military.

### Pre-RP

Victor grew up in Funky City practically raised by his sister, their parents both having died in service to the Yamatai Star Empire during the beginning of the Fourth Elysian War. Though their deaths occurred in two separate operations, they were close enough apart that his parents shared the same day for their funeral. Their deaths hit Selene and Victor hard as they now had to fend for themselves. In his youth Victor fell in with the wrong crowd mostly as it was the easiest way to survive. He would often spend time with a mixture of grifters and thieves and quickly began to pick up on their modus operandi. It was all but certain that he would ultimately end up as just another statistic inside of Funky City.

That was until the day his sister was shot by one of the marks of his friend's activities. When his friends refused to help get Selene medical attention, Victor decided that it was time to make a change. He needed to change his life for the better, but not before making sure to break a nice combination of all their ribs.

Because of his sister not being fully capable of working in her restaurant while recovering from her injuries, Victor tried his best to maintain the restaurant and keep it afloat. Unfortunately, old habits were hard to break and he still found himself getting into trouble fighting with unruly customers usually on account of his atrocious cooking skills. It was during one of these incidents that Victor was cut and stabbed in the eye by an off duty marine that Victor happened to anger.

Luckily, Claymere Cybernetics Unlimited in Roger Wilco City was able to provide Victor an affordable cybernetic replacement eye although it did manage to leave a very visible scar from the original laceration. Affordable in this case meaning putting Selene in even more dire straights financially. But replacement eye or not, Selene was not pleased with their family's frequent trips for medical treatment.

She sympathized with the fact that her brother was trying to reign his habits in and gain some control of his life, but at the rate he was going he was far more likely to die before.

Feeling guilty for only bringing his sister increased worry and troubles, he decided he couldn't fix his personal issues on his own. Seeking to gain personal discipline and some sort of semblance of order in his life Victor joined the NSMC following in his parent's footsteps and hoping to put his talents to good use as well as repaying his sister for all the trouble he had put her through. Personally, Selene protested the decision as it seemed like an excuse to have "bigger fights with bigger toys," but out of concern for the direction his life was headed in she conceded to his enlistment with nary a word. Hoping that Victor would find whatever it was he needed to find.

## **4th Fleet**

Shortly after Victor's first assignment position to the 4th Fleet his team leader, Phaedra Volkov, ordered whole team for a training simulation mission. The simulation was set by Sergeant Volkov and despite being a success ended with a disturbingly high casualty rate. The difficulty scaling the most when team was sent to directly engage against two Render-mecha. Victor ended up dying in the simulation, specifically exploding in a brilliantly flashy display as mortars rained down on him. Overall it was a good evening as far as the private was concerned.

Shortly after the training Victor found himself recommissioned on to a security detail as part of another unit, one that ultimately saw most of its action behind a desk rather than behind a riffle. Eventually he grew fed up with the tedium of desk work so the moment a real duty position opened back up the infantryman volunteered finding himself newly attached to the 4th Fleet yet again.

## **Skill Areas**

### **Fighting and Combat**

Victor 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. Victor is in excellent physical shape and has considerable endurance to match. He is also able to pilot land-based power armors, but must rely on the suit's A.I. to do anything advanced.

Even before his military training, Victor had already learned some semblance of self-defense growing up in Funky City he had a natural talent for violence and would often get into brawls. Victor has an unnatural affinity for all things violent but he is far from cruel more often than not he is the one who finishes the fight not the one to start it.

### **Tactics and Discipline**

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

He has a penchant for strategies that rely on manipulation and misdirection of his opponent.

## **Communication**

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

## **Survival**

Thanks to his training Victor knows how to survive in hostile environments. He can build shelters, hunt and forage for food, build a fire, etc. The character can camouflage himself and is familiar with guerrilla warfare tactics, in fact he prefers them.

## **Physical**

Victor is a highly practiced acrobat able to scale urban architecture with little to no trouble. Technically speaking he can also perform flashy gymnastics like movements but prefers to use his talents for parkour in environments that require it.

He also keeps himself physically fit and has both the agility and physical strength to prove it.

## **Entertainment**

Little known fact, Victor can both play the guitar quite well and has a pleasant singing voice. Not that he lets many people hear it.

## **Rogue**

Victor is excellent at reading others, having spent enough time with the wrong crowd growing up he picked up a couple tricks in understanding basic psychology and deception. Once used for the purpose of conning and manipulating others it's now used as a military asset on the battlefield.

# Inventory

Victor Balthior has the following items:

## 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, 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 [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 [AwesomeCorp DataJockey](#)
- 1 Wallet with the Marine Corps Insignia plated on it.

Finances

Victor Balthior is currently a P3C in the Star Military of the Democratic Imperium of Nepleslia.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
Character Data			
Character Name	Victor Balthior		
Character Owner	<a href="#">unknown</a>		
Character Status	Inactive Player Character		

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