

# Jennifer Zeromus

Jennifer Zeromus is a [player character](#) played by [Glein](#).

Jennifer Zeromus			
Species:	Human	Gender:	Female
Date of Birth:	30日 6月 YE 11	Height:	6'6
Organization:	Origin Industries	Weight:	230 lbs
Occupation:	Mecha Pilot/Commanding Officer, Mecha Maintenance	Bust:	37D
Rank:	Lieutenant	Waist:	24
Current Placement:	OIF Karakoram	Hips:	35

## Physical Description

- Height: 6'6
- Weight: 230lbs
- Hair Color: Black with dyed blue tips
- Eye Color: Brown
- Skin Color: Pale
- Tone: Visible muscle, but mostly toned
- Hair Style: Hair is shoulder length, with a side shave on the right.
- Distinctive Features: Regularly smoking, and thusly has something of that effect hanging out of her

mouth. A long scar is visible in the section of hair shaved short.

- Expression: Typical expression is bored professionalism.
- Normal Attire: When not needing to be in her OI uniform, typically found wearing either [Coveralls](#), or dark color cargo pants. No matter which of these she wears, she always wears a white sleeveless shirt, and a sports bra with them. When in cargo pants she might have a jacket depending on the job at hand. With these she tends to wear a heavy duty belt with a leg strap to hold her tool belt in place while working. When not working, she tends towards more showy attire, often hotpants, a sports bra, and a cropped jacket. No matter what she's wearing, she has a pair of heavy duty safety-toed [combat boots](#) on.

## Personality

- Typically the calm of a storm, the rock in a raging river. The person who is calm and seems to be in control when everything else is going wrong. Tends to have that sort of redneck vibe to her from her speech to her actions being more about getting results than being meticulous.
- Is hard to cause to freak out, making some question just how much emotion she really has. Often acts as a mediator when conflict sparks up.
- Still has those moments of her old party girl self showing through. Those redneck vibes also tend to make her a bit direct.

## History

- Place of Birth: [Vice](#)
- Childhood: Nothing significant beyond a strong interest in machines and how they work. Father leaves and is never heard from again.
- Teenage: Begun to develop a taste and desire to both work on machines as well as becoming a bit of a party girl, regularly leaving work unfinished or not done completely to go enjoy partying and hanging out with people.
- Early Adulthood: One of her projects, done incorrectly, resulted in her older sister dying in an accident caused by the half-done work. Swore she'd never let it happen again. Began to drop out of the party scene to focus on her work, working harder to not leave tasks half-done.
- Adulthood: Joined Origin Industries to become a mecha tech and work on keeping things running as they should be. Would later earn her Mecha Pilot's license to further enable her to perform her job. Becomes officer.
- Now: Officer in Charge of the newly launched Karakoram's Mecha wing's technicians.

## Skills Learned

- General Education: Basic history classes, math classes, reading/writing, basic sciences
- Mecha Maintenance: Able to repair any damage on mecha when supplied with the right parts, and is capable of forging most basic parts if none are available. Is certified in the more advanced parts, but not to build in the field.
- Mecha Operations: Piloting, use, and general operations of operations-support mecha for repairs,

recovery and systems support.

- Mecha Combat Operations: Piloting, use, and operations of mecha in a combat situation, ranging from close quarters to long-range operations.
- Ship Maintenance: Keeping systems functioning as intended and required for continued operations and use of the ship.
- Personal Vehicle Maintenance: Able to work on and fix most civilian-style personal vehicles, below commercial-class models. This includes performing after-market modifications.
- Pistol/Shotgun/SMG Weapons Training: Skilled and certified in the use and operations of most sidearms, including the use of shotguns and sub-machine guns for personal protection.
- Street Fighting: Experience growing up in how to fight with no focus on a specific style beyond what works in a fight between people with no formal training. Not skilled enough to combat someone with formal training in some martial arts field, but is able to fight most untrained to defeat.

## Social Connections

Jennifer Zeromus is connected to:

- Immediate Family: Elizabeth Zeromus [Mother] - Alive, Fredric Zeromus [Father] - Missing
- Siblings: Catherine Zeromus [Sister, Older] - Dead, Alex Zeromus [Brother, Younger] - Alive
- Friends:

## Inventory & Finance

Jennifer Zeromus has the following:

[Origin Standard Issue](#)

Jennifer Zeromus currently has 3000 KS.

## Mecha Information

Pilot of the [Scrapyard](#) Mecha

## OOC Information

This page was created by glein on 09, 04 2018 at 20:37 using the [Character Template Form](#).

In the case glein becomes inactive:

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

Character Data	
Character Name	Jennifer Zeromus
Character Owner	<a href="#">Glein</a>
Character Status	NPC Available for GM or FM use
Plots	<a href="#">OIF Karakoram</a>
Approval Thread URL	<a href="#">stararmy.com/...</a>

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