

# IPG Operators

The [Intelligence and Pacification Group](#) was founded by Ryan Veles in late YE 29 and with the start of YE 30, the first class of the Pacification Branch's first Operator training course has begun on Rok'Veru. The Operators are meant to be the IPG's hitmen and assassins using the best information and equipment available to quickly, silently, and efficiently complete their missions. The road and the training one must endure to become one of the best is never easy and the success rate is estimated to be considerably low.

## IPG Operators in Roleplay

The Operator training plot officially kicked off on Sept. 24, 2007 with a small group of Initiates under the supervision of the GM character [Mitchell Flins](#) played by [SUBLIMEinal](#). The game play occurred mostly over SP with the occasional JP run by GM [SUBLIMEinal](#).

The plot archive can be found [Here](#).

Former IPG Operator players are encouraged to talk to a Nepleslian GM about integrating their Operator character into the active plots once they have reviewed what the new IPG branches are.

## History

The first class of Initiates gathered on Rok'Veru in the Operator Gathering Hall for a very brief speech by [Intelligence and Pacification Group](#) founder, Ryan Veles and meet their instructor, [Mitchell Flins](#).

After the meeting, the Operators went to lunch in the luxurious Operator dining hall, where they met several other members of the IPG, including Sarai Eros and Caleb Locke. Following lunch, they were briefed on their first, and unexpected, training mission, to a suburb of a Rok'Veru city.

After a botched, but successful, deployment to kill a traitorous ex-Sergeant from the SAoN, the Operators returned to the IPG headquarters to receive medical attention for various wounds, and to be debriefed.

Shortly after their debriefing, the Initiates were assigned a new mission, to infiltrate the plague-ridden world of [Khorsovarolor](#).

The Initiates completed their mission and were cycled back to complete their training and final test to earn the title of "Operator". They were reassigned to various units during Nepleslia's involvement in the NMX war and any that survived were reassigned into the different branches of the new post YE 34 [Intelligence and Pacification Group](#) after the organization restructured to better suit the needs of a post war Nepleslia.

# Original Operator Class Roster

## Squad Leadership

Captain [Mitchell Flins](#) Instructor Played by [SUBLIMEinal](#)

Liuetenant [Hatu Museso Chiaki](#) Technical Advisor Played by [Bilgecrank](#)

Initiate [Alaster Langford](#) Squad Leader Played by [Soresu](#)

Initiate Lenz Neis Assistant Squad Leader Played by Kim

## Squad Members

Initiate [Athrylis Adair](#) Trainee Played by [Kyoki](#)

Intitiate [A-2 "Anima"](#) Trainee Played by Lex.

Initiate [Mikhael Chandler](#) Trainee Played by [TeslaTornado](#)

Initiate [Nelew "Nel" Enev'rana](#) Trainee Played by [MissingNo](#)

## Operator Training Facility Encounter NPCs

Chief Caleb Locke Actual Duties: Intelligence Officer Notes: Meticulously keeps a neat appearance but has stubble on his face; good conversationalist, even better listener.

Chief Sarai Eros Actual Duties: Intelligence Officer, Research assistant Notes: Dual HHGs in drop holsters on her thighs; all of her limbs have been replaced with cybernetics (including shoulder blades and hips)-entire pelvis might be replaced.

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