

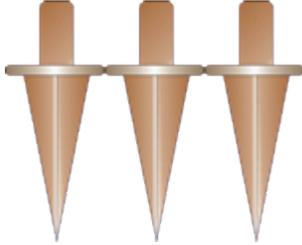
# Murr Whisk

**Murr Whisk** is a [Tula](#) in the [Poku Degonjo Saeruo Wotanu Abokatinka Poku](#). She is a [Daho'a \(Warrior\)](#) on the [HS-SG4-1a Yome Nuiqai \(Wings of Hawk\) Class Ship - WAP Yome Ismâopate \(Searching Hawk\) Plot](#). She holds the rank of [Sâvyjo'sa](#). Murr is a [player character](#) played by [Samanthia](#).

## Murr Whisk



<b>Species:</b>	<a href="#">Tula</a>
<b>Gender:</b>	Female
born	737 CY
<b>Age:</b>	18
<b><a href="#">Ruoka (House):</a></b>	<a href="#">Paqya'jo Poku Vit (Plant Clan)</a>

Murr Whisk	
<b>Jael (Sect):</b>	Veltin Usapo Jael (Swift Knife Sect) Degonjo Ta'a (Hidden Speaker)
<b>Organization:</b>	
<b>Occupation:</b>	Daho'a (Warrior)
<b>Rank:</b>	 Sâvyjo'ka
<b>Current Placement:</b>	 WAP Yome Ismâopate
<b>Galy'ka:</b>	Galy'ka

## Physical Characteristics

- Height: 5'2 ft / 1.5 meters
- Mass: 136.14 lbs / 61.88 kg
- Measurements:

**Build and Skin Color:** She is a bit on the thin side for her height with a dark brown tone to her skin.

**Eyes and Facial Features:** her pupils are a sharp azure blue with a soft sprinkling of golden yellow.

**Ears:** typical for her species with one pierced near the base of the right earlobe which is worn her family, house and sect earring in subdued non-reflective colors.

**Hair Color and Style:** her hair and fur pattern is of a tiger striped calico nature fading to a lighter shades in front tapering to a V at the hips and wide at the shoulders to continue up underneath her muzzle.

**Distinguishing Features:** Her fur is worn very short and well taken care of. Her calico fur marking along with her tail which almost touches the ground behind her and has several patches of bare dark brown skin where her fur will not grow due from serious burns from from her improvising explosives and pyrotechnics. Scars and cuts from claws in fighting to prove herself amongst her peers.

**DF.2:** Murr had installed *Iginâ Yoqa (Neural Link)*, when she joined the Military for communication purposes and better control of the various Power Armors and vehicles she is qualified to operate.

## Psychological Characteristics

**Personality:** Murr is very observant and quiet. She can be very aggressive when need to be, yet carries herself with a feminine confident grace. Always researching for ways to do her job better. Being Tula, she could commune with plants through her racial heritage.

**Likes:** things that go boooooom!! Learning new things which betters herself and others. learning what ever she could her paws on. **Dislikes:** Discrimination, **Goals:** To show that not all birth defects are a liability to the species.

## Medical Profile

Injury	Remarks
Mute	Birth Defect but otherwise in great shape
Preventive measures	Childhood vaccinations
Iginâ Yoqa (Neural Link)	operation to install Igina Yoqa
Abdomen wound (CBT)	Field Repairs and Ship board operation

## History

[Degonjo Saeruo \(Hidden Sun System\)](#) :: Ikâtue (Rock) The Pens This dome is a farming facility, it is overseen by the Veltin Usapo Jael (Swift Knife Sect). The work is done primarily by the Tula, the other species from the home world. Most Qaktoro members considering the working of plants beneath them.

## Family (or Creators)

Tula		Auto Member of Poku Vit (Plant Clan)	
Father	Mua'rice Whisk	Son of the Ruoka (house) of Paqya'jo, Veltin Usapo Jael (Swift Knife Sect)	Veteran / Farmer
Mother	Rra'cine Whisk	Daughter of the Ruoka (house) Leyto, <a href="#">Degonjo Ta'a (Hidden Speaker)</a>	Ex-Seeker / Mother
Brother	Rawl'lowa	Son of Mua'rice and Rra'cine	Defender
Sister	Aki'iky	1st Daughter of Mua'rice and Rra'cine	Farmer
Sister	Fisa'nina	2nd Daughter	Teacher
	Murr	3rd Daughter (youngest of 4)	Defender

## Pre-RP

On Ikâtue (Rock) Where the Whisk Family lived in one of the Domes call the Pen. They are farmers and techs that had served faithfully with distinction (honorable) amongst their peers and crewmates. They was part the off-shoot of the main Ruoka (house) of Paqya'jo and the Jael (Sect); Veltin Usapo Jael (Swift Knife Sect).

Murr was an unusual baqli as she was born unusually quiet. Her Parents took her to see the many healers within the clan about this strange occurrence that caused her to be this quiet. Even in birthing awakening, she just wiggled and squirmed actively without uttering a sound.

Her family had kept a watchful eye on her as she approached her Fofijo (Cleanse) time. Hoping she wasn't handicapped. Her siblings conspired to help her survive in spite of her quietness. They hoped she would find her voice in time for the [Bâna'te \(Naming\)](#) as their other much older off-springs had proven quite healthy. Her parents had seriously convinced the Examining Healer to pronounce her fit and document it as a congenital defect for an ancestral curse that plagued both their lineages. It never said anything about being mute. It was a sign from the Siana Rya that she was unique. and she would be very useful in the fields as farm hand under their supervision, but her interests lay in a different direction than her parents had hoped.

Murr was aggressive knowing she had eyes of the family, Sect and House watching her for any signs of weakness. She showed that she was intelligent and fearless in her fascination of improvising explosives and pyrotechnics and bending it to the benefit of her community.

The Ruohui Giba'te (Academy) on Ikatue is a lot smaller in student wise, but the same level of standards and equipment gives a lot of student personal time with the instructors. So they're just a bit smarter and able to take more classes within the 9 hour school day. Or if needed, the students can get remedial classes to strengthen the areas they are weak in. Murr excelled in her education with less distraction from others as they were prone to leave her to her own devices.

While growing up with the help of her parents and Academy Instructors, she created the Silent Language of the Body along with gestures to form this silent, yet very informative language to communicate without outsiders from knowing what was passed between them. It was an adaptation from Military and the Degonjo Sect to be used by those that needed a secret form of communication between those that knew it

For Murr, her education still continued at home under her mother's tutelage of the nefarious arts of being a rogue. She had the natural code of silence already to keep her Mother's Sect from becoming public knowledge. Which Murr took to the challenge to prove her worth to the family clan she belonged to and show she could overcome her handicap.

Even as the outsiders of family wanted her to be a farmer, Murr Whisk while growing up was guided to be a [Ismâo'a \(Seeker\)](#) under the tutelage of her parents and close associates of the family, before she faced coming of age, leaving youth behind to become an adult.

Murr brought honors to her family during her Baqnor (move from youth), proving she was just as able as those could speak and seek her own way as a recognized adult by all... Family, Sect, Clan, House, All under the Siana Rya. She learned to adapt in order to communicate by being able to write fast to get information quickly out and to the right person in a timely manner. Even using the Silent Language of the Body, She was understood by the Un-Initiated to the new form of communication.

When it came time to leave home for her service to the species as a whole, Murr set forth out from the Clan Holdings to venture forth into the service with trepidation and courage to face the uncertain future. Bringing her unique skills to whom she serves under.

Murr served on a few ship with honorable duty, but most was nothing but routine patrols and minor

encounters with salvaging of ships to bring back to be processed, before heading back out amongst the stars. Every ship she served on, she taught the ship's commander and crew the Silent Language of the Body.

Approval/Submission	<a href="http://stararmy.com/roleplay-forum/index.php?threads/hsc-murr-whisk.15305/">http://stararmy.com/roleplay-forum/index.php?threads/hsc-murr-whisk.15305/</a>
Orders	<a href="http://stararmy.com/roleplay-forum/index.php?threads/galyka-murr-whisk.15309/#post-226453">http://stararmy.com/roleplay-forum/index.php?threads/galyka-murr-whisk.15309/#post-226453</a>
[Mission 1.1] Whom fortune favors - Recon	<a href="http://stararmy.com/roleplay-forum/index.php?threads/mission-1-1-whom-fortune-favors-recon.15181/">http://stararmy.com/roleplay-forum/index.php?threads/mission-1-1-whom-fortune-favors-recon.15181/</a>
[Mission 1.2] Whom fortune favors - Aftermath	<a href="http://stararmy.com/roleplay-forum/index.php?threads/mission-1-2-whom-fortune-favors-aftermath.16174/">http://stararmy.com/roleplay-forum/index.php?threads/mission-1-2-whom-fortune-favors-aftermath.16174/</a>
[Mission 2.0] Spirits in the dark	<a href="http://stararmy.com/roleplay-forum/index.php?threads/mission-2-0-spirits-in-the-dark.16352/">http://stararmy.com/roleplay-forum/index.php?threads/mission-2-0-spirits-in-the-dark.16352/</a>
Year-End Festival CY 755 Tâjya'pa	<a href="http://stararmy.com/roleplay-forum/index.php?threads/cy-755-t%C3%A2jyapa.16549/">http://stararmy.com/roleplay-forum/index.php?threads/cy-755-t%C3%A2jyapa.16549/</a>
[Mission 2.2] Return and recover.	<a href="http://stararmy.com/roleplay-forum/index.php?threads/mission-2-2-return-and-recover.16980/">http://stararmy.com/roleplay-forum/index.php?threads/mission-2-2-return-and-recover.16980/</a>
[Mission 2.3] Âmuar shore leave	<a href="http://stararmy.com/roleplay-forum/index.php?threads/mission-2-3-%C3%82muar-shore-leave.17212/">http://stararmy.com/roleplay-forum/index.php?threads/mission-2-3-%C3%82muar-shore-leave.17212/</a>
Mission 3.0 - Avenging the betrayed (Pilajo yleg'te )	<a href="http://stararmy.com/roleplay-forum/index.php?threads/mission-3-0-%E2%80%93-avenging-the-betrayed-pilajo-yleg%E2%80%99te.17353/#post-258094">http://stararmy.com/roleplay-forum/index.php?threads/mission-3-0-%E2%80%93-avenging-the-betrayed-pilajo-yleg%E2%80%99te.17353/#post-258094</a>

## Skills

### Clan Lore:

Murr Whisk since starting at the age of 5 was taught at the Ruohui Giba'te (Academies), the history of the clan, basic clan law, and traditions. They also received training in the history of their Ruoka (House) and Punla (Family). While at the Ruohui Giba'te (Academies) they were schooled in social interaction, customs and etiquette of their people. He or she is fluent in Takavonai. They may also speak Trade (language).

Murr Whisk while growing up was guided to be a [Ismâo'a \(Seeker\)](#) under the tutelage of her parents and close associates of the clan, before she faced coming of age, leaving youth behind to become an adult.

#### [Ismâo'a \(Seeker\)](#)

They are proficient in surveying and reconnaissance. They are also trained in sensor operation, locating objects and identifying them. They are also trained to review sensor data, images; this training allows them to identify places that should be further investigated.

### Combat

Murr received initial training in Veltin-daho'te (Knife Fighting) in their home, and while at the Ruohui Giba'te (Academies). Their proficiency was measured in the Baqnor (move from youth).

She continued her combat training to become [Daho'a \(Warrior\)](#), gaining more knowledge to face the Defilers of the Dead and any who thought to take an advantage of because she was weak due to her handicap of being mute.

#### [Daho'a \(Warrior\)](#)

Upon embarking on their career was trained in the use of clan small arms. They know how to load, clear, and safe the weapons as well as fire it accurately. Depending on their Sect they also received additional training in [Daho'te Jyaon \(Fighting Forms\)](#). Journeymen level Daho'a receive training in exo-suits

## Common Skills

Murr Whisk received compulsory training in mathematics, finances and the basic operation of clan equipment and basic use of [Kynjodau'tajo Aorq'ka \(Information Technology\)](#).

Communications	(proficiency in communication; writing and speaking, Includes cryptography)
	Language: Silent Language of the Body (sign language as we know it today); Plant Talk
Vehicles:	(Mecha, tanks, cars, trucks, hovercraft. [Power Armor goes under Fighting and Physical])

== Footnote: == :: text messages :: [ “ sign language” ] > “Suit generated voice” < Hopefully this will help in keeping Murr's forms of communication straight.

## Shipboard Life

All members of the clan spend time on ships, their world station is essentially a ship so these skills apply there.

- Able to use a [Makoa Kâbo'ka \(Work Console\)](#).
- Able to use a [Anomu Wunyte \(Security Door\)](#).
- Properly connect and disconnect a [Iginâ Wumyo Fiqorka \(Neuron Storage Module\)](#).
- Familiar with emergency procedures:
  - Decompression
  - Firefighting

## Additional Skills:

Rogue	(Pick-pocketing, pick locks, sleight of hand, “streetwise,” seduction)
Demolition	(explosives identification, manufacture, handling, disposal)
Fighting	(Martial arts, power armor, hand-to-hand combat, weapons)
Chemistry	(terraforming, creating new substances, etc.)
Engineering	(designing and building something)
Survival and Military	(Finding water, land navigation, shelter construction, hunting, signaling, camouflage)
Maintenance and Repair	(The skill needed by a technician and/or mechanic)

## Inventory

Murr Whisk has the following items: A long scroll with drawings of all the different plants they had seen

on the first planet they were on. (all done from images from the combat recorders) The final image on the scroll was her with out her Stako talking to the plant that lead them to the NMX. It was stylized and painted in water color, to give it a warm memory look to it.

a box of rosetar seeds (orange blossoms with magenta centers ) Qaedal Tasbanu (flute)

## Issue

Living aboard [Poku Saeruo Degonjo](#) vessels members of the clan have limited personal space. For this reason most clan members will typically carry the following when they first join a ship.

## Clothing

### Casual

These items will be either generic or may have the individuals [Punla \(Family\)](#) colors and crests

- 1 Lapur (belt)
- 1 pr Bapaumati (sandals)
- 1 pr Bapawotai (boots)
- 2 [Umatli \(Kilt\)](#)
- 2 Umatsai (robes)
- 2 Hodiwota (trousers)
- 3 Jendomu (tunic)
- 5 Niomse (underwear)

### Work

The following specific items a member of the clan will have for performing their [Kâbo'kai \(Occupations\)](#).

- Lapur (belt) utility to hold tools or weapons.
- Moqbapa (footwear) depends on the job, or task.
  - Bapaumati (sandals)
  - Bapawotai (boots) worn when foot protection is required.
- [Umatli \(Kilt\)](#) worn by all members
- Hapuwotai (gloves) are used in some professions to protect the hand.
- Jendomu (tunic) Normally worn to distinguish ranking members, from lower echelon. Rank is worn on the left side, and the house and family on the right.

### Formal

All clan members will have the following for wearing to special events.

- 1 Jendomu (tunic) in [Jaeli \(Sects\)](#) or [Ruoka \(House\)](#) colors, with the [Jaeli \(Sects\)](#) and [Punla \(Family\)](#) symbols on the left segment and the family [Afirmugaly \(Heraldry\)](#) on the right.
- 1 Umatsa (robe) worn when participating in the ceremony directly. Color would be either [Jaeli \(Sects\)](#), [Ruoka \(House\)](#), or [Family](#) Sect symbol, family heraldry, worn or part of.
- 1 Umatli (kilt) worn when present at an event as a spectator. Typically worn in [Ruoka \(House\)](#) colors without adornments
- 1 Lapur (belt) ornate and in some events are essential as well as symbolic.

### 756(D) Duty Uniform

- 2 White Hodiwota (trousers)
- 2 White Duinjen (shirt) short sleeve or sleeveless
- 2 Maroon long open Jendomu (tunic) with gold trim
- 1 Red Lapurnium (sash) wrapped around the waist
- 1 Wide Red Lapurnium Onet (Neck Sash) wrapped around the neck and draped down the back
- 1 (Optional) Black Shoulder Lapurnium (sash) for wearing [Afirmui Gely \(Honor Crests\)](#)
- 1 Black sandals or boots

### 756(F) Formal Uniform

- 1 White Umatli (Kilt)
- 1 White Duinjen (shirt) short sleeve or sleeveless
- 1 Maroon waist length open Jendomu (tunic) with gold trim
- 1 Red Lapurnium (sash) wrapped around the waist
- 1 Black leather Lapur (belt)
- 1 Wide Red Lapurnium Onet (Neck Sash) wrapped around the neck and draped down the back
- 1 Black Shoulder Lapurnium (sash) for wearing [Afirmui Gely \(Honor Crests\)](#)
- 1 pr Black boots

## Equipment

- [HS-PC-1a Wunyasa Voname \(Personal container\)](#)
- Personal [Kâbo Veltin \(Task Blade\)](#)
- [HS-PE4-1a Mako'sa Kyn \(Data Pad\)](#)
- [HS-PE2-1a Vonata'te Tio \(Personal Communicator\)](#)
- Personal grooming
  - Body Brush
  - Hand and face soap
  - Body soap
  - 2 Towels large
  - 2 Towels small
- Oral
  - Mouth cleaner

- Tooth paste
- Tooth brush

## EOD TOOL KIT

- 3 different size adjustable wrenches
- screwdriver set
- half full plasma torch( for welding)
- 4 rolls of Duct tape: Black, grey, white, red
- 1 roll electrician tape: Black
- pocket knife with 4 assorted blades
- [HS-PE4-1a Mako'sa Kyn \(Data Pad\)](#)
- [HS-PE3-1a Mako'sa Jodausa \(Computer Pad\)](#)

## Afirmui Gely

Afirmu (Crest)	Name	Reason	Awarded by
	Fau a-te	Fighting on Amaur	<a href="#">Qaedal Aeeas</a>
	Veltin Usapo	Completion of training	Jael-Ta'a
	Wotanu Abokatinka Poku	Completion of training	<a href="#">Legos Miaurm</a>

## Finances

Murr Whisk is a [Sâvyjo'sa](#) and receives 120 Gold [OW](#) monthly Kâbolelpa (salary).

Total savings	Addition	Subtractions	Reason
1,000 OW			Starting Funds
2,000 OW	1,000		Awarded share/Promotion
2,120 OW	120		11/755 Salary
2,240 OW	120		12/755 Salary
2,360 OW	120		01/756 Salary
2,060 OW		300	Call home

Character Data	
<b>Character Name</b>	Murr Whisk
<b>Character Owner</b>	<a href="#">Samanthia</a>
<b>Character Status</b>	Inactive Player Character

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Last update: **2024/04/28 17:38**

