

# Kotema Skulodde Goldon Kuraqazu

Kotema is a [player character](#) played by [Primitive Polygon](#).

Kotema



Species & Gender:	<a href="#">Silanbar</a> Female
Age:	26 Years
Organization:	(None currently.)
Occupation:	Mercenary/Space Pirate
Rank:	(None currently.)
Current Placement:	<a href="#">Sood Zadra (Plot)</a>

## Physical Description

Eight foot from angular head to mermaid tail, Kotema is a huge rotund scaly sea monster with a propensity for eating entire fridges and destroying furniture with their mere existence.

Their long mauve hair and soft grey-white skin could be considered cute in a gawky, 'ancient eastern legend style' dragon kind of way. But they also have huge fangs, fearsome webbed claws, and a bottom-heavy rotund torso that gives them equal parts 'dinosaur' vibes.

Towering over the average human even when hunched, their clothes are generally makeshift, tattered and tribalistic, though pilot suits and [Coveralls](#) are common due to their occupation. Reinforced mittens protect their oversized hands, but shoes that fit them are understandably harder to find.

They smell intensely of engine oil and fish.

## Personality

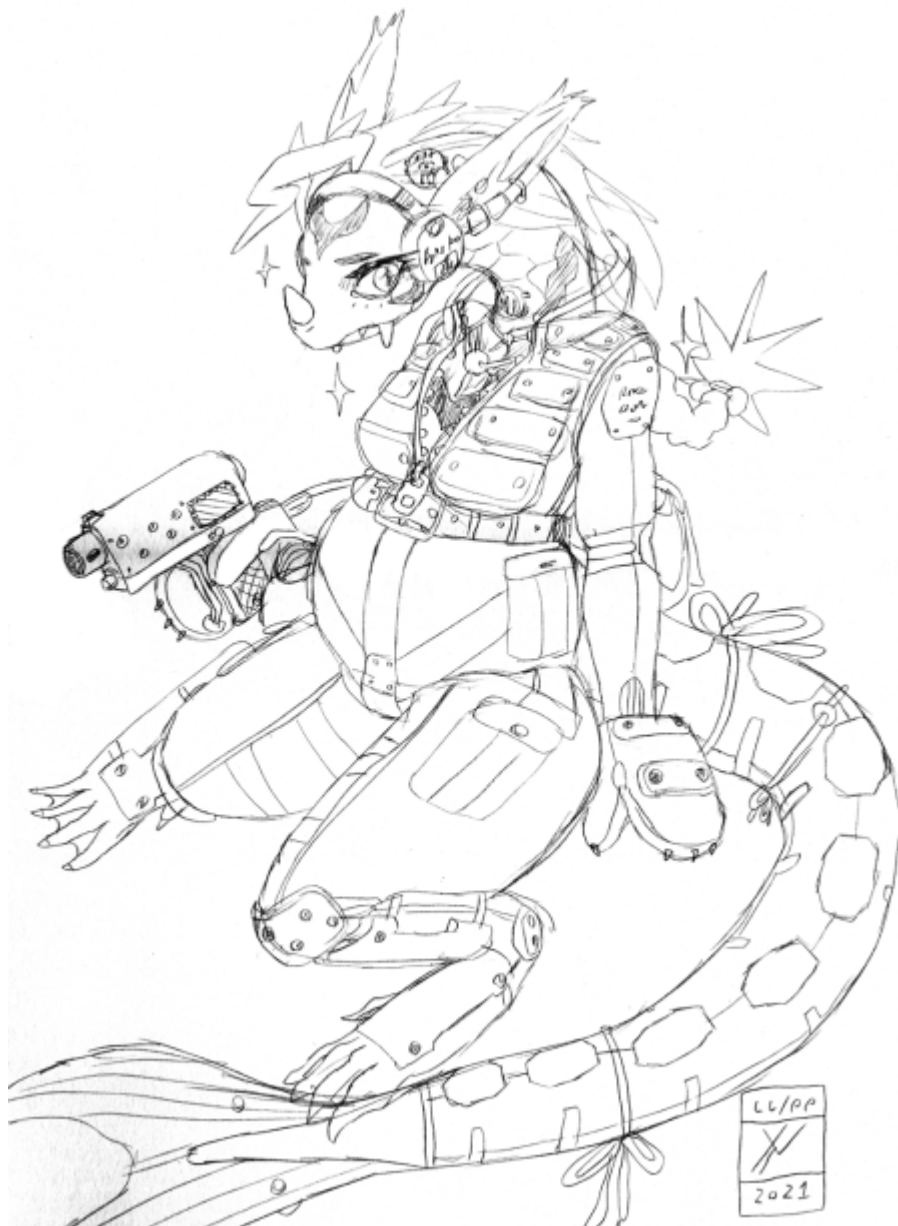
Mercurial, spicy and dunderheaded as they come, Kotema comes from a species where backstabbing is the norm and 'survival of the fittest' is everything. They can be cherishingly kind and sheepish, but also turn into an aggressive monster on a dime; The expectations and protocol of a society that pragmatically follows and idolizes whoever is the strongest at the time.

A constant worming paranoia in their chest results in them being emotional, short sighted and clingy. They don't like being taken advantage of... Except if it's by a Kuvexian, who they see as all-powerful and especially intelligent, a step above all other sentient beings.

TLDR; Kinda well meaning, but too gross, scary and neurotic for it to be obvious.

- Likes; Money. Guns. Kuvexians. Borgar. Dark. Humid.
- Dislikes; Loud noises. Humans. Dry. Bright.
- Goals; Find somebody really strong to serve.

## Gallery Of Various Garbage Dragon Moods







## History

The Silanbar were uplifted from a primitive state by the Kuvexians in very recent memory, using the typical method of simply turning up and establishing peace through superior firepower. The creatures of the swampy planet 'Skorlamech' always had a warlike and grotesquely independent culture, having discovered metal crafting through acid-etching, but not actual fire or forging. Changing their authority from one of their native clan-kings to a Kuvexian businessman was actually pretty natural, since anyone and everyone was looking for an edge with which to gain personal power.

Kotema was born of the *Skulodde* region, to a mother named *Goldon*. Typical of a Silanbar that comes of age, they lived a few years subsistence hunting alone in the wilderness, and was later forced into pitching their services to a more experienced mercenary called *Kuraqazu*.

He used them and a dozen others to curry some favour with a Kuxexian baroness, who intended to use them as exotic bodyguard animals. Kotema was too cowardly, clumsy and sheepish to really be any good, despite being willing. They were sent to an orbital shipyard instead, spending the next ten years engaging in arduous manual labour and minor technical support roles... Only for the end of the Kuvexian war, and the collapse of the economy, to turn their world upside down again.

Accompanying a myriad group of other former-auxiliary pirates, they travelled to the chaotic post-war Kikyo sector in search of loot and valuable salvage. It was a time that they became skilled in maintaining and operating the savage and ramshackle "claw craft", actually Kuvexian fighter components re-purposed to simply rip modules out of more advanced cargo freighters and run away with them wholesale.

They were good at it, but the constant turmoil of backstabbing and leadership changes began to take their toll on them mentally. They learned to pick their fights carefully, and use their sheer physical strength combined with feigned stupidity to bodily collapse any enslaving pirate aliens she couldn't avoid.



Kotema began to long for the days when a bright and golden future seemed to on the verge of being given to them by Kuvexian hands, and with the rise of the independent government on Sood Zadra, it seemed like they might have one last chance...

## Skills Learned

### Being a Dinosaur;

Quite clearly about double the mass of most humans, with teeth and claws that can crumple most organic things like paper mache. The only things that can really match their physique are genetically engineered. Having a strong jaw and a prehensile tail lends some advantages, but their land mobility isn't great, due to being more of a sea/swamp creature. Obviously it is also difficult for them to use human-standardized equipment, or even hold a regular pistol with their webbed hands. ~~If you watch them move around, you'll quickly realise their joint mobility is pretty bad and they can't move their arms or legs behind their back much, either.~~ Being from an arctic sea region means they can hold their breath for about an hour, and have great cold resistance.

### Fighting;

Having a strong body is one thing, but using it is another. Kotema has constantly been surrounded with a backstabbing culture for their entire life, and thus has learned a few things about fighting dirty.

### Salvage;

Breaking down and selling starship components is their actual occupation. They aren't entirely that knowledgeable about how to fix what they break, but they know something valuable when they see it. They could probably bodge something back into working order if it was Nepleslian or Kuvexian tech, with a particularly patient tutor talking them through it.

### Street Smarts;

Kotema is used to watching out for enemies, knowing when they are being followed or under threat from some social machinations. Most human society is still totally alien to them, but knowing when to start a fight and when to avoid one does at least come naturally. They hate liars and will actively intimidate anybody whom they suspect of doing as such.

### Survivalism;

Naturally. The lizard has basically no idea how proper society works, and must scrounge a living to

survive. The wild has more free creatures to pummel and eat, but they don't have burgers, though.

### Some Kind Of Horrid Cave Alchemy;

Silanbar came from a big soggy swamp planet. They barely invented fire a hundred years ago... But they are pretty good at strange and uncommon methods of creating *acids*, *batteries* and *bioluminescent materials*. This very much carries over to their dodgy methods of making two random ship components do what they ought not to do.

## Inventory & Finance

### Soronzu

-A giant evil cannibal Silanbar that may or may not be Kotema's manservant. They hate basically everyone and everything, and have an obscure past involving eating ship crews and maybe pitfighting? They don't like aliens, even Kuvexians, but will tolerate being led by Kotema because they are a bit stronger, smarter and not particularly nasty to work for. It's not clear if Kotema actually knows or cares that they are a wanted criminal.



Covered in scars, and lost both arms at some point- Only the left is replaced with a metal claw, which lacks a thumb. Only one eye. Picks up and moves most things with their mouth. Has an acid-projector in

their mouth for surprise attacks. They are really bad at talking in trade, even with an auto-translator.

-A coat made from many smaller coats.

-A transport flatbed truck she nabbed from a scrap yard, complete with crane.

-Kotema currently has 3000 KS.

## OOC Information

In the case primitive\_polygon becomes inactive:

- Can this character be used as an NPC by a GM or FM? Yuuki only.
- Can this character be [adopted](#) after I've been gone for a year? Nope.

Character Data	
Character Name	Kotema Skulodde Goldon Kuraqazu
Character Owner	<a href="#">Primitive Polygon</a>
Character Status	Active Player Character

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