

# Sheshren Ray'kel Vuras

Sheshren Ray'kel Vuras is a [player character](#) played by [Shammy](#).

Sheshren Ray'kel Vuras	
Species:	<a href="#">Random Alien</a>
Gender:	Male
Age:	19
Height:	5'2" or 157.5 cm
Weight:	144lbs or 65.3kg
Organization:	Rapid Reaction Force
Occupation:	Melee Specialist
Rank:	Storm Trooper 3rd Class
Current Placement:	
"Theme" Song:	<a href="#">Kiss of Death-Sonic Symphony</a>
Birthday	October 27th

## Physical Characteristics

- Height: 5'2" or 157.5 cm
- Mass: 144lbs or 65.3kg
- Measurements: N/A

**Build and Skin Color:** Vuras has dark blue skin with light blue stripes, in the middle of each upper arm and forearm. The stripes also appear on upper and lower legs, as well as his tail. He has a slightly muscled build, that is toned from training.

**Eyes and Facial Features:** Vuras has emerald green eyes, and has a white scar across his nose, that he received from challenging a more experienced sword master at a young age, before he gained any real skill with blades.

**Ears:** Holes in the side of his head

**Hair Color and Style:** Vuras has soft black hair, that is grown to roughly shoulder length.

**Distinguishing Features:** He has a crossed swords tattoo on his right upper arm. It is two gray swords on a black shield background, with a single broadsword coming down vertically in the middle, hilt upwards. which is a tattoo showing his admittance into the clan of blades. He has a haphazard array of scars up and down his arms, from sword duels.

## Psychological Characteristics

**Personality:** Vuras is somewhat of a loner, preferring the company of himself over the company of others, and seeks places of solace during times between combat. When he is out and about, he has a sense of humor, but is relatively quiet unless directly addressed. During combat, he carefully picks his way across the battlefield, keeping a maintaining a calm mentality as he fights. He doesn't anger easily, but when angry, is unpredictable in his approach to the antagonist.

- **Likes:** Blade Duels, Reading, Quiet Environments, Eating, Crafting new Blades
- **Dislikes:** Losing, Rifles, Wasting Materials, People touching his weapons
- **Goals:** Better himself as a Blade Master, and rise through the ranks of the Union Military. Become the Leader of the Clan of Blades, by defeating his father

## History

### Family (or Creators)

- - Sheshren Ray'Kel Drakash - Father - Alien Blade Master - One of the leaders of the Clan of Blades, He has mastered the clans art, and is the primary inspiration of Vuras's dedication to the blade. He taught Vuras basic techniques when he was a child, and pushed him to become greater with the blade, in hopes that his son would surpass him.
- - Sheshren Ray'Kel Asrai - Mother - Forge Master - A renowned blade crafter, she taught Vuras basic metallurgy at a young age, in hopes of it being able to assist him in later times. She has crafted many weapons, and was the maker of Vuras's first Sheshka.
- - Sheshren Ray'Kel Islai - Sister - Apprentice Forger - Islai is Vuras's older sister. She provided constant support and encouragement throughout his training, and supported his decision to join the RRF. Islai is a decent combatant, and has not yet mated.
- - Sheshren Ray'Kel Rakas - Uncle - Former Clan Guard - Rakas took over Vuras's training after Vuras challenged his father foolishly. He reshaped Vuras from a hot-headed, ignorant, and cocky student, into a much calmer, serious, and knowledgeable one. Rakas also suggested joining the military to leave clan grounds, as it was now obvious that Vuras intended to challenge for leadership.

### Pre-RP

Born into the Clan of Blades, and trained in the art of the blade from childhood, Vuras was a hot-headed student, until he received his scar across his face from an experienced blademaster. Vuras quickly resolved to become a better student, and lost his hothead approach to battle, and training. This is also resulted in his quiet nature, and dedicated approach to his blade mastery. He was given his first blade from his mother, and enlisted in the RRF at the earliest age possible.

## **Rina Twilight**

Vuras's first deployment was to the abandoned base on an alien moon. He was deployed with Fireteam 3, in which he accidentally wounded his own clanmate, while fighting one of the creatures within. After meeting up with Arta's team, he was put on point, then was knocked down by Arta, for a comment on skeletons. All said short, he fought, he was "reprimanded", and he was injured. Then he did some more fighting, roaring his "claim" to leadership of the Clan of Blades while under the effects of Battle Frenzy.

## **Skills**

### **Communications**

Vuras can speak the native alien tongue, and operate comm stations, and manage frequencies. He learned these skills from his Rapid Reaction Force Training.

### **Survival and Military**

Vuras is able to find water, build shelters, and record geographical data on new worlds. He is trained to fire pistols, and rifles, and received this training from the RRF standard training regimen.

### **Blade Combat Specialist**

With the goal to become a blademaster, Vuras has undergone specialized training with the blade. He knows multiple blade techniques, and has crafted a few moves of his own, but still has much to learn in the art of the blade.

Under Arta, Vuras has become more of a melee combatant worthy of the Blade Master title. He is more precise, prepared, fluid, and quick on his feet, enabling him to more effectively engage in melee combat.

Vuras is now a Blade Master in the Clan of Blades. In melee combat, he surpasses all but fellow Blade Masters.

### **Metallurgy**

With his dedication to the blade, Vuras has also aspired to learn the art metallurgy. He is able to melt metals down into different shapes, and knows the proper way of shaping, cooling, and hardening different alloys into any shape. He mainly uses this to craft new melee weapons, and fix his, or someone else's. He can also use his skill of Metallurgy to create metallic gifts, such as bracelets or necklaces, though he rarely does so.

With a bit of practice under him, Vuras forges faster, and neater than before. He is also able to craft more

intricate devices using his talents.

## Physical / Acrobatics

In order to improve his blade combat, Vuras has trained to run fast, jump high, and perform aerial, and ground maneuver's to quickly confuse his opponent, to dodge strikes, and strike in places his enemy wouldn't expect.

Only improved by his own training, and the physical augmentations he received, Vuras's is more able to perform acrobatics and ground work. He is also much tougher, and his strikes hit with more force.

## Technology Operation

Vuras is able to operate computers, and knows how to search for data, create data, and delete data. He also can operate machinery associated with the metallurgy process.

## Xeno-biology

Vuras has studied the anatomies of many different species, including other humanoids, so that he knows how to dispatch foes in a short time by targeting vital spots. He constantly reads as much as possible to learn about new species, so he stays knowledgeable about this subject.

## Inventory

- Sheshren Ray'kel Vuras has the following items:

### Combat Gear

- 1 XRASER Pistol
- 1 XRASER Rifle
- 1 Set of Ballistic Armor (Painted Metallic black)
- 1 Networked Relay System
- 2 Modified Gauntlets. Both Gauntlets have claws, and both are able to be fired around ten feet, connected by a nanowire.
- "Reaper" - Twin One-Handed Scythes that are able to be linked together to form a single double-scythe. The Heads can be straightened to allow a stabbing motion. When linked, the scythe is able to 'boomerang'. It is able to be thrown horizontally, or vertically, and return to the user, if thrown correctly. Meant to be used against multiple enemies.
- The Vuraken (Double Scythed - Chain Scythe made by Vuras)

- 4 Combat Knives. One sheathed on each limb.

## Personal Gear

- Standard Hygiene Pack
- Rations
- Engraving Kit
- Pack of Forging Tools

## Clothing

- 2 Up-Armored Variant of the Clan of Blades Cloak. White Primary, Black Secondary, Dark Maroon Accents. (Assassin's Creed Brotherhood Style. Additional Metal plating on limbs and chest)
- 1 Traditional Variant of the Clan of Blades Cloak. White Primary, Black Secondary, Dark Maroon Accents.
- 3 black loin-cloths
- 2 Sets of Forging "Armor" (Metal Gloves, wristguards, and shoulder guards)
- Shield, Sword, and Hammer Trinkets (All have a metal chain)
- 2 Rapid Reaction Force Duty Uniforms
- 1 Rapid Reaction Force Duty Boots
- Cross-Sheathe for weapons (Worn on back)

## Augmentations

Matchup - Vuras's muscles have been augmented, increasing strength and toughness.

Rentheas - Vuras's skeleton has been strengthened, resulting in increased strength and toughness.

Clarity - Vuras's brain has been "improved", making him smarter, have faster reflexes, and increased thought speed.

## Finances

Sheshren Ray'kel Vuras is currently a E-2 in the Rapid Reaction Force (RRF).

Total Savings	Addition	Subtraction	Reason
6000 GC			Starting Funds
4600 GC	400 GC	2000 GC	Pay for 8 weeks(Oct. 25 - Dec. 20), Matchup Upgrade
2100 GC		2500 GC	Rentheas Upgrade
4200 GC	1100 GC		Pay for Ten Weeks (Dec. 20 - Feb. 28, 2013)
300 GC	1100 GC	5000 GC	Pay for Ten Weeks (Feb 28 - May 9), Clarity Upgrade
1500 GC	1200 GC		Pay for Eleven Weeks (May 9 - July 25)

Total Savings	Addition	Subtraction	Reason
4400 GC	2900 GC		Pay for Twenty-Nine Weeks (July 25 - Feb. 13, 2014)

## OOC Discussion

This took forever - Love Shammy.

Under NO Circumstances is this character allowed to be 'adopted' or otherwise controlled without my permission, Sham.

Character Data	
Character Name	Sheshren Ray'kel Vuras
Character Owner	<a href="#">Shammy</a>
Character Status	Inactive Player Character

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