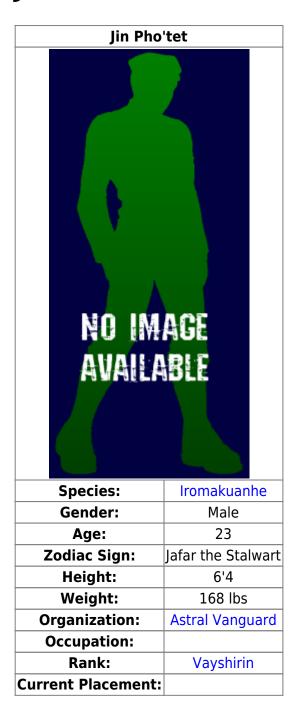
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Jin Pho'tet



Jin Pho'tet in Roleplay

Jin Pho'tet is a player character played by Jin.

Physical Characteristics

Height: 6'4 Mass: 168 lbs Measurements: **Build and Skin Color:** Jin Pho'tet is a physically strong and lean fighter with chalk white skin. His muscles are tight and corded with the supple strength of a confident soldier.

Eyes and Facial Features: Jin's bright blue eyes are reminiscent of an onlooker of a sunlit beach in some remote, exotic sea. Traces of green and cobalt make for a shocking effect, especially when he smiles. He has a neatly trimmed short goatee of dark, black hair gracing his angular chin.

Ears:

Hair Color and Style: Dark black hair with a likeness to obsidian is constantly pulled back into a tight pony-tail, which he routinely cuts off when deployed on long, dangerous missions.

Distinguishing Features: The classic two horns that literally make his race stick out in a crowd are wonderfully long and curved atop Jin's head. Each one gets progressively darker in color until just the very tips are as black as his hair. Jin's left fore-arm also bears an intricate tattoo of the full story of his patron Dreamer Vigil, Jafar the Stalwart, while his right entire arm is covered in black tattoos of stylized horizantal bands.

Psychological Characteristics

Personality: Jin's personality stems from deep in his past, from the very beginning of his life. He has a problem with letting a mother or father figure get close to him after the death of his parents left him in an orphanage at age five. Older now, he knows, intellectually, that it was not their fault but he still finds himself constantly pushing away from older role models and sticking to spending time with his peers. He has very little of his culture's puritanical beliefs in sexuality, and overtly flirts when drunk or attracted to a female. As far as on the field of battle, he is a single minded machine. He gets what needed done and doesn't ask questions. His fellow soldiers know he is dependable, but refuse to play any games of chance with him due to an odd run of luck.

Likes: The feeling of having a weapon in hand; incense making; hookah; starships. **Dislikes:** Being defenseless; weak-willed individuals; sleeping in hot environments. **Goals:** To become a Combat Officer in the Astral Vanguard, become a hero to his people.

History

Family (or Creators)

Unknown

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Pre-RP

At the tender age of five, Jin was the sole survivor of a terrible accident in his home. Both of his parents died in a mysterious cave-in of ice and metal inside of their own dwelling on Mazerini. The overflow of frozen tundra pushed the small Iromakuanhe out of their front door and down a communal passage where rescue personnel found him later. With no other alternative, he was sent to a community orphanage where he found it hard to fit in. The trauma he experienced made him a quiet, seperate youngling. Eventually he made a friend, a female Iroma by the name of Keeyash. Keeyash was two years older than Jin and was a big influence as far as how he perceived the world around him. She helped him channel his inner demons and find the Dreamers as well as break his social barriers. To Jin, Keeyash was the total opposite of himself and exactly what he wanted to be: carefree, spiritual, and extroverted. He pushed himself every day to break out of his shell and commune with the Dreamers. Over the years, his life began to seem brighter to him. He started to see what a wonderful world he was apart of, and what kind of people, like Keeyash and some of his new other friends, were a part of it.

Finally, at age sixteen, he made the decision to join the Astral Vanguard. It surprised all his friends, except Keeyash. He didn't need to explain to her that he wanted to give back to a world that had given him so much, even if his beginnings were as dark as they were. He wanted to fight for his friends, who had become like family for him. In Basic Training Jin excelled at everything he was put to, enjoying all of the challenges and even revelling in them. Thanks to Keeyash, he made many friends in the other recruits and became a Platoon Guide by his third week in. After he graduated, top of his class, he took a course in Vehicles to offset his Infantry training. Out of flight class, he was immediately drafted onto the VSV Astarte where he began his hopefully long military career...

Skill Areas

Fighting/Physical

Your character has a decent understanding of hand to hand, energy pistols and other weapons such as explosives. They are also in good physical form.

Technology Operation

Your character understands how to operate the conventional and organoid technologies of the Vanguard.

Communications

Your character can use digital communications, and speak the common language and military cant.

Fighting/Physical(II)

(Replaces standard Fighting/Physical skill area.)

The character has been extensively trained in both defensive and offensive hand-to-hand techniques as well as the use of several hand weapons, including knives, pistols, rifles, anti-tank weaponry and all types of explosives, including grenades. He should pass basic qualifications as a marksman with rifles at 150 meters and with pistols at 20 meters. He is in excellent physical form, with sufficiently high endurance to survive situations such as elevated G-forces and enough stamina for prolonged ground assaults.

Leadership

The character has learned the essentials of tactics and command, but has not achieved the required level of mastery to put himself in a command position. However, he is capable of giving and following tactical orders quickly and efficiently in combat scenarios and can follow the command structure of his unit or wing while under highly stressful conditions (combat, etc). He is capable of making use of the information given to him (tactical maps, target statistics, marked targets, etc) and finding relevant information to send to the rest of his unit. He is also well-versed in marine boarding tactics for ship-to-ship combat, as well as urban and guerrilla warfare for ground assaults.

Vehicles

The character has advanced comprehension and practical ability in the piloting of a Powered Frame unit, capable of flying under most conditions and operating all of the onboard weaponry safely and efficiently in combat scenarios. He can make complex battlefield maneuvers while under high stress (combat, etc) and adjust his movements to compensate for all logical combat variables (gravity, weapons fire, atmospheric conditions, etc). He understands the basic functionality of his machine and can make basic repairs to certain subsystems.

Medical

Your character knows first aid.

Clothing

Standard Uniform

- 2 Starship Duty Uniforms
 - Duty Jacket, Light Blue and Dark Blue w/ Gold Trim
 - Short Sleeved Mesh Turtleneck, Dark Blue
 - Uniform Slacks, Light Blue w/ Dark Blue Trim (Male)

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- Uniform Belt, Brown
- Reinforced Shoe/Boots, Black w/ Gold Trim
- White Gloves w/ Gold Trim

Optional Uniforms

- 1 Cold Weather Jacket, Arctic Blue Pattern
 - Heavy Mesh Turtleneck, Dark Blue
 - Cold Weather Pants, Dark Blue
 - Cold Weather Rebreather
 - Reinforced Cold Weather Boots, Black w/ Gold Trim
- 1 Weather Jacket, Dark Blue /w Gold Trim
- 1 Desert Uniform
 - Short Sleeved Shirt, Light Gold
 - Sleeveless Mesh T-Shirt, Dark Blue
 - Uniform Slacks, Light Blue /w Dark Blue Trim (Male)
 - Uniform Belt, Brown
 - Reinforced Shoe/Boots, Black w/ Gold Trim

Patches for Uniforms

- 1 Division Patch, "Graiv Haidan"
- 1 Ship Patch
- 1 Unit or Wing Patch (Infantry)

Workout Clothes

- 1 Standard Workout Outfit
 - Sleeveless Mesh T-Shirt, Dark Blue
 - Padded Slipper-Socks
 - Exercise Shorts, White w/ Dark Blue Trim (Long)
- 1 Standard Swimsuit (One of the Bellow)
 - Swimming Trunks, Dark Blue (Male Only)

Undergarments

• 4 Pairs Smart Woven Boxer Briefs, Black (Male Only)

Firearms and Combat Gear

Standard Gear

- 1 Solanii Laiz Pistol
 - 3 Leyflar Supercapacitor
 - ∘ 1 Holster, Brown
- 1 Solanii Laiz Faelraig
 - 1 Spec2 Leyflar Supercapacitor
- 1 Solanii Datarod

Other/Various

Misc

- Wallet, Dark Blue or Dark Gold
 - Identification Card, with Name, Corps and Home District
 - Homing Beacon Tab
 - Starting Funds
- Canteen (.6 litres), Brown

Personal Hygiene

Funds

• 13000 KD

Finances

Jin Pho'tet is currently a Vayshirin in the Astral Vanguard. She receives a weekly salary of -salary- per week.

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds
Character Data			
Character Name		n Pho'tet	
Character Owner		n	
Character Status		Adoptable Player Character	
Approval Thre	ad URL s	tararmy.com/.	

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