


Na'Subir "The Living Statue" Alasur

Na'Subir is a [Iromakuanhe](#) played by [Kokuten](#).

Na'Subir "The Living Statue" Alasur					
Pronunciation:		Nah-Sue-Beer All-Ah-Sir			
					
		Species:	Iromakuanhe	Born:	Yetsava 3rd, 886
		Gender:	Male	Height:	5'9"
		Age:	50 (66 YE)	Weight:	143 lb.
		Family (or Creators):	Daughter: Ettiya Alasur(19)	Organization	Astral Vanguard
		Rank/Grade	Sentulri/Knight Guardian/ B1 Priority		
		Lineage:	Ovoc Wakir	Occupation	Temple Guard
		Current Placement			
		The Land of Dreamers			

Na'Subir's Voice and Theme

Voice: [Keith David](#)

Theme(Normal): [Schindler's List - Main Theme](#)

Theme(Urgency): [Metal Gear Solid 4 - Theme of Love](#)

Physical Characteristics

- **Species:** [Iromakuanhe](#)
 - **Gender:** Male
 - **Age:** 49 (Is 70 by Yamataian Standards.)
 - Height: 5'9" / 175.26 cm.
 - Mass: 143 lb. / 64.86 kg.
-

General View

- **Handedness:** Right
- **Build:** Rough, heavily toned build all over.
- **Skin Color:** Light, Flesh-Colored skin.
- **Facial Features:** Generally handsome face, leans toward manly with a strong chin, and a straight and firm nose.
- **Eye color:** A stone gray color, giving his eyes a dull and misty luminescence. His eyes give off the feeling of someone who moves with a purpose.
- **Hair color and Style:** Black hair, pulled back into a Gual-Tail.
- **Horn color and Style:** Light brown horns, they are of a smooth, polished texture, and are undecorated unlike some Temple Guard.
- **Distinguishing Features:** His eyes glow with unusually strong luminescence.

Mental Characteristics

Personality

Proud

Na'Subir can be probed to a certain extent by testing his pride. It's what is considered his worst quality as

a Guard. Though, in a different light of his pride, he will take a strong devotion to his work, just happy to see the job get down.

Unforgiving

At his mature age, Na'Subir can be somewhat of a stony fellow. Generally he'll expect something positive in turn for inflicting something negative on him. Though, when he isn't properly appeased, Na'Subir will unhesitatingly respond with something double negative.

Stoic

Most Temple Guard are trained to resist pain, and most Knight Guardians do not even acknowledge it. Though, Na'Subir can be extremely statuesque in just about any given moment. Even in the worst of situations, he can be seen with a calm and unstressed face. Though, he is some times hard to read because he acts so solid.

Complacent

Na'Subir isn't very stubborn at all. Often, if he receives resistance in a conversation, he will usually just try to either ease pressure, stop the conversation, or simply ignore the individual.

Cold

Na'Subir can sometimes be classified as 'brutally honest' in when he judges someone. He usually isn't afraid to come out and say something about someone, even if what's said can causes threat, or hurt someone greatly.

Sometimes Open

When the situation is not important or he no longer has the need to really show is statuesque nature, Na'Subir can become a very open individual, sharing life, stories, and becoming a good talker. He'll become less stiff and will become more enjoyable to be around. Though, to see him like this is unusual, and sometimes he only loosens up around close people or his fellow Temple Guard.

Preferences and Goals

- **General Likes:** His daughter, Being amongst familiar people, battle, fighting, keeping his skills sharp, going fast, winning, being respected.
- **General Dislikes:** Having to deal with strangers, hot places, everyday situations, having to act

like a shrinekeeper or teacher, being called 'old'.

- **Religion:** The Dreamer Vigil
- **Favorite Color:** Black
- **Favorite Band:** Frozen Greens(Country)
- **Favorite Song:** Frozen Greens - *Let's Heat This Place Up*
- **Favorite Book:** *Mu'Klamal's Rage of War* (War Documentary)
- **Favorite Movie:** *Dawn of Battle* (War Drama)
- **Lucky Number:** 4
- **Clothing:** In any casual occasion where he doesn't wear his Guard Uniform, Na'Subir will usually stick to a Kurta, Sirwhal, and Sandals combination of clothing. Despite his usual attire, he likes to wear flashy, colorful items.
- **Food:** Na'Subir has an unusually high sensitive sense of taste, so he'll usually stick to bland tasting food. Anything that's really tasty or filled with flavor to most people is just too intense for him.
- **Sexuality:** Heterosexual
- **Tastes in Women:** Na'Subir is usually attracted to most Wakir women, whether they be Sund, Ovoc, or Saea. Usually, the woman needs a trust in the Vigil, and needs to have a bit of a physical build to her. However, outwardly, he'll seem disinterested in love, due to his past wife's death.
- **Distastes in Women:** A big turn-off for Na'Subir is immaturity, especially in younger women. If a girl also seems to lack a sense of self, or ego, that also drive him away. Mostly, any woman that lacks a strong will isn't that strong in his heart.
- **Goals:** To make the world a more orderly place for his daughter.

History

Pre-Military

Cold Birth

When Na'Subir was born, his families' caravan was traversing the northern parts of Mazerin, places that were considered inhospitable to most peoples, save the Ovoc Wakir. Even though, an environment like that was no place for a child, and Na'Subir's parents thought their son would freeze and suffocate soon after birth if they could not achieve a mask and small-environmental suit for him. He was quickly wrapped as soon as he was birthed, but that wouldn't have been enough to shelter off the heat. For five minutes, his father frantically searched for something to secure his son in. When he returned, he was able to get secure a small rebreather and suit on him. The next day, when the caravan's doctor talked to his parents the next day, he said that Na'Subir had survived the incident unscathed.

A Boy in the Tundra

Na'Subir, like all Ovoc Wakir, spent his first few years with his parents, then another fraction of that lifetime in the monastery. Stewards in charge of the monastery would often note his stony nature in class, often appearing statuesque when in classes, his attention completely on the subject. After his long studies in the monastery were finished, he rejoined his family out in the icy wastes. As he grew, Na'Subir grew fairly apt in hunting animals in the snow, he was fairly good at killing large prey and animals by himself. So, when he became of age, Na'Subir became one the hunters in his caravan.

Is There a Greater Purpose?

Na'Subir made a long living as a hunter, being one of the best amongst his fellow hunters, actually. However, when the adult Alasur was 26, he recieved a notice from the Guard Hall on Mazerin. The stewards of the hall had heard of his exploits, and wanted to test him to see if he could become a Temple Guard. At the time he recieved the message, he was at a small trading post in the plains of Ghouron. It took him a few days to think over the oppurtunities and to talk it over with his parents and friends. Though, unable to resist the call, he took a shuttle to the Mazerinii Guard Hall.

Facing the Tests

The Temple Guard selection in 912 was thinnest it was in years, there were barely a hundred [Iromakuanhe](#) like him amongst the rest. Of course, Mazerinii selections were usually that small, but the combined total of the three [Iromakuanhe](#) planets were slim at best. Na'Subir was amongst this many people, but unlike these people, he passed both tests of the Guard. The physical challenges were not difficult, but the mental testing proved to be fairly difficult. At any rate, Na'Subir became a Hopeful and was sent to Maekardan for the induction ceremony.

Bonds of the Vigil

Unlike the total selection, an amazing 5 [Iromakuanhe](#) became hopefuls that year in 912, a record that holds today. Of those five, two in particular seemed destined to become close. Before the induction ceremony, Na'Subir struck up conversation with a Sund Wakir Hopeful named Beneziah Sharal. The two of them seemed to carry a great interest in one another right off the bat, but after the ceremony had ended, the two seperated off and didn't see each other again for quite a while. Na'Subir was off for his first assignment as an Acolyte.

Military

Sure Could Do with a--

At 27, Na'Subir had reached Holy status, granting him an air of veterancy amongst his brothers. Though

not really all that active in fighting, Na'Subir was content in guarding the high-ranking politicians and figures around him. One thing that often scared people, is how he would often stand so still, people would think he was sort of Temple Guard statue. Then they would try to touch a part of him and he'd shift, causing them to startle. This happened one day when a Temple Guard recently assigned to the base became startled by Na'Subir's coming to life. Though, unlike the people before, Na'Subir would take particular notice of this Holy Guardian, Beneziah Sharal.

Ahni's Blessing

Na'Subir had only known Beneziah from the ceremony, but the both of them still felt the need to catch up nonetheless. Things only got better as they began to work similar shifts, and they were allowed even more time with one another. After a year or so of being together, Na'Subir proposed to Beneziah, and the two of them became husband and wife.

I'm Gonna Be a Dad!

Two years later, Na'Subir and Beneziah were assigned to assisting in Vanguard Operations at clearing the icy plains of bandits on Mazerin. The two were fairly efficient in taking down targets and working as a team. Yet a few months around the assignment start Beneziah had become pregnant with a child and was recalled to the Guard Hall as a result. This meant Na'Subir had to continue his duties on his own.

Why?

The two of them stayed in touch throughout the 10 month-period, but as the months went on, Beneziah's responses seemed to indicate that not all was fine and well. Around the time when Beneziah was due, Na'Subir was allowed a leave to be at his child's birth. Though, the news he received was not what he wanted. Physicians told him that her condition had slowly been deteriorating over the course of the pregnancy. That night, Ettiya Alasur was brought into the world, and only shortly after, Beneziah Alasur left to join the Eternal Dream.

Father, Soldier, Temple Guard

Na'Subir was left to raise his child on his own. At this point in his life, the stony Ovoc Wakir was a shell of his former self. Due to his recent loss and with a child to have to be taken care of, he was reassigned back to a guarding post. When he was not around to take care of Ettiya, the Dream Consorts of the Cathedral would look after the young girl. Five years burned a large hole in Na'Subir's heart, a space only big enough for his daughter, and no one else.

Daddy's Gotta Go Beat Up the Bad Guys

Building up to the Third Outer System Conflict, Na'Subir was repeatedly having to defend against aggravated assaults on his clients. As time went on, the attacks began to become into mob-sized scales. Many people took stoic nature of Na'Subir as just being dismissive, however, they were quickly corrected when they tried to advance past him. In 922, these events escalated into the Third Outer System Conflict, which reassigned Na'Subir to the front of the conflict, as a VANDr pilot.

The Living Statue

During the Third Outer System Conflict, Na'Subir served as Wing Second in a VANDR squadron serving out in a small outpost in the northern Mazerin wastes. This squadron, known as Tajra Wing was sent out in intense fighting along with other VANDR squadrons out from nearby forts. However, one assignment led Na'Subir to one of his greatest achievements. In a darker time of the war, most of Tajra Wing had been wiped out, a Wing Member, The Wing leader, and himself remained. Most of the other, nearby VANDR squadrons had abandoned their positions and returned regroup at different outposts.

However, even with its weakened numbers, Tajra Wing continued to fight. One day, they were sent out to guard a small pilgrimage that had served as a forward listening post, important to the war effort. The last three members of Tajra Wing arrived when the pilgrimage was beset by rebels. The attack was massive, and the Wing Leader, along with the other Wing member, died trying to ward off the attacking Rebels. Na'Subir was left to guard the listening post by himself. For three weeks, Na'Subir stood stalwart, warding off every attack made on the settlement. He would settle out of his VANDR for a short while to rest, but at most the time, he was as still as a statue in his VANDR, awaiting and daring the enemy to attack. At the end of the third week, he was relieved by Vanguard reinforcements, and sent back to his outpost for recovery. Na'Subir was known as 'The Living Statue' after that event, for his statuesque and unmoving resolve in the defense of his objective.

Finishing the Job

After recuperation and his VANDR's repair, Na'Subir went back out, and was reassigned to another wing. It was noted how the Temple Guard seemed to hold no remorse or regret of having to leave his former squadron, which seemed to add to his icy title. From then on, he continued to fight for the commonwealth, and all he felt he had left. At the end, when the war was said to be over, Na'Subir didn't celebrate, but instead quickly moved on the first shuttle homeward to see his daughter.

Life Goes On

After the war, Na'Subir returned to peacetime, serving as a Master to the Apprenticeship Path of the Temple Guard, where he continued to live out a quiet existence. 'The Living Statue' continued on to be just that, a living statue, standing as a stalwart guide to those he was given to lead.

Skills

Fighting/Physical

When he acted as a hunter in his caravan, Na'Subir learned to fire his weapons from cover and from long ranges. It allowed him to learned the proper ways to hunt prey and enemies that would try to escape him. Several years in the Temple Guard taught Na'Subir a great deal about fighting, and how to apply it when it counts. He was trained extensively in ranged weaponry to where he could accurately fire a rifle at 200 meters and a pistol at 20. With his extensive experience in the Guard, Na'Subir is experienced in using almost every kind of known weapon to Iromakuane. He also knows the techniques of using himself as a shield to protect his defendants, along with the better places to take them to find cover or stay out of fighting. Finally, Na'Subir is in excellent physical conditions most of the time, and has high endurance and stamina to last out in high G-force situations and prolonged assaults despite his age.

Technology Operation

While not the most technically adapt [Iroma](#) around, Na'Suvir recognizes how to use NI systems on Organoid craft, and how to properly use all his entry ports to interface with Iroma compatible systems. He also has a small knack for standard-issued electronic devices and computers.

Communications

Na'Suvir is a very fluent individual in both Saalsari and Haidasari, his teaching at the monasteries made sure of the fact that he could read and write it correctly. He's also familiar with just about every form of communication known to Iromakind due to his guard training and is able to use those forms of communication when under stress or fire as well. He is also mildly versed in colonial, but cannot speak it well.

Medical

Fighting in the Third Contact War led to unfortunate casualties, and Na'Suvir was usually up-to-date on proper aid procedures to make sure that wounded comrades were patched up and put to safety. However, he isn't able to properly solve any real serious damage or operate med bay equipment.

Vehicles

Na'Suvir is very familiar with the use and operation of the Powered Frame unit. He's able to fly and operate under a variety of conditions and scenarios. In the case he gains sort of damage to his Fame, he's capable of repairing it readily and restore functionality to his machine. Na'Suvir's ability of fighting in one are practically second-nature.

Leadership

As a leader, Na'Subir's capable of keeping a unit under control in combat situation. He's also able of relaying, taking, and giving orders efficiently, while also making good uses of all resources and tactics at hand.

Humanities/Knowledge

Na'Subir is a truly spiritual individual, holding his learning of the The Dreamer Vigil close to him. He improves himself by its mandate, and through that, uses the scripture and writings as an inspiration to others. He's capable of using his words to put people on the rise. He also acts a leader in ceremonies, meditation, and can give a variety of blessings. Even though most of these things are purely spiritual, the one true power of his faith is his ability of 'Lay on Hands'. With this, he is able to almost nullify the pain of his subject by siphoning some or all of it into himself.

Inventory

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

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

Patches for Uniforms

- 1 Division Patch, "Graiv Haidan"
- 1 Ship Patch
- 1 Unit Patch

Workout Clothes

- 1 Standard Workout Outfit
 - Sleeveless Mesh [T-Shirt](#), Dark Blue
 - Padded Slipper-[Socks](#)
 - Male Exercise Shorts, White w/ Dark Blue Trim
- 1 Standard Swimsuit
 - Swimming Trunks, Dark Blue or Light Blue

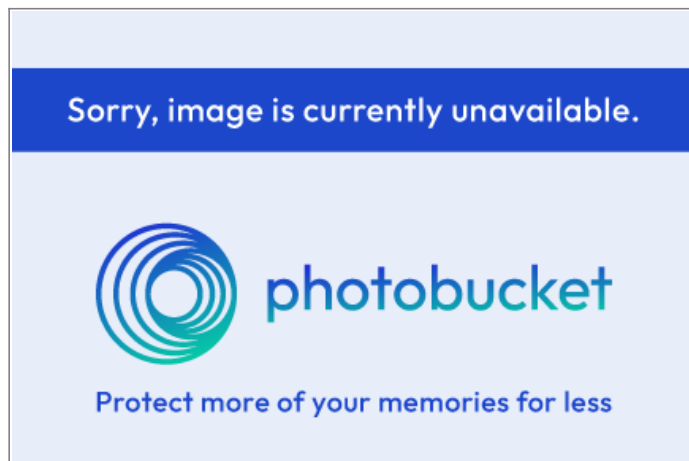
Undergarments

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

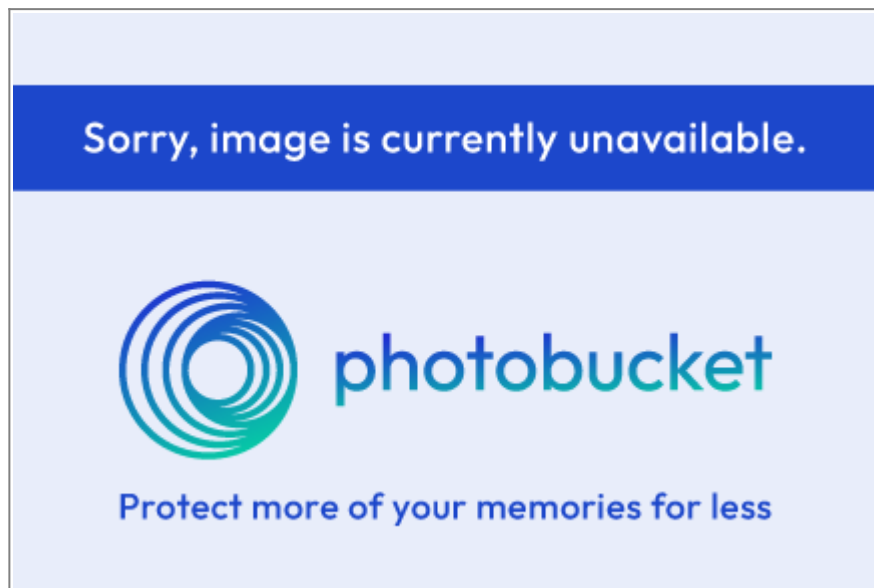
Firearms and Combat Gear

Military Issued

- 1 [Solanii Laiz Pistol](#)
 - 3 [Leyflar Supercapacitor](#)
 - 1 Holster, Brown



- 1 [Solanii Laiz Faelraig](#)
 - 1 Spec2 [Leyflar Supercapacitor](#)



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
- A pocket sized Book of Dreams
- A large, tattered, leather-bound Book of Dreams

Personal Hygiene

- Horn brush, and paint kit
- Hair brush
- Tooth Paste and Brush
- Deodorant
- Joint Pad Scrub

Funds

- 12000 [KD](#)

Character Data	
Character Name	Na'Subir "The Living Statue" Alasur

Character Data	
Character Owner	Bilgecrank
Character Status	Inactive Player Character

From:
<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:
https://wiki.stararmy.com/doku.php?id=characters:iromakuanhe:na_subir_alasur

Last update: **2023/12/21 00:53**

