

# Najat al-Haradim

Najat al-Haradim	
<b>Species:</b>	Iromakuanhe - Sund Wakir
<b>Gender:</b>	Female
<b>Age:</b>	19
<b>Height:</b>	5'7
<b>Weight:</b>	150 lbs
<b>Bra Size:</b>	B
<b>Organization:</b>	Temple Guards, Astral Vanguard
<b>Occupation:</b>	Temple Guard
<b>Rank:</b>	Senshirin/Guardian Hopeful

## Najat al-Haradim in Roleplay

Najat al-Haradim is a [player character](#) played by [PlaidMage](#) and is currently involved in the Land of Dreamers plot.

## Physical Characteristics

Height: 5'7 Mass: 150 lbs Bra Size: B

**Build and Skin Color:** Najat has a muscular body, toned from long training, and her dark, chocolatey skin only emphasizes how well her body is built.

**Facial Features and Eye Color:** Najat has dark brown eyes that seem off in contemplation most of the time. Otherwise, her face is fairly average, save for a bit of a crooked nose - it's clearly been broken several times.

**Hair Color and Style:** Najat keeps her black hair short, shaved nearly to her head. Her horns are devoid of any markings.

**Distinguishing Features:** Najat's body is covered in scars, from training and sparring. Most of them are on her abdomen.

## Psychological Characteristics

**Personality:** Najat is utterly devoted to the Dreamer Vigil. Her fanaticism shows itself only when she's riled, though, and most of the time she comes across as a bit chilly. She was not raised in a monastery, though she frequently wishes she was. Like most Sund Wakir she dearly values what friends she has, though she is slow to make them and distrustful of outsiders.

**Likes:** the Vigil, spicy food, hot weather, combat or training, a good rest or meditation, feeling fulfilled  
**Dislikes:** traitors, feeling useless or unneeded **Goals:** to rise in the ranks of the Guard and Astral Vanguard

## History

### Family (or Creators)

Sund Wakir nomads

### Pre-RP

Najat was born to a tight-knit family living in a small collection of yurts in the Expanse. She knew from the beginning that she wanted to join the Temple Guard - her family was faithful, but her call went above and beyond. When she was old enough to train, she traveled to Kaeshun City and was taken into the temple there. During her training - in the temple, in the apprenticeships with various organizations she took, in the sparring, combat, and monster-hunting required of initiates - she applied herself to the very extent of her body and mind. Her single-minded devotion sent her careening to the top of her 'class,' where she sat soundly, though not without work, for her entire training. Unfortunately this ardor for her studies provided her little time for socialization or seeing the sights of the grand city she found herself in. She has finally finished her training, and now looks forward to giving herself fully to the service of the Astral Vanguard and the Dreamer Vigil.

## Skills

### Fighting/Physical

The temple guards are elite among the elite compared to standard infantry, and their training regiments reflect this. Najat is trained extensively in the use of traditional melee devices such as blades, polearms and shields, and has received the same firearms training as elite VIA agents. Because temple guards are often trusted with the safety of diplomats and religious figures, Najat is also trained to place herself in the way of a potentially lethal attack and have the reflexes to do so effectively. She are trained to exceed the basic marksman qualifications, and can place accurate shots with rifles at 200 meters and with pistols at 25 meters. Temple guards are always in excellent physical form, with sufficiently high endurance to survive situations such as elevated G-forces and enough stamina for prolonged ground assaults.

### Technology Operation

Najat has had extensive courses in the use of NI systems aboard the Organoid craft employed by the Astral Vanguard and understands how to properly utilize her own entry ports to interface with compatible systems. The use of standard-issue electronic devices and conventional computers have also been a part of her education.

## **Communications**

Najat is capable of using all standard communications found in the Iromakuanhe Astral Commonwealth, in particular those employed by the Astral Vanguard. This includes laser, radio and MASC-enhanced variations in various formats and media. She is fluent in Saalsari and Haidasari, and can speak, read and write it correctly. She can communicate clearly even while under fire or in other unnerving situations.

## **Medical**

Najat is capable of basic medical techniques, including everything up to first aid, emergency care such as CPR or the Heimlich maneuver and the administering of preprepared medicine, such as painkillers or stimulants.

## **Vehicles**

Najat 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. She can make complex battlefield maneuvers while under high stress (combat, etc.) and adjust her movements to compensate for all logical combat variables (gravity, weapons fire, atmospheric conditions, etc.). She understands the basic functionality of her machine and can make basic repairs to certain subsystems. More than just well trained in their use, she has sufficient ability that it would almost seem that her abilities are ingrained on an instinctual level.

## **Leadership**

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

## **Humanities/Knowledge**

More than just a warrior, temple guards must hold the values of the Dreamer Vigil close to heart. They

have extensive knowledge of the religious texts of the Iromakuanhe and know how to apply it to increase morale, in ways ranging from battle chants to inspirational tales from the ancient histories of the Iromakuanhe, and their ancestors, the Saal. They can act as leaders in ceremonies, meditation and perform a variety of blessings, if only for purely spiritual reasons, however, their “laying on hands” is considerably more effective due to the empathic nature of their species.

## Finances

Najat al-Haradim is currently a Senshirin/Guardian Hopeful in the Temple Guards. She receives a weekly salary of 800 KD per week.

Total Savings	Addition	Subtraction	Reason
3000 KD			Starting Funds
Character Data			
Character Name	Najat al Haradim		
Character Owner	<a href="#">PlaidMage</a>		
Character Status	Adoptable Player Character		
Approval Thread URL	<a href="#">stararmy.com/...</a>		

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