

# Serhan Nejem

Serhan Nejem



Artwork by [Nyki](#)

<b>Species:</b>	<a href="#">Iromakuanhe</a>
<b>Gender:</b>	Male
<b>Age:</b>	36

Serhan Nejem	
<b>Height:</b>	5'10
<b>Weight:</b>	142 lbs.
<b>Organization:</b>	<a href="#">Astral Vanguard</a>
<b>Occupation:</b>	Frame Officer
<b>Rank:</b>	Marranr
<b>Current Placement:</b>	<a href="#">Bahram Wing</a>

*Serhan's Theme:* [Rei Harakami - Pone](#)

*Serhan's Alternate Theme:* [The Timewriter - Life Is Just A Timeless Motion](#)

*Serhan's Battle Theme:* [Z.O.E: The 2nd Runner - BAHRAM Battleship](#)

## Serhan Nejem in Roleplay

Serhan Nejem is a [GM PC](#) played by [Exhack](#) and is the commanding officer of the [Bahram Wing](#).

## Physical Characteristics

Height: 5'10 Mass: 142 lbs.

**Build and Skin Color:** Serhan is fit to a point, neither scrawny nor flabby, but lacking the well-built and well-toned physiques of many of his military cohorts. His skin is a light shade of olive/tan.

**Facial Features and Eye Color:** Serhan has a gaunt face with rather fine patrician features, with high cheekbones, a thin aquiline nose and a narrow chin. His light green eyes are slightly too large for the size and shape of his face, perpetually closed to a point where they appear to be nearly slitted.

**Hair Color and Style:** Serhan has straight dark brown hair which he wears in a something of a medium/short shag style. It is usually untidy unless he is required to present himself well, such as during inspections or ceremonies.

**Distinguishing Features:** Because he is severely nearsighted, Serhan wears a pair of very strong circular glasses to see when he is not piloting his unit. He also suffers from acute allergies to a very large number of the exotic compounds and spores in the atmosphere of his native [Maekardan](#) requiring that he continuously use medication to suppress undesirable effects of exposure to them.

## Psychological Characteristics

**Personality:** Serhan is cool-headed, clear minded and quick-thinking, but also melancholic, humorless and generally difficult to please or impress. While not chronically depressed, he is generally unexpressive

around fellow crewmembers and only seems express gloom, contempt or indifference to his situation. His view is not one that is grim, bitter or cynical, but accepts the reality of a situation and deals with it with unflinching (and arguably, uninterested) resolve.

His boorish, but down-to-earth character is especially revealed by his command style. Serhan embodies the image of the calm, focused, by-the-book wing leader who acts well under pressure and thinks quickly. While not unpredictable in the sense of being a creative commander, his mind is an immense repertoire for the standardized maneuvers and tactics of the Vanguard, all of it to be unleashed at a moment's notice on the battlefield.

**Likes:** Piloting, since he is unfettered by his poor vision; By the book mission execution; Cooking; Board Games; Arzu; Air conditioning; Cleanliness and order; Accuracy and precision **Dislikes:** Messes; Berserker fighters; Needless sacrifice or bloodshed; Infantrymen; Getting the short end of the stick; People who pretend to be 'aces' **Goals:** Find a good woman to care for his daughter; Go on to design for Solan Starworks; Find a more permanent cure for his allergies and deficient sight without resorting to cloned organ transplants

## History

## Relations

### Family

- Firdaus Nejem: 93, Father ([Ivuori](#))
- Aroha Nejem: 82, Mother ([Eyr Ranr](#))
- Naheed Nejem: 61, Half-Sister ([Ivuori](#))
- Massoud Nejem: 59, Half-Brother ([Ivuori](#))
- Arzu Nejem: 11, Adopted Daughter ([Eyr Ranr](#))

### Friends

- Sankhur Frazig: 38, Childhood Friend/Former Wingmate ([Cohronl](#))
- Argila Frazig: 31, Friend/Former Wingmate/Former Lover<sup>1</sup> ([Cohronl](#))
- Ataahua Sani Darzi: 44, Friend/Wing Mechanist ([Curdatl](#))

### Acquaintances

- Eresh Aud Iaraam: Deceased (28), Bandit Footsoldier/Arzu's Mother ([Eyr Ranr](#))

## Pre-Military

## The Third from the Second

Serhan was born to parents Firdaus and Aroha Nejem, a child of mixed [Ivuori](#) and [Eyr Ranr](#) ancestry born at the Mizar Enclave, a respected center of scientific advancement in the Commonwealth. Firdaus had two children from a previous union at the time of Serhan's birth, both of whom went on to take apprenticeships in the enclave in the hopes of becoming accomplished scientists in their own right. When Firdaus was given a government posting at the orbital observatory at Criun Lighthouse, he took his second love and their child with him, while his first two, old enough to fend for themselves, remained at Mizar to continue their studies. Because of this, the youngest of the Nejem children never really grew up with his siblings and viewed them more as well-meaning strangers than family for much of his early life.

As an toddler, Serhan was precocious and perceptive, but frequently ill because of severe and unusually diverse set of allergies, which extended to over half of the airborne spores and pollutants found in the [Iruotl System](#). Treatment was simple enough, consisting of anti-inflammatory pills and slow-release implants to reduce his sensitivity to the allergens, though the complete process would likely only be complete once he was in his early fifties.

## Son of a Solar Cartographer

Serhan spent much of his childhood aboard Criun, where he was fortunate enough to meet many diverse people, among them, a slightly older [Cohronl](#) boy named Sankhur. His parents were associates of Serhan's, private contractors working for the government cartography agency that had offered the posting the Nejem youth's father. Their days would be spent gazing out at the stars, fooling around at the arcades, diving [OGNEIR](#) and playing pranks on Lighthouse security, with Sankhur as the leader in their mischief. Their destiny as partners in crime was sealed when the two had 'borrowed' a de-militarized [So-M1 VANDR](#) from the station and set about on a wild dash around the system, taking turns piloting the unit and catching glimpses of the great beauty the stars offered them.

Unfortunately, Astral Vanguard forces eventually apprehended the two at the end of a two-day search, and Sankhur, who was old enough to be tried as an adult, received a punitive sentence of four years for his actions. Serhan, who had been declared innocent by his friend, was given amnesty.

## School Days and Quiet Years

Feeling guilty about not being punished despite being equally involved in the incident, Serhan set about supporting his friend by looking after his sister and living properly while Sankhur spent time on a penal mining facility on the outer rim of the system. During this time he mellowed out significantly, devoting himself to his studies, and secretly, nursing a dream to one day become a Vanguard Frame Runner alongside his friend. The sickly, over stimulated child became a composed and orderly young man of passive virtues, who waited the years until he could be reunited with his friend. While still keeping in contact, the two both wanted to be able have adventures like back in the old days, even if it would be impossible after both had changed so drastically.

The year that Sankhur returned, they both enlisted.

## Military

### Irkalla Squadron

What had begun as a relationship between a mischievous mentor and undecided student became a rivalry between two very different young men. Serhan was now a cool-headed strategist who practiced orderly execution and precision warfare, while Sankhur was a fierce and passionate fighter who fought bravely under all circumstances and had the instincts of a natural pilot. Both were impressive in their own right, and earned their places in the Vanguard after both graduating at the tops of their classes, with Serhan only being better because of his more serious study attitudes toward military theory.

At the end of graduation, they were assigned together to the Erla Miraiv's Irkala Squadron, part of an expeditionary squadron that had been attempting to root out bandits on the fringes of Commonwealth space who had been inhibiting exploratory ventures out of system and preying on logistics convoys. As pilots, they performed well and earned a series of promotions throughout their careers, while their rivalry spiraled out of control as battles became extended exercises in one-upmanship. Every battle was a competition to see who could do something the best, or the most, resulting in horrific casualties to the enemy and gradual loss in morale among their allies.

### Reunion

It would only be when Sankhur's sister Argila was assigned to Irkalla that the two were able to realize how intense their rivalry had become, and reconciling (for the most part), Serhan and Sankhur were able to return to being friends and resume their competition on a more cordial note. Having seen the main two men closest to her leave for a life in the military, and feeling the driving impulses of her Cohronl heritage, Argila had enlisted just as they had, hoping to join them at their posting. Serhan, usually aloof and distant to his fellow crewmates, had always had some feelings for his best friend's younger sister, but they never felt strong enough to pursue. Absence makes the heart grow fonder and finally willing to engage in those feelings, Serhan and Argila maintained a relationship for several months during their continuing posting with the Irkalla Squadron.

The two men had returned to their usual selves, much to the elation of their cohorts. No longer were the days of the dangerous rivals, instead two sources of inspiration which represented the best of the Vanguard in two opposing forces.

### Flight of the Ice Wyrn

During the closing weeks of the campaign against the bandits, Serhan became increasingly cold and efficient, spending most of his time awake in the cockpit or a simulator. Alongside Sankhur, he earned the title of 'ace' frame pilot and the moniker of 'Ice Wyrn', for his icy resolve and monstrous skill on the battlefield. While he originally thought it was just an act he was putting on in the battlefield, it became evident that this character was himself, deliberately deadening his heart to avoid losing himself to the lives he had taken. Realizing that he was becoming a monster, he broke off the relationship with Argila, so that she would not be harmed by his gradual descent into darkness.

The final battle of the campaign would be an exposition of this developing mentality. As he and Sankhur were both promoted to Wing Commanders for the final battle, their command styles were incredibly different. Just as Sankhur bravely led his runners into combat from the front, Serhan devised increasingly ruthless tactics which placed his men in the line of fire, but maximized the potential for enemy casualties. Just as before, both men were lauded as heroes and champions of a just cause, but the Ice Wyrms became something of a legend that everyone wanted to forget, especially for Serhan.

## Unfortunate Orphan

As his wing overtook the enemy staging area, Serhan found himself facing down a bandit woman a year or two older than him in a heavily damaged VAHIN-style unit, pointing her rifle at him defiantly. While most of the bandits had now been executed or captured, she stood firmly between the now infamous Ice Wyrms' VANDR, bearing his unit's head crest and the deliberately scarred white and blue armor, and a small armored crate. Thinking nothing of it, he crushed her with his armored fist and tossed the wreckage aside, to inspect the contents of the crate. Inside, he found a girl, a toddler with a suspicious resemblance to the woman he had just killed.

And it was at this moment that Serhan snapped, and the Ice Wyrms was felled. Not by any weapon, but the realization that he had done something unforgivable, that he had orphaned the girl. Taking the unconscious child into his cockpit and bringing her back to the squadron's carrier, wordlessly shouted his guilt into the void of space, wishing that he could somehow undo the unspeakable crime he had just committed.

After the battle, he was given leave for psychological reasons, taking the time to find himself and a way to atone. Promising himself that he would offer the child a future and take care of her himself, he adopted the child, who had been named Arzu by her mother. While she was unaware of his identity, he knew that some day when she was old enough, he would have to make that revelation and beg for her forgiveness.

## Bahram Wing

Eventually, he settled down on Mazerin in more or less temperate [Iromakuanhe Arcology](#) in the equatorial region, and his thoughts drifting away from his days as an ace pilot, began to enjoy civilian life with his daughter. While he was considered too young to be a parent by his family, he managed, and was overjoyed to see Arzu grow up, and begin maturing into a young woman. But as money began to run tight, he found himself needing better source of income than doing odd jobs for the military academies situated on the tundra world, and had himself reinstated as a wing commander, now under the command of his old friend Sankhur, once again.

Though ranked and skilled enough to command a whole squadron, the fellow 'ace' was only able to net him a small wing on a planetary garrison, at least until his superiors found him to be suitable for an expeditionary force.

And so, the legend of the man once known as the Ice Wyrms continues...

## Bahram Wing

### Mission 1

After a rocky introduction to his unit and some mischief on the part of his daughter who had cleverly snuck into the base yet again, Serhan was assigned a tentative schedule for patrols in the frozen wastes. Their first sortie saw the members of Bahram Wing receiving a hefty dose of action when they chanced upon a civilian transport that had been shot down by bandit pillagers. The fighting was fierce and spread out over the surrounding countryside, but brief, and Serhan himself had been seen to intervene on a number of occasions, performing two non-lethal takedowns of the newly deployed black market [Soono unit](#).

### Mission 2

Patrols during the following weeks were relatively fruitless, as whatever remains of the bandit group the Wing had intercepted were hunted down or went into hiding. The next major assignment was an escort mission, only given out due to shortages of garrison forces on-planet, and involving the care of a pop idol to the orbital elevator city over Maekardan. The scenario was initially complicated by the revelation of their escort's identity as a pre-restriction data construct in an experimental [Solanii](#) body type, and worsened further after a sudden attack by an unknown terrorist group, who had been attempting to kidnap their VIP. A number of members were injured in the attack, there were no casualties and most, Serhan included, escaped relatively unharmed.

The situation worsened when they arrived at the elevator city to find it in shambles, and the fleet that was protecting it a cluster of wrecks and hulks barely clinging to orbit. In the debris field, Bahram Wing members engaged in search and rescue operations while Serhan and an escort of [Rashek Baseil](#), ['Ismat Sitari](#) and [Zalus Ka'salm](#) delved deeper into the field to rally local Vanguard forces, fighting off multiple [Soono unit](#) and one of an newly unveiled [frame type](#). Serhan eventually lost contact with his unit during the fighting, but managed to link up with the remaining fleet and garrison forces and led a push that forced the unknown enemy to retreat.

## Skills

### Fighting/Physical

Serhan is proficient in both defensive and offensive hand-to-hand techniques as well as the use of several hand weapons, including knives, pistols, rifles and light explosives such as grenades. Because he never really thought he would need it, he only really focused on his physical training so as to be able to last longer and better in the battlefield.

## Technology Operation

Serhan 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 his own [entry ports](#) to interface with compatible systems. He is a rather prolific and proficient 'diver', a full immersion user of [OGNEIR](#), though he began cutting down on his usage after he adopted Arzu.

## Communications

Serhan 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. He is fluent in Saalsari and Haidasari, and can speak, read and write it correctly. He can communicate clearly even while under fire or in other unnerving situations.

## Medical

Serhan 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

Serhan earned the reputation of being an 'ace' among his fellow frame runners, a person of extensive instinct, technical skill and tactical ability. Though a little less than he was during his heyday, he is nevertheless an impressive pilot who has survived extensive battles in zero gravity and low-gravity planetary battles, and can generally rely on his unit's computer to compensate if he cannot directly. He is very familiar with the [So-M1-1A Erla VANDR](#), and knows the OS well enough to fine tune it to his preferences and get optimal performance out his unit.

## Leadership

Serhan character has received extensive training in command and leadership, has an advanced grasp of space and aerial tactics for powered frame squadrons. He is capable of making important tactical decisions on the fly and follow current stratagems to the degree the situation demands and allows. At all times, he is able to maintain the chain of command in his unit, and make sure that every member is informed, ready and willing.

In particular, Serhan is rather accomplished as a tactician and strategist, but his infamous attitude during his time as the Ice Wyrms means that many soldiers will simply follow his orders out of fear. Not necessarily something he enjoys cultivating, he is nevertheless a respected (and frequently feared) commander, in a sense. New recruits from the inner systems are less likely to know about his reputation,

so it varies in effectiveness from person to person.

## Domestic

Because of the joys of fatherhood, Serhan has had to learn how to take care of himself and his daughter effectively. Unsurprisingly, his domestic skills play quite well into his preference for order, structure and cleanliness, and he strangely seems to enjoy cleaning up after other people. He is rather good at at the cuisine of his native Maekardan with robust and flavorful dishes made of raw shredded vegetables, sauces made from legumes and garlic and well marinated and seasoned cuts of meat, with rice and pita [Bread](#) as a staple. He is also somewhat familiar with more robust and hearty Mazerini cooking with stews, ragouts and stuffed [Breads](#), though he is far more of an amateur at it.



## 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

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

### Patches for Uniforms

- 1 Division Patch, “Erla Miraiv” or “Graiv Haidan”
- 1 Ship Patch
- 1 Unit or Wing Patch (Infantry or Runner Only)

### Workout Clothes

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

## Undergarments

- 4 Pairs Smart Woven Boxer Briefs, Black

## Firearms and Combat Gear

### Standard Gear

- 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

## Personal Hygiene

### Funds

- 49000 [KD](#)

## Other Art

Serhan looking bold and in charge of the situation, by [Revolver](#)  Uniform art by [Hariban](#)

Character Data	
<b>Character Name</b>	Serhan Nejem
<b>Character Owner</b>	<a href="#">Exhack</a>
<b>Character Status</b>	Inactive Player Character

1)

Surprisingly enough, Serhan isn't enough of a wet blanket to make this sort of thing impossible. They also managed to end things on good terms.

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