

# Demolitions Expert Ah'Kin Gotz "Blast" Lmanel

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|---|---|
| <b>Species:</b>                               | <a href="#">Lorath Matriarchy</a>         |
| <b>Gender:</b>                                | Male                                      |
| <b>Age:</b>                                   | 43  |
| <b>Family (Father):</b>                       | Brewer Ar'Din Gotz "Bubble" Lmanel        |
| <b>Family (Mother):</b>                       | Doctor Yz'dra Gotz "Soothing" Lmanel      |
| <b>Zodiac Sign:</b>                           | Libra                                     |
| <b>Height:</b>                                | 176 Cm                                    |
| <b>Weight:</b>                                | 88 Kg                                     |
| <b>Organization</b>                           | <a href="#">Lorath Self Defense Force</a> |
| <b>Rank</b>                                   | Master Sergeant                           |
| <b>Occupation</b>                             | Demolitions Expert                        |
| <b>Current Placement</b>                      | LSDF Trishka                              |

## Blast In Roleplay

Blast is a [Player Character](#) played by [Luca](#). He is assigned to the LSDF Trishka.

## Physical Characteristics

**Build and Skin Colour:** Blast's body is in a fairly acceptable shape for a job like this, but he isn't *exactly* fit looking since there's a layer of fat concealing his strength. He doesn't grumble about it though. His wings are dainty due to disuse.

**Facial Features and Eye Color:** Blast *had* two eyes, now he has one - it is brown. His nose is of average size, but the bridge is practically nonexistent. The shape of his face is gaunt, with the cheekbones being quite prominent. His missing eye was replaced with a cybernetic eye, which is obviously artificial, and causes him headaches.

**Hair Color and Style:** An off-white colour, somewhat black. He keeps it in a short, messy fashion under a beanie or hat of some description.

**Distinguishing Features:** He has a black eyepatch over his left eye and a couple of scars on his arms and fingers from failed detonations and mishaps. His wings have a couple of scratches too. He's notably pudgy compared to other Lmanel, and this tends to have attention drawn to it.

## Psychological Characteristics

**Personality:** Blast's lack of an eye was always a stigma for him, but he's gotten over it and wears it with

pride. He is convinced that it's a way of showing his currently short experiences as a demolitions expert. He usually takes pride in his work of creating, detonating and disposing of explosives with his 'good' eye and steady fingers. When he isn't doing his job, he's usually keeps to himself and watches the others do what they want. He has an odd habit of keeping ear protection nearby, usually around his neck. If he is approached and spoken to, he has a fairly calm demeanour in his voice - but talk while he's on the job and he'll ignore you - he probably has to concentrate so he doesn't blast everyone else to bits. Strangely, he learnt how to speak some stray bits of Neplesian (Trade) by watching a few obscure movies, looking at the Lorath translated subtitles and putting it through. The result is that his rather limited voice in Trade makes him sound like a gentleman (as Lorath were represented in said movies!).

**Likes:** Explosions, Wine, The careful creation and use of Explosives **Dislikes:** Anyone who insults him about his one eye or weight, criticism of how he does things, loud noises that aren't explosions **Goals:** Long term, to serve whoever he has to as best as he can. Immediately, to see a big explosion come together just right.

## History so Far...

### Pre-RP...

Blast was born into a fairly well-to-do family and sent to school for about 15 years. Blast got along well, studied hard and got good grades. Also while he was there (unbeknownst to his parents and most of the faculty), he decided to take up a quasi-professional course on how to create and detonate explosives. One good experience was going fishing with a stick of dynamite - and succeeding greatly. He passed on the final 'exam', but ended up losing his eye due to a mishap with some wiring.

Since then he's been very careful with how he uses his knowledge, and after school decided to pursue a more professional teacher for his explosive desires. After passing through there, he then earned a living by demolishing buildings, and later, doing even *more* training and studying in order to join the LSDF. Once again, he passed with flying colours.

### LSDF Trishka

His first assignments on the LSDF Trishka taught him much about the duties and responsibilities of a soldier protecting a race that appeared to be rapidly dwindling into destruction at the hands of threats from without like the SMX and NMX, along with threats from within such as the Occhestians. He was promoted to the rank of Master Sergeant for his continued duties and ended up spreading his duties towards ship-to-ship combat and basic command.

## Skills

## Demolitions

As Illustrated, Blast can create a variety of explosives to suit a plethora of purposes. He also knows how to disarm most bombs, set them and of course - detonate them. He's also the man to come to if you need to know anything about them. He can use conventional, his own home made and improvised explosives with equal aplomb.

As time has gone on, he has learned how to distinguish explosives by smell, utilising his atrophied Lmanel heritage.

## Art and Vocations

Every now and again, Blast has gotten the urge to be creative. He lets most of this out on spectacular Fireworks displays. He was also taught to carve stone figurines and other objects, and does so when he's got nothing better to do.

## Physical

A few gym courses here and there, some family training and an intense regimen at the LSDF made sure that Blast's body was in top shape for the job - mostly. He can run, walk and swim for extended periods of time, but flying is not his strong point, thanks to his weightiness. He is also noted for sprinting really quickly. If he is, you should follow him.

## Chemical

They say knowing is half of the battle. For Blast, Knowing is half of the explosion. He can mix his chemicals right to create the compounds used for high explosives, and smaller explosive materials, or even firecrackers. They can be extremely powerful, or only release a thud.

As time has gone on, he has been learning slowly how to distinguish chemicals by smell, utilising his atrophied Lmanel heritage.

## Mathematics

This was on the course roster for Blast's LSDF training. He isn't so keen on it, but he can do trigonometry and algebra, as well as calculate the bits needed for his bombs, which he *is* keen on.

## Engineering

Blast can identify and plant explosives in the weakest points of a structure or object and cause minimal mess and minimal use of bombs while tearing the place down. He also knows of the basic building blocks

of a bigger machine, so he can pinpoint those too.

## Technology

Blast knows how to operate and in a pinch, fabricate Detonators for the bombs he makes. Quickly fabricated detonators are fairly crude and cheap, but get the job done. He can also operate any LSDF standard issue technological equipment.

## Fighting

Blast has learned the basics of combat through his LSDF training course, and hands-on experience. He is able to operate Lorath made power armours and use Lorath made weapons to fight. He prefers using ordnance, such as grenades (thrown or launched), mines and satchel explosives in addition to assault rifles.

Hand to hand, he finds that the LSDF's training for hand to hand combat doesn't compliment his rotund frame, but he's found methods of working around it that involve lots of pushes, shoves and and taking advantage of his inability to be pushed around easily.

## Inventory

### Lorath Self Defense Force Uniform Components

- 1 Rank Patch Set, re-applicable adhesive type
- 1 [M37/38 Environmental Battledress Uniform](#) with collapsible helmet
- 2 Uniform blouse, gray, with appropriate caste and assignment markings
- 2 Uniform shirts, gray, with appropriate caste and assignment markings
  - Caste position and awards on left sleeve
  - Rank and position information on right sleeve
  - Rank patch on right shoulder
  - Caste indicators on left shoulder and arm bands
- 2 pair of pants, gray
- 2 pair of kilt/skirts, gray
- 2 stonethread undershirts, caste color
  - Individual name printed on back and left breast of chest.
- 2 cotton undershirts, gray
- 2 pair synthetic fiber stockings, black
- 1 pair synthetic leather gloves, black
- 1 pair leather boots, black
- 1 pair short boots or athletic sneakers, black
- 2 belts, black, brass buckled, sword and pistol usage.
- 1 Berret (Non-Fyunnen Only)

- Rank patch on front left

## Weather Gear

- 1 black balaclava
  - Rank patch on left forehead
- 1 black stonethread poncho (quarter inch thick), weather resistant inlay, caste colored stripe

## Workout Clothing and Undergarments

- 2 custom print boxer trunks
- 2 white ringer [T-Shirts](#) with pocket on left breast OR 2 black [T-Shirts](#) with chest pocket
- 1 pair black loafers
- 1 pair black wrestling shoes
- 4 black cotton boxers
- 3 black chest wraps
- 3 white chest wraps
- 4 pair of black boot [Socks](#)

## Weaponry

- 1 ['Searing Blade' Traditional Melee Weapon System](#)
- 1 [LSDF "My'hyz" Service Rifle](#)
  - 300 Rounds of 7.62mm ammunition or a plasma/energy pack
- 1 ["M'Cel" 40/30mm Grenade Launcher](#) with pistol grip.
  - 2 Rounds of 40mm Conventional Explosive Shots
  - 2 Rounds of 40mm Conventional Shots
  - 2 Rounds of empty 40mm Container Slugs
  - 2 Rounds of 40mm Lethal Intent Napalm Soft-Gel Slugs
  - 2 40mm signal flares
- 1 ['Arbitrator' Pistol](#)
  - 200 Rounds of ammunition
- Survival knife, carbon composite
  - Black sheath with loop and clips for belt or leg attachment (for the knife)

## Misc. Bits

- Standard issue hygiene and grooming package
  - 1 bottle of shampoo
  - 1 bottle liquid body soap
  - 1 stick of deodorant
  - 1 toothbrush
  - 1 tube of toothpaste
  - 2 washcloths, white

- 2 towels, white
- 1 4oz Container of moisture absorbing powder
- 1 Make-up kit
- 1 Manicure kit
- 1 Hair brush
- 1 Hair dye kit
- 1 Set of hair ornaments and ties
- 1 Tooth repair and alteration kit

## Moneys and Valuables

- Electronic Money Card (New characters start with 3000 HS)
- Coin Purse, raw gems and metals amounting to 3000 HS in value, utilized by the Lorath Matriarchy.

| Total Savings | Addition | Subtraction | Reason         |
|---------------|----------|-------------|----------------|
| 3000 HS       |          |             | Starting Funds |

## OOO Discussion

| Character Data          |                            |
|-------------------------|----------------------------|
| <b>Character Name</b>   | Ah'Kin Gotz "Blast" Lmanel |
| <b>Character Owner</b>  | <a href="#">Luca</a>       |
| <b>Character Status</b> | Inactive Player Character  |

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