


Enri Sai

Enri Sai is a [player character](#) played by [Jabonicus](#).

Enri Sai	
	
Species & Gender:	Separa'Shan Pythus Female
Date of Birth:	17日 7月 YE 14
Organization:	USO
Occupation:	Geneticist
Rank:	Geneticist
Current Placement:	Section 6 - Medical

Preferred Plots:

- 188604

Physical Description

With a standard height of 5'5 while standing, her tail flows an easy 10' behind her, often coiled or folded to keep it from sticking out too far. Enri has the genetic fault of Albinism, all of her scales, her hair, and her flesh holding a stark white color, with the color of her eyes holding a pale pink color. Furthermore, despite being of Pythus race, she holds almost a stance of a runt, being more thin and less muscled than standard members of her species, especially those of her family. Her scales extend up beyond her tail, notably covering almost her entire body, save for half of her face, and small patches and strips of skin along the general right side of her body, such as her shoulder, right hip, and a few patches on her back, all added clearly through some form of gene manipulation.

Notably all of her strips of flesh show heavy signs of burn trauma, darkened, corrupted flesh healed as much as it naturally will. Given that it only appears on her flesh, absent on her albino scales, it's likely that the burns occurred prior to the manipulation of her flesh to scales, giving the idea that the burns otherwise prevented the scales from appearing, or that she openly chose to not override the scarred flesh with scales. The difference is quite stark, darkly burnt flesh against an almost pure white scale. Smooth scale versus rough flesh. She wears simplistic and conservative clothing.

Her face is angled, lithe with the contours standing out from her lightly taut flesh. Her eyes often carry a cautious, wary glare in her snakelike pupils. Her body is clearly suited to a lifestyle with little combat. She speaks clearly and often pauses between sentences, a proper and very well-spoken tone about her.

Personality

Enri's personality is fairly easy to read from her body language, as well as her current emotions. She

purposefully tries to stay out of peoples ways, often pulling her tail in to keep it close to herself, in a similar vein she keeps her arms often pressed lightly against her body. Despite this, once entered in a conversation she's fairly open and friendly, seeming to only wish to not cause bother to people who aren't wanting to interact. Always wanting to be involved, her eagerness to join in on whatever is occurring is only withheld by her fear of actually asking.

While many see her burns as unsightly and possibly ugly to those unaccustomed to such wounds, Enri believes them to be fine, labeling them as reminders and markers of who she is. While firmly believing in many things such as the importance of keeping her scars, she's quick to retract herself from conflict, often apologizing for small things. While slow to approach and slow to initiate, she's quick to attach herself to others who act as a friend, a quick change of heart for her otherwise quiet self. Despite being open and friendly to those she considers close, she shows extremely positive responses to reassurance and praise.

Enri holds little real connection to her family, a bit disgruntled at how little she values blood connections. A black sheep of her family, her disconnection from them was long coming before she matured into the woman she turned into. Plus, it's easier to avoid people when she simply moved as far as she could afford to. Despite her shy and non-confrontational attitude, she takes her work very seriously, and it's perhaps the only environment where she becomes confident and sturdy in her convictions.

History

Enri Sai hatched in [YE 14](#) in the system of [Essia System](#), as part of a large clutch of eggs. The only [Separa'Shan](#) of the clutch to be albino, she stood out the most of the clutch among her many brothers and sisters. As time passed, Enri was the slowest to grow, and when she grew, she grew the least. One of the shorter of her siblings, she only truly excelled in studies related to science, despite the more military and physical excellence that the rest of her family showed. While never forcing her to act, their frequent suggestions to try for military action and training to make up for her slight form set early seeds of discomfort in the young woman.

Taking a profession of a doctor, she specialized in gene therapy with an adept stride, slithering away with a professional understanding of the subject and its machinery, quietly gathering her money and moving to the 188604, opening a gene therapy and manipulation front. Unfortunately in early years she allowed the stress of independence and solitude to get the best of her, as she became sloppy, and in the after hours of her work a small explosion left patches of her skin severely burnt and scarred. While traumatized and hospitalized for a time, she elected to let the event stay as a reminder to always find something good in life to do, something to drain the stress and keep her spirits high. While not an easy task, as the wounds healed into scars, she decided that she would not strive to be the success her family wanted, she would strive to be happy.

In later years she worked and expanded her knowledge of gene manipulation, shifting most of her flesh to the same scales that covered her lower body. The burnt, corrupted flesh was specifically targeted to remain immune to the therapy, allowing it to remain as the reminder she wished it to be.

Skills Learned

Optional section. Enri Sai has the following notable skills:

- High level of literacy
- Doctor of Genetics

Social Connections

Enri Sai name is connected to:

N/A

Inventory & Finance

Enri Sai currently has 3000 KS.

OOC Information

In the case jabonicus becomes inactive:

- Can this character be used as an NPC by a GM or FM? NO
- Can this character be [adopted](#) after I've been gone for a year? NO

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