

# Itatski Suzume

Itatski Suzume (Suzume: 雀 Yamatigo for sparrow) is a [player character](#) played by [Charmaylarg](#).

## Suzume Itatski



<b>Species &amp; Gender:</b>	<a href="#">Nekovalkyrja, Type 33A Female</a>
<b>Date of Birth:</b>	YE 40
<b>Organization:</b>	<a href="#">ranger, Star Army Reconnaissance</a>
<b>Occupation:</b>	Medic
<b>Rank:</b>	<a href="#">Nitô Hei</a>

<b>Suzume Itatski</b>	
<b>Current Placement:</b>	<a href="#">YSS Artemis Plot</a>

## Physical Description

Suzume is a tomboy and looks the part, With a very lean and muscular frame that tops out at roughly six foot two (6'2") tall with a good deal of visible muscle mass on her extremities and abs, But not enough to erase any trace of femininity she might have. Her hair is usually short and black, kept spiked out at the sides, Her eyes are a faint orange in color, And her skin takes on a tanned olive tone. In tune with her more feminine features Suzume has well-toned hips and a modest C cup bust that look smaller due to her height and muscles.

## Personality

Suzume is overprotective and level-headed most of the time, with a deadpan facial expression and nonplussed attitude unless she is provoked by somebody. She uses her great strength to deal with anyone who troubles her or her comrades and has a simple, Stalwart thought process that makes her easily influenced by others. She rarely knows what's going on or what to do in most situations, So she often acts on instinct or spur of the moment decisions with a cool, calm, collected demeanor even if she is completely out of her depth and terrified on the inside. Because of this, Suzume rarely speaks. So anything she does say often carries extra weight. Her hobbies include:



- Sparring
- Training
- Calligraphy
- Exercise
- Collecting cute things

## History

Suzume was born in early YE 40 as the second daughter to itatski ichika and a distant kai sagara as an NH-33 nekovalkyrja. She spent a three month period maturing, Stories of a distant father's adventures, and an unmet older sister following loosely in his footsteps. This connection to an unmet part of her family began to fill Suzume with her own patriotic dreams and desires and upon maturing saw her joining the Star Army Of Yamatai.

During this time she was able to transfer into a 33A body and what she would largely consider her ideal form as a much taller and well filled out body. Learning a love for training and physical exercise she was able to mold her new form into a well-defined figure all her own.

After her time training, Suzume considered her career options. To either follow the footsteps of her family or break trail on something new... By this point in time the kuvexian war had come full swing into a major conflict as the kuvexians invaded the kikyo sector in force and all the new countermeasures against them responded in kind with a fresh need for new bodies to send into the fray.

One of these was the newly formed [ranger](#) regiments whose ideals and doctrine resounded deeply with the young neko eager to prove herself, Who responded in kind by putting in to transfer into the new force straight out of training. Eager for bodies and recruits to act against the kuvexian threat, Suzume was accepted and after an extended period of additional training for her new billet and its specialties, Suzume could proudly call herself part of the first generation of the star armies rangers.

In late YE 40, Not even a full-year-old, Suzume Itatski deployed as part of the rangers Unconventional Regiment against the kuvexian threat.

## Yss Shiroyama

For almost two years Suzume took part in operations on the planet of [Terra Multa](#) and its surrounding space in-system as part of the 109th Imperial Ravens Unconventional Regiment against mercenaries backed by the Kuvexians. Such actions included a training mission to a formerly abandoned ship in-system that had coincidentally been infiltrated by Kuvexian backed mercenaries where she took severe and almost life-threatening injuries in a crossfire, Deployments planetside on multiple occasions to disrupt infiltration and covert activities of similar groups, and proving instrumental to stopping numerous kuvexian plots to seize Terra Malta's resources or cripple the YSS Shiroyama on one occasion. Her time spent on these missions helped fill a large gap of experience the young neko lacked and forged her into a brutal and resourceful veteran despite only reaching the rank of Nito Hei by the time of her departure due to her still tactical inflexibility and clear lack of emotional definition.

During these missions she was accompanied by her niece and ward; [Itatski Sachiko](#), a young but brilliant daughter of Suzume's older sister who in later days of the Shiroyama would prove significantly smarter and more competent than Suzume and would more often than not end up being the guiding force for the pair despite Suzume still playing the part of the younger neko's protector in name only.

She would leave the Shiroyama close to the end of Ye:42 when several members of her family and even past comrades from the Shiroyama were captured by the kuvexians and join in the rescue attempt.

## Social Connections

Suzume Itatski is connected to:

- [Sagara, Kai](#) - Father
- [Itatski, Ichika](#) - Mother
- [Itatski Setsuya](#) - Older sister
- [Itatski Kyoko](#) - Younger sister
- [Itatski Sachiko](#) - Niece

## Skills Learned

- [Star Army Common Skills](#)
- [Star Army Reconnaissance Training](#)

## Communications

Suzume is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from other characters through headsets, ships, ground vehicles, power armor, and shuttles in both combat and non-combat conditions. She is fluent in yamatigo. She can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. She is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

## Physical / Fighting

Suzume maintains beyond excellent physical condition, on account of their intensive training and workout regime, She is considerably stronger than most other nekos she meets by sheer muscle and determination alone. She has received both [Star Army Basic Infantry Training](#) as well as [Star Army Reconnaissance Training](#). She is skilled and experienced in combat both in Yamatai-like conditions and in zero-gravity, with and especially without weapons. Weapons she is trained in include energy pistols, knives, and power armor. She is an especially skilled and deadly brawler and wrestler in her own right when it comes to hand to hand combat.

## Survival and Military

Suzume has a high level of survivability in the case they are cut off away from the main force. This includes but is not limited to the creation of shelters, hunting, cooking, trapping, and other essential skills. Your character can also accurately report their findings despite adverse conditions, enemy presence, and technological restrictions. This means that the Ranger must have an excellent memory and be able to identify and approximate the number of enemies in a glance.

## Humanities

Suzume has a proficient understanding of psychology, unit cohesion, mental attrition, demoralization, and psychological warfare. Star Army Rangers are expected to apply their understanding of psychology to their actions in the field for the benefit of the Star Army of Yamatai.

## Knowledge

As there is a lack of support and increased personal risk in the line of duty of a Ranger, split-second decisions can mean the difference between operational success and failure much more often than standard Infantry and Pilots. Rangers are expected to consistently display excellent logic in the face of adversity.

## Strategy

Suzume can understand and give out tactical commands and work with her troop to follow those commands efficiently. She knows the importance of teamwork on the battlefield, has been intensively trained in discipline and morale, and is able to recognize the command structure even while under extreme pressure (combat, etc). She is able to recognize ambush points. She knows basic math in order to calculate distances, etc, and can use a tactical map.

## Medical

Suzume is trained as a field medic to the standards of the SaoY.

## Inventory & Finance

Suzume Itatski has the following items:

- [Star Army Standard Issue Items](#)
- [Ranger Equipment](#)

Deposit/Withdraw	Reason	Total
<b>+3,000 KS</b>	Starting Money	3,000 KS
<b>-90KS</b>	Plushies	2,910 KS
<b>+36,000 KS</b>	Two years pay	38,910 KS

## Medals

- [Combat Award](#)
- [Survival Award](#)

- [Kuvexian War Service Ribbon](#)

## Weapons

Suzume has a set of weapons for use both *In* and *Out* of power armor that relies on her strength and ability as a brawler.

- [Electrified Knuckledusters](#)
- [Concussion Vambrace](#)

## Plushies

Suzume is secret, Despite her outwards personality, A collector of all things *cute*. She owns a series of plushies bought from the *Doki Doki YSA!* brand of cafe. Her favorite of her collection is the *Irim* plushie who Suzume will often confide her thoughts and fear into and refers to the doll as "*Irim Sama*"

- Chibi [Hanako](#) Plushie (10 KS)
- Chibi [Irim](#) Plushie with bonus butcher knives (10 KS)
- Chibi [Yui](#) Plushie in school girl uniform (10 KS)
- Mr. Bear plushies with Hinomaru emblem shirt (10 KS)
- Chibi [Kotori](#) Plushie in kawaii kimono (10 KS)
- Chibi [Minato](#) plushie (10 KS)
- Chibi [Sharie](#) plushie (10 KS)
- Chibi [Opal](#) Plushie (10 KS)
- Chibi Chiharu Plushie (10 KS)

## Misc

## OOO Notes

Art by [Banzz<sup>1\)</sup>](#).

Second art by [Ametheliana](#).

In the case [Charmaylarg](#) becomes inactive:

- Can this character be used as an NPC by a GM or FM? YES
- Can this character be [adopted](#) after I am gone for a year? YES

Character Data	
Character Name	Itatski Suzume
Character Owner	<a href="#">Charmaylarg</a>
Character Status	Active Player Character

Star Army Personnel Database	
<b>SAOY Career Status</b>	Reserve
<b>SAOY Rank</b>	<a href="#">Nitô Hei</a>
<b>SAOY Occupation</b>	<a href="#">Star Army Infantry (Ranger Qualified)</a>
<b>SAOY Assignment</b>	<a href="#">Fort Victory Reserve Center</a>
<b>Orders</b>	<a href="#">Orders</a>

1)

Im aware of little details that are off in the uniform, le the cuffs, Patch on the wrong side and boots, Etc. But he put such detail into them that i felt no desire to have them changed after the fact. I highly recommend Bazz as an artist for his professional demeanor and quality art at good pricing.

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