

Hamitsu Kitsu

Kitsu is a [Human](#) in the [Star Army of Yamatai](#). He is serving aboard the [Plumeria-class \(2D\) Medium Gunship - YSS Aeon](#). Kitsu is a [player character](#) played by [Friv](#).

Hamitsu Kitsu	
	
Species:	Human
Gender:	Male
Age:	18
Height:	5'5"
Weight:	150 lbs.
Organization:	Star Army Reserve
Occupation:	06C (Comms and Electronic Warfare Specialist)
Rank:	 Santô Hei
Current Placement:	Fort Victory Reserve Center

Hamitsu Kitsu	
Orders:	Orders

Physical Characteristics

- Height: 5'5"
- Mass: 170 lbs.

Build and Skin Color: Kitsu is a thin, wiry and pale Geshrin with muscle an obviously recent addition.

Eyes and Facial Features: Kitsu has bright orange eyes, framed by glasses resting on an aquiline nose.

Ears: Kitsu has round, human ears.

Hair Color and Style: Kitsu wears his black hair in a ponytail. When it's free, it comes down to about his shoulders.

Distinguishing Features: Kitsu's ponytail and orange eyes, certainly, though his nose does add character to his overall appearance, and at the very least the combination of the aforementioned features make him noticeable in a crowd.

Psychological Characteristics

Personality: Kitsu is a problem-solver, and a competitor at heart. He meets someone who's good at chess? He wants to play it better, and he does his damndest to figure out a way to play better quickly. By obvious consequence, he loves a good puzzle, and in moments where boredom and free time coincide, he's never without a Sudoku book or a pamphlet of riddles. Kitsu is outgoing, productive, and easily bored with nothing to do. Kitsu is frustrated with failure, and it's when he's at a place where he feels he can't reason (with or out) a (problem/person). He also agonizes over every single thing he does if he's given a chance to think too long about it – if he's not leaping into the middle of it, he's standing to the side second-guessing himself and growing steadily more frustrated. Kitsu is also an introvert: he likes to be doing something, and often that means doing something alone. The most talkative someone would find Kitsu is while working; this tendency of wanting something to do and being introverted lends itself into his habit of carrying a pen around solely for the purpose of twirling it in his hand as a comfort-habit, much like how some people chew gum or bite their nails.

- **Likes:** Puzzles, activity, ciphers, software, guns,
- **Dislikes:** Uselessness, futility
- **Goals:** He doesn't seem to have a consistent set of goals.

History

Family

Hamitsu Kiyoshi (Mother) ??? (Father)

Pre-RP

Kitsu was born on Yamatai in [YE 16](#). He never knew his father: whether he left, or Kitsu's mother didn't stay with him (and, indeed, she never married for as long as Kitsu has been alive,) is unclear to him (in reality, his mother simply did not wish to marry at all). What is clear is that almost from the time he could walk and talk, Kitsu was trying to find the next thing to do. His mother made puzzles into a game, and while this initially caught the interest of a very young Kitsu, what made him stay was a seemingly natural love for a challenge.

That was how he grew up. The home may have changed, once or twice, until he and his mother lived in Kyoto, and the school and the time certainly changed, but always Kitsu was working on his next project, which he always described (or had it described to him, with hopes of manipulating his passion into the equation) as a “puzzle to solve.” First, simple block games as a toddler. Then, picture-puzzles. Then, number puzzles, and the beginnings of interest in software. Finally, on Kitsu's fourteenth birthday, a cousin presented him a book on ciphers. Kitsu found his favorite puzzle: not just something to solve, but something to make as well.

Puzzles weren't all of Kitsu's life. Puzzles solely could not define him. A love for competition, and a want to keep *doing* something, anything also went with him in his heart wherever he went. So of course he paid attention to the wars that Yamatai fought, and the hardships of the world around him.

Soon, it was the [Second Mishhuvurthyar War](#) that caught his attention. Too young to enlist when it first occurred, and still in school in Kyoto when it began, Kitsu was nonetheless horrified, disgusted, and at the same time fascinated with it. The First War had seemed terrible when he was younger, but he hadn't yet been looking to the future. When the Second rolled around, that attitude had changed: Kitsu leapt onto every bit of information he could. He was fascinated by the war because he could finally see and understand the moves that Yamatai made. The propaganda, the defensive actions, the quarantine measures for the Mishhu parasites, and the information war that Kitsu had no doubt ran beneath the surface.

On the surface, Kitsu wanted the war to end, and the deaths of Yamataians and Nekovalkyrja (some from both races that he had even knew, though he did understand that the deaths weren't necessarily permanent,) to stop. Deep down, though, Kitsu's fascination was fueled by, or fuel to, the same desire every ambitious, competitive young man, and he didn't want it to end quite yet. He thought “I can fight. I can learn to fight even better than they can. I can fight with information.”

Then, with that sense of infallibility common to a young man, he decided to enlist the moment he came of age and graduated. That was in [YE 33](#). He went into basic, and then into the Information Technology specialization, with a focus on communications and electronic warfare. He finished his training in [YE 35](#).

Skills

- **Communication:** Kitsu character is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from other characters through headsets, starships, power armor, and shuttles in both combat and non-combat conditions. Kitsu is fluent in Nepleslian and Yamataian. He can speak and write both correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. He is also trained in more advanced operations for communications, including technical specifics for various methods of communication (including tight-beam, wide-beam, encrypted and unencrypted, signal, code, radio, and morse,) and equipment.
- **Fighting:** Kitsu received hand-to-hand combat training, followed up with a rigorous training program. He is skilled and experienced in combat both in Yamatai-like conditions and in zero-gravity, with and without weapons. Weapons he is trained in include energy pistols, knives, and power armor.
- **Technology Operation:** Kitsu is capable of operating any computer system that uses the Kessaku OS, found on all Star Army starships. He is proficient in entering and/or searching for information. Kitsu's 06C specialization in communications and electronic warfare has also prepared him for using both pre-written scripts and programs he made himself in use for electronic warfare. He understands the fundamentals of communications signals, and how to jam, unjam, tap, or prevent tap of those signals. He has also been instructed in how to infiltrate enemy networks and defend against infiltration in Star Army networks, in both Kessaku OS and other common OS's.
- **Mathematics:** Kitsu received basic mathematics training, including up to algebra and trigonometry. He has also received more advanced mathematical education (both self-taught and through instruction), including calculus, astro-navigation, and encryption theory.
- **Art:** Kitsu has a liking for drawing. If he isn't twirling his pen, while talking or while bored with nothing to do, he will draw little comics, and his ability is such that he can accurately sketch faces, locations, and objects.
- **Knowledge - Encryption:** Its history, and common encryption methods are all known to Kitsu. He knows how to recognize an encryption, how to break an encryption, and how to make an encryption.
- **Medical - First Aid:** As part of his basic training, Kitsu understands the basics of medical care. He can perform first-aid. Heimlich maneuver, CPR, bandaging, and over-the-counter drugs are all within his realm of understanding and control. He knows he isn't a medic, but he also understands that he could mean the difference between bleeding out or living long enough to see someone who knows what they're doing.

Inventory

Kitsu has the following items:

- [Ke-M2-2D "Mindy II" Power Armor](#) or another armor designated by ship captain

- [Ke-M4-W2901 Light Armor Service Rifle](#) (Tier 5 Medium Anti-Armor) with [Ke-M4-W2902 LASR-SLAG](#)
- [Star Army Butt Pack, Type 29](#) containing:
 - [Type 31A Survival Kit](#)
- [Star Army Duffel Bag](#), containing:
 - [Toiletry Kit](#)
 - [Environmental Suit](#)
 - 2 [Working Uniforms](#). Includes boots and gloves.
 - 2 [Duty Uniform](#)
 - 1 [Star Army Cap, Type 32](#)
 - 1 [Star Army Coat, Type 32](#)
 - 1 [Ceremonial Sash](#)
 - 2 [Exercise Uniform](#) (can also used as sleepwear)
 - [Undergarments](#)
- [Star Army Utility Belt, Type 32](#), light-blue gray
 - [Communicator, Type 29](#)
 - [Flashlight, Floating, Type 32](#)
 - [Nekovalkyrja Service Pistol, Type 33](#) with 2 BR-28E Battery Magazines (1 in the pistol and 1 extra)
 - [Star Army Science Scanner, Type 31](#)
 - 1 Book on Encryption Theory
 - 3 Fiction Novels
 - 12 New Sudoku and Puzzle books

Finances

Kitsu is currently a [Santô Hei](#) in the Star Army of Yamatai.

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds

Character Data	
Character Name	Hamitsu Kitsu
Character Owner	Friv
Character Status	Adoptable Player Character
Current Location	Fort Victory Reserve Center
Approval Thread URL	starmy.com/...
Star Army Personnel Database	
SAOY Career Status	Reserve
SAOY Rank	Santô Hei
SAOY Occupation	Star Army Communications Specialist
SAOY Assignment	Fort Victory Reserve Center
Orders	Orders

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

<https://wiki.stararmy.com/doku.php?id=characters:yamatai:kitsu>

Last update: **2024/03/24 08:36**

