# Tamayamo Sashi

Tamayamo Sashi is a player character played by Lamb.

Tamayamo Sashi		
Species:	Yamataian (NH-31 Minkan)	
Gender:	Male	
Age:	22	
Height:	173cm	
Weight:	69kg	
Organization:	Yamataian National Police	
Occupation:	Investigator	
Rank:	Agent	
<b>Current Placement:</b>		

#### Preferred Plots:

- 1. YNP Unit Four
- 2. YNP Unit Four
- 3. Ya-ya-ya-yoonit Four, Ya'll!

## **Physical Characteristics**

Height: 173cmMass: 69kg

• Measurements: 46R 32-29 EURO

**Build and Skin Color:** Sashi has skin erring on the pale side for a Yamataian, and a thin build. His body is lanky, despite his mostly average height.

**Eyes and Facial Features:** Sashi has blue, almond shaped eyes which peer over a sharp, upswept nose. His lips seem to support a boyish smirk quite easily, but his face is seemingly always contorted in thought.

**Ears:** Round, and very ear-like in their construction. More ear-esque, really.

**Hair Color and Style:** Sashi keeps medium length blonde hair perfectly parted to the right at all times. A bad hair day for Sashi (A typical hair day) is one in which his part seems to escape, leaving bangs clawing at his brow.

**Distinguishing Features:** Sashi's SPINE Interface is blue instead of pink, for some strange reason he can't bring himself to explain.

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## **Psychological Characteristics**

**Personality:** Throughout his life, Sashi has always seen patterns in everything. His mind's eye has always been trained on the world around him and the events which occur within his view. Sashi is a natural at puzzle games, mystery stories, crosswords, and other similar exercises of the mind. Despite this; Sashi seems to experience great difficulty working with technology. He goes through datapads at the same rate some people go through Socks, and drives shuttles as if he were in a criminal pursuit, even when he's not.

Sashi's personality is kind, naive, and at times lecturing. He's incredibly loyal to the YNP; constantly thinking of protocol and regulations for everything. Despite not having to wear a uniform in his position as Agent, he still does at all times, except of course when on an undercover assignment.

- **Likes:** Puzzles, tea, books, The YNP, word games, children, the missionary position, rules, oxford shoes, etc.
- **Dislikes:** Breaking the rules, tennis-shoes, criminals, racism, unset uniforms, cigarettes
- Goals: To rid the world of injustice, one criminal at a time!

## **History**

### Family (or Creators)

Tamayamo Kasai (Father), Tamayamo Mina (Mother), Kikyo Richardson (Sister), Parker Richardson (Brother-in-law)

#### Pre-RP

Sashi grew up in Kyoto and lived a peaceful, normal childhood. He and his sister spent most of their time playing Empress and Servant in their backyard after school. Sashi always preferred to play the humble servant who collected all the Nekovalkyrja (House-cats) so the Empress could remove the Elysians (Beetles.) from the planet (Garden). This attitude followed Sashi out of his childhood. In school, he was the benevolent class president who represented the students' needs wholeheartedly. As soon as he graduated, he applied for a position in the Yamataian National Police. He graduated at the top of his class from the academy, breaking records in logic tests. Due to his test scores and impeccable performance record in tracking down suspects, he excelled despite his shortcomings to the rank of Sergeant quickly and volunteered for the Special Investigations Sector, in Unit Six. In early YE 33, his bumbling nature finally caught up with him. In an event that caused considerable damage to government property and resulted in the escape of a powerful gun-runner from Nepleslia, Sashi was rebuked and disgraced. As punishment, he was re-assigned to Unit Four and assigned a partner with seniority.

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### **Skills**

#### **Communication**

Sashi 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. He speaks fluid Yamataian as well as Trade.

#### **Fighting**

Sashi 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: Sashi is capable of operating any computer system in common use by the YNP, although he seems to have incredibly poor luck with this. To this date, he's learned more about machines from breaking them repeatedly and having to fix them than from any of his training.

#### **Mathematics**

Sashi received basic mathematics training, to including up to algebra and trigonometry. He excels at mathematical puzzles and trajectory analysis. His experience and talent is invaluable at the scene of a crime.

#### Knowledge

Sashi knows his way around the Yamataian law books greater than most Senators. He's even committed some of his favorite portions to memory. On occasion, he'll spend his free time reading up on the latest legislative developments; even though he knows he'll be briefed on them if they're pertinent to his assignment.

#### **Analysis**

Sashi has always had an extremely analytical mind. His personality supports the countless hours of police training he's had, and when on duty Sashi considers every possibility. His truest strength lies in this skill, and even when his machines break and his gun fails to fire: Sashi will think his way out of it.

Medical

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Although most of his patients have been dead, and the purpose for examination merely the gathering of information, Sashi has an extensive knowledge of the body; whether it be Yamataian, Elysian, Nepleslian, or one of the other races of the galaxy. He especially knows what kills these bodies- again, from years of probing bullet holes and stab wounds. Although he's had very little experience with live patients, Sashi is nevertheless familiar with the workings of a living thing.

## **Inventory**

Tamayamo Sashi has the following items:

- 1 Type 33 NSP
- 3 YNP uniforms
- 3 pair, black Oxford no-slip shoes
- 3 T-Shirts, black
- 1 pair, black slacks
- 2 pair, kahki slacks
- 4 button-up shirts, white
- 1 silk tie, black
- 1 datapad

## **Finances**

Tamayamo Sashi is currently a Agent in the Yamatai National Police.

<b>Total Savings</b>	Addition	Subtraction	Reason
3000 KS			Starting Funds

## **OOC Discussion**

APPROVE ME!!!

Character Data		
<b>Character Name</b>	Tamayamo Sashi	
<b>Character Owner</b>	Lamb	
<b>Character Status</b>	Inactive Player Character	

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