

Arslan Chatagai

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General Information		Physical Characteristics	
Species:	Iromakuanhe	Gender:	Male
Ethnicity:	Sund Wakir	Age:	21 AR (28 YE)
Organization:	Astral Vanguard	Height:	5'10" (178 cm)
Occupation:	Frame Runner	Weight:	142 lbs. (64.5 kg)
Rank:	Vayshirin	Eyes:	Orange (Tangerine)
Current Assignment:	Bahram Wing	Hair:	Black

Arslan Chatagai in Roleplay

Arslan Chatagai is a [Characters](#) played by [Morganus](#) and is currently involved in the [Bahram Wing](#) plot.

Physical Characteristics

Height: 5'10 Mass: 152 lbs.

Build and Skin Color: Arslan has an athletic, well developed body, due to his short, but intensive military training and previously, his long years spent to learn martial arts and armed combat from his grandfather. His skin is tanned, but not too dark.

Facial Features and Eye Color: Arslan has a friendly face, even if he wants to show a more mature side of him with his mustache. Although he has strong features, Arslan is handsome if someone is able to appreciate his radiant calm charisma. He has smoldering eyes in the color of tangerine.

Hair Color and Style: Arslan has curly black hair, growing wildly until it's seriously need some cut.

Distinguishing Features: His horn is a Halish-Abeem variant, a type of horn shapes which is common in pure inbred Sund Wakir communities. Has a mustache.

Psychological Characteristics

Personality: Arslan, quite unlikely to his Sund Wakir blood, has a very introverted nature, so he can only express his true self, not via words, but with acts and thoughts, feelings shared in dreams and emitted emotions. Of course, if someone threatens his inner world or outer homeland and it's spiritual culture, he changes into a harsh combatant. As for needs, he is like his dear animal companions, the Guals: he is content, if he has something to eat and drink, and that's all. Of course, he also yearns for mates as friends and lovers, but his priority is to become someone, who is invulnerable in his heart, even alone and in terrible conditions. Worldly matters don't really bother him, he doesn't fear the future, instead he

is struggling to live every minutes of the present time in perfection. Meditation is something like breathing for him, it's part of his daily routine and his being.

Likes: Spiritualism; The landscape of the Nuocr Expanse Region and the people of Maraeck Monastery; Beliefs of [Muna the Nomad](#); Meditation (Bahbi and Abu'Nal styles); Small, intimate shrines; [Guals](#); Trustworthy and honest friends; Women with good character; Anything eatable which has better taste then sand; Finding a juicy, succulent plant in the desert when it's really needed

Dislikes: Infidelity; Blind fanaticism; Impudent and arrogant people; Lacquerd horns; High alcohol content beverages; Feeling others unbearable sorrow; Money-grubbing; Corrupt quartermasters; All known and still unknown alien races threatening the peace and well-being of the 'Dream Stewards'

Goals: Become a Temple Guard; Self-development in knowledge and wisdom; Finding a faithful partner to be a wife, mother and supporter of a harmonious family; Live in completeness, and die contentedly, surrounded by either defeated enemies or loving relatives

History

Family

- Onond Adalev: 73, Grandfather on mother's side ([Sund Wakir](#))
- Kassar Chatagai: 52, Father ([Sund Wakir](#))
- Suria Chatagai: 43, Mother ([Sund Wakir](#))
- Khaidu Chatagai: 25, Elder brother ([Sund Wakir](#))
- Altan Chatagai: 18, Younger brother ([Sund Wakir](#))
- Arlana Chatagai: 16, Sister ([Sund Wakir](#))

Pre-Military

The first years of the Cub

Arslan was born on 17th of Abu'nal, AR 914, somewhere near to the Shuokirae Camp, on a night irradiated by the full moon Saerla. His father, Kassar Chatagai of the Eshlaer-Harkh tribe is a remarkable man, warrior in heart, and merchant by profession, just as nearly every man under his leadership as a nomadic sheikh. The people of Eshlaer-Harkh live in yurts and often migrate from one camp, oasis or suburban part of a city to an other. This is the way of living how their ancestors also lived, but nowadays it's much more difficult to preserve and practise the traditions of the past. But, maybe this migrant lifestyle which gave the chance to the young Kassar to meet the girl called Suria, -precious flower and daughter of Knight-Guardian Onond Adalev-, who later has become his wife, and mother of Arslan and his three siblings. In his first five years, Arslan was blessed with the experience being in a warm and caring household. Probably this fact explains why was so difficult for him, when the time of separation has come, and he had to say farewell temporarily to his father, mother and the cute baby Arlana. Actually, the only one, whom he didn't shed a teardrop for, is his annoying little brother, Altan, who always seized

his toys with crying...

In the hand of 'Grumpy Grandpa'

From age 5 to 16, Arslan has lived in Maraeck Monastery, raised and nurtured in the school attached to the monastic order of Onond Adalev, his grandfather. 'Grumpy Grandpa', as he named secretly the morose and strict Onond, who just recently gained the title 'Master Guardian' after 23 years of service, had insisted that all his grandchildren must have been under his supervision and care during their decisive period of life. The parents could not, and maybe didn't even wanted to run against the will and goodwill of a honourably relative, so that's how Arslan had the privilege to live and learn with his siblings and taught by grandpa Onond. First, just the two of them, Arslan and his elder brother Khaidu, who will inherit the position and fortune of their father's as the eldest son, and in time, all the four kids together, living like a normal family, except the fact, that they had to spare their parents for the most time of each years, just like any child of traditional Sund Wakir families. Master Guardian Onond has been a strict, but consistent teacher, with great expectations especially from Arslan, whom he has meant for his own profession as a Temple Guard and warrior of the faith. So, in all those years Arslan had hard times when he had to meet the high expectations of his grandfather and fellow teachers, but he showed good progress and results in his studies.

In the school named desert

At the age of 16, Arslan has rejoined to his parents and tribe. In the sacred month of Muna, the whole big family with distant relatives and close friends were invited to celebrate the happy occasion, and that's when Arslan got his first, own Gualmyan as a present for graduating with honourable mention of his tutors (by the way, not his grandfather was the one who made the petition for this). Anyway, in the following few years Arslan lived the life a young warrior, riding his Gual 'Shalek', learning about the true nature of the infinite wilderness of the Expanse. Although he has come to know other lands of Maekardan, as he was wondering with caravans of the tribe, Arslan has become like a monk of the desert, without friends from his own age and experiences about the outer world. So, that's why grandfather Onond, who made this observation about his dear grandchild, suggested, that Arslan should join the armed forces, and take the first steps towards that mental and physical state, when he is ready and able to join the community of Temple Guards.

Military

Boot Camp and Frame Runner Training

Arslan enlisted and joined the Erla Miraiv of Astral Vanguard in the late AR 934. He did the standard recruit training at Barazai Base in the Nuocr Expanse, but due to the recent military actions and high alert level, he was soon rearranged to a mobile training unit for VANDR piloting. His basics are excellent, but the hasty drilling had some serious side effects. The smallest problem is, that he couldn't make acquaintance with other cadets, because he had to concentrate on his studies and training, mostly alone, so he even now has no real friend. But, from the point of view of a platoon leader, the bigger problem is,

that he is still greenhorn in the matter of VANDR piloting. On the other hand, he has great abilities on solid battlefields, in harsh conditions, when he can use his survival tactics and skills. Also, he did pretty good in every simulation and field practice, but his flight-hours in space are utterly ridiculous compared to others. Hopefully, his calm warrior behaviour and good skills will help him out, when his unit will be deployed as a backup for troops in field operation.

Skills

Fighting/Physical

Arslan is proficient in both defensive and offensive hand-to-hand techniques, and has knowledge, good sense for martial arts known and practised by Sund Wakirs (Gualmyan Jousting, 'Desert Wind' voulge and short sword style). Also, he knows well how to use effectively various modern hand weapons, including knives, pistols, rifles and light explosives such as grenades. He is in excellent physical form, with sufficiently high endurance to survive situations such as elevated G-forces. His survival abilities are above the average because of his origins and lifeform.

Technology Operation

Arslan has had extensive courses in the use of NI systems aboard the [Organoid](#) craft employed by the [Astral Vanguard](#), and understands how to properly utilize his own [entry ports](#) to interface with compatible systems.

Communications

Arslan is capable of using all standard communications found in the [Iromakuanhe Astral Commonwealth](#), in particular those employed by the [Astral Vanguard](#). This includes laser, radio and MASC-enhanced variations in various formats and media. He is fluent in Saalsari and Haidasari, and can speak, read and write it correctly. He can communicate clearly even while under fire or in other unnerving situations.

Medical

Arslan is capable of basic medical techniques, including everything up to first aid, emergency care, such as CPR or the Heimlich maneuver, and the administering of preprepared medicine, such as painkillers or stimulants. Also, he has some basic veterinary knowledge and experiences with Guals, so he can treat animals if he has to face minor health problems, fractures etc.

Vehicles

Arslan has advanced comprehension and practical ability in the piloting of a Powered Frame unit. He is capable of flying under most conditions and operating all of the onboard weaponry safely and efficiently in combat scenarios, however he has less flight hours than his same-aged comrades. However, he compensates the lack of experience with great skills and instincts inherited from his warrior ancestors, so he can make complex battlefield maneuvers while under high stress (combat, etc), and adjust his movements to compensate for all logical combat variables (gravity, weapons fire, atmospheric conditions, etc). He understands the basic functionality of his machine and can make basic repairs to certain subsystems.

Leadership

The character has learned the essentials of tactics and command, but has not achieved the required level of mastery to put himself in a command position. However, he is capable of giving and following tactical orders quickly and efficiently in combat scenarios and can follow the command structure of his unit or wing while under highly stressful conditions (combat, etc). He is capable of making use of the information given to him (tactical maps, target statistics, marked targets, etc) and finding relevant information to send to the rest of his unit.

Survival

Arslan not just knows how to survive in hostile environments, but he also practiced it quite a lot in Nuocr Expanse, the famous and dangerous region of Maekardan. He can build shelters, hunt and forage for food, build a fire, and also mastered how to get water out of nothing, in the middle of a desert. Camouflaging himself is not a big task, even if it needs to burrow himself under hot sand, waiting motionless for his prey. As a Sund Wakir, he is familiar with guerrilla warfare tactics, and how to operates in harsh conditions.

Inventory

Clothing

Standard Uniform

- 2 Starship Duty Uniforms
 - Duty Jacket, Light Blue and Dark Blue w/ Gold Trim
 - Short Sleeved Mesh Turtleneck, Dark Blue
 - Uniform Slacks, Light Blue w/ Dark Blue Trim
 - Uniform Belt, Brown
 - Reinforced Shoe/**Boots**, Black w/ Gold Trim
 - White Gloves w/ Gold Trim

Optional Uniforms

- 1 Cold Weather Jacket, Arctic Blue Pattern
 - Heavy Mesh Turtleneck, Dark Blue
 - Cold Weather Pants, Dark Blue
 - Cold Weather Rebreather
 - Reinforced Cold Weather [Boots](#), Black w/ Gold Trim
- 1 Weather Jacket, Dark Blue /w Gold Trim
- 1 Desert Uniform
 - Short Sleeved Shirt, Light Gold
 - Sleeveless Mesh [T-Shirt](#), Dark Blue
 - Uniform Slacks, Light Blue /w Dark Blue Trim
 - Uniform Belt, Brown
 - Reinforced Shoe/[Boots](#), Black w/ Gold Trim

Patches for Uniforms

- 1 Division Patch, "Graiv Haidan"
- 1 Ship Patch
- 1 Unit or Wing Patch (Runner)

Workout Clothes

- 1 Standard Workout Outfit
 - Sleeveless Mesh [T-Shirt](#), Dark Blue
 - Padded Slipper-[Socks](#)
 - Exercise Shorts, White w/ Dark Blue Trim (Long for Male)
- 1 Standard Swimsuit
 - Swimming Trunks, Light Blue

Undergarments

- 4 Pairs Smart Woven Boxer Briefs, Black

Firearms and Combat Gear

Standard Gear

- 1 [Solanii Laiz Pistol](#)
 - 3 [Leyflar Supercapacitor](#)

- 1 Holster, Brown
- 1 [Solarii Laiz Faelraig](#)
 - 1 Spec2 [Leyflar Supercapacitor](#)

Other/Various

Misc

- Wallet, Dark Blue or Dark Gold
 - Identification Card, with Name, Corps and Home District
 - Homing Beacon Tab
 - Starting Funds
- [Canteen](#) (.6 litres), Brown

Personal Hygiene

In the middle of nowhere? He prefers surviving the hell of sand dunes to be in a presentable state for a party.

Funds

- 12000 [KD](#)

OOO Discussion

Under construction...

Character Data	
Character Name	Arslan Chatagai
Character Owner	Morganus
Character Status	Inactive Player Character
Approval Thread URL	stararmy.com/...

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