


Ishtar

Ishtar is a [player character](#) played by [Soresu](#).

Ishtar



Species:	FIOMNI
Gender:	Female
Age:	65 AR (86 YE) ¹⁾
Zodiac Sign:	Dahbi
Height:	5'2 (158 cm)
Weight:	98.5 lbs (44.6 kg)
Organization:	Astral Vanguard
Occupation:	Intelligence Hub, Commander's Liaison
Rank:	No Rank
Current Placement:	

Physical Characteristics

Height: 5'2 (158 cm) Mass: 98.5 lbs (44.6 kg) Measurements: 34A-23-32 (86-58-81) **Build and Skin**

Color: Ishtar is shorter than the average female Iromakuanhe. Having a slightly more petite build. Sadly, she may lack in curves but this does not really bother her overly much.



Ishtar's complexion is of a almost pale cream color with a very faint pink cast to it.

Eyes and Facial Features: Ishtar's eyes are of a golden lustrous hue, bright and seem to have a smile behind them no matter what. Her cheekbones are high. And her lips are of a rosy pink coloration that seem on the verge of a pout. Her nose is small with the characteristic dip to it of certain Iromakuanhe racial groups instead of the arch. Her features aren't necessarily pointed, as a result her facial structuring has more of a western european influence.

Hair Color and Style: Even amongst the Iroma, Ishtar's hair is an oddity due to being a Neon Pink color akin to 'Cotton Candy' as her caretaker calls it. While straight and soft, her hair is quite long, almost reaching the floor. Ishtar however usually keeps it straight instead of attempting to braid or style it.

Distinguishing Features: Ishtar's NI Core is encased within a [Altjiran Lavans-type Synthoid](#).

Psychological Characteristics

Personality:

Ishtar's personality is... odd to say the least for she has not experienced life as normal Iromakuanhe have. Being an NI gives her great analytical insight but poor social skills. As a result she is quite new to the wider world around her, naive as it were and full of curiosity and energy to boot. She is a happy go lucky individual usually with a smile on her face and a cheery demeanor when dealing with people she knows, strangers usually make her a little shy which she gets over rather quickly. Although still new to the aspect of being a 'normal' person now, Ishtar is slowly learning how to fit in but continues to break the fourth wall in some instances much to the chagrin of others.

On the subject of her role within the [Astral Vanguard](#) she has a immense sense of pride in her duties and capabilities as a Fleet Intelligence. As such, Ishtar doesn't take sullyng of her work well in addition to failed strategies and plans. In the wake of this the NI usually redoubles her efforts, running simulation

after simulation to try and see what went wrong to prevent the same mistake from happening again if there is anything she can do about it. So yes, she is a bit of a work-a-holic.

Preferences and Goals

- **General Likes:** Sweets, Affection; Generally enjoys running battle simulations.
- **General Dislikes:** Losing; Being unable to help.
- **Religion:** Unknown, Possibly the [The Dreamer Vigil](#)
- **Favorite Color:** Purple
- **Favorite Band:** From Bistan
- **Favorite Song:** From Bistan - *Tranquility's Reprieve*
- **Favorite Book:** Unknown
- **Favorite Movie:** Eternal
- **Favorite Game:** Saiph Break
- **Lucky Number:** 9
- **Clothing:** Ishtar tends to wear fashionable clothing with some measure of comfort. While she likes the height of fashion, the NI leans more toward the styling of [Mazerin](#) or a fusion of [Maekardanii](#) and Mazerinii. She is fond of soft, sleek materials but however tends to shy away from anything 'shiny' as she finds it garish.
- **Food:** [Khuyunii Sweetstones](#), Gelato, [Herdtitan Kebabs](#), [Cloudstinger Puffs](#)
- **Sexuality:** Undecided
- **Tastes in...:**
- **Distastes in...:**
- **Goals:** Currently Ishtar's main goal is to see the flotilla through its mission.

History

Family (or Creators)

- Creators: [Solán Starworks](#)
- Surrogate Big Sister: [Mridula Ituri Osei](#) ²⁾

Pre-RP

- [AR 876](#), [FIOMNI](#) 'Ishtar' is born.

- [AR 897](#), 'Ishtar' successfully completes her trial run and begins active duty.
- [AR 905](#), 'Ishtar' is the acting [FIOMNI](#) of the Graiv Haidan Task Force investigating pirate activity within the [El Bazr Asteroid Field](#). Three pirate vessels are engaged. Pirate vessels launch a massed fusion-based munitions salvo against [Astral Vanguard](#) forces. The result is one [Vayu-Class Frigate](#) suffering extreme damage and the loss of half of its VANDR compliment to the ensuing chain of explosions with a total death toll of 31. Vanguard Forces retaliate, decimating all but one ship which is subsequently boarded.
- [AR 906](#), 'Ishtar' pours over the ship's data banks, resulting in a four month long investigation being launched due to hints of a possible insurrection brewing from seemingly useless junk data. The information and investigation's findings however are debunked by Vanguard brass and [ISA Agents](#) as nothing more than rumor with the encountered pirate threat being mere coincidence.
- [AR 927](#), With the escalated terrorist activity now coming to a head, several rogue groups declare secession from the [Astral Commonwealth](#) after banding together under one unified flag. Attacks begin to take their toll on outlying colonies and Vanguard outposts. The [Makuzhar](#) and [Iromakuanhe Conclave](#) agree that direct intervention is necessary. Astral Vanguard forces are mobilized under a [Section Four](#) deployment. FIOMNI Ishtar is assigned to assist in what would be dubbed as the 'Third Outer System Conflict' by civilian and military veterans alike.
- [AR 935](#), The '*Heaven's Fall*' incident occurs. A large engagement between Vanguard and New Veyrin Republic forces cause substantial damage to the space elevator over [Maekardan](#). Commonwealth forces on station are decimated until reinforcements from [Bahram Wing](#) arrive on scene and begin rescue operations. Deployment of planetary VANDR garrisons from all three worlds manage to cause the remaining NVR forces to bug out. The damage however had been done.
- [AR 936](#), FIOMNI Ishtar is assigned to the Vanguard detachment mobilized to track down the NVR base of operations. She is stationed aboard the first [So-C1-2a Vajra-class Cruiser](#) *VSV Astarte*. An NVR attack upon the world of [Mazerin](#) is thwarted by the *Astarte*, her VANDR wing and ships on site.
- [AR 942](#), FIOMNI Ishtar is assigned to the [Setareh Wing](#) as the wing commander's liaison.

Skills

Technology Operation

Ishtar has had little need for the extensive courses in the use of NI systems aboard the [Organoid](#) craft employed by the [Astral Vanguard](#) as she herself is an NI. She understands how to properly utilize her own [entry ports](#) to interface with compatible systems. The use of standard-issue electronic devices and conventional computers is intuitive to her nature as well. Ishtar, being a Fleet Intelligence is more than proficient at finding and accessing large amounts of relevant information or processing large amounts of data. She is an adept hacker and information technology specialist, able to defeat common firewalls and safeguards and can render the same exceedingly difficult for others. Her knowledge of software and digital virii is all the way up to a high level understanding of advanced polymorphic viruses, ciphers and

encryption softwares.

Vehicles

Ishtar has advanced comprehension and practical ability in the piloting of a Powered Frame unit, capable of flying under most conditions and operating all of the onboard weaponry safely and efficiently in combat scenarios. She can make complex battlefield maneuvers while under high stress (combat, etc) and adjust her movements to compensate for all logical combat variables (gravity, weapons fire, atmospheric conditions, etc). She has an advanced understanding of the functionality of her machine and can make basic repairs to certain subsystems. More than just well trained in their use, she has sufficient ability that it would almost seem that her abilities were ingrained on an instinctual level.

Communications

Ishtar 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. She is fluent in Saalsari, Haidasari and even the ancient Trade language, and can speak, read and write them correctly. She can communicate clearly even while under fire or in other unnerving situations.

Knowledge

Ishtar has knowledge of the common goods found on [Astral Vanguard](#) starships and installations, including weaponry, medical supplies, ammunition, food and vehicles. She knows how to manage supplies, forward requests from crewmen to the proper logistics divisions as is part of her job in helping to delegate the burden that comes with fleet logistics. Her knowledge of battle tactics is also superb as she had fought in a war and several smaller engagements which honed her capabilities to their current level. Ishtar is also familiar with the rules and regulations of the Vanguard, as well as the laws of the Commonwealth as a whole.

Ishtar is skilled at making accurate but brief descriptions of needed information for their associated unit, responding to requests for information and making sure that both her staging area (starship, base) and units in the field are informed of each other's status at all times. She may also be able to forecast enemy behavior based on data from the field with the accuracy of a well-trained officer.

Performance [Singing]

Unbeknownst to well... anyone really, Ishtar is quite the capable singer. Since being housed within her new body, the NI has experimented with vocal ranges and singing in general as her elder NI counterpart, 'Ninlil' now known as the pop idol [MiSHARA's](#) career became wildly successful. Not one to be outdone by her 'older' brother/sister, Ishtar began to develop her own voice. However, despite being a capable handler of intelligence data, a competent strategist and showing no fear in battle, Ishtar has stage fright.

That being said, she is quite secretive about this talent of her's and only practices in private.

Cooking

On the path to being a consummate chef in the culinary arts, Ishtar has taken a special liking to the aspect of cooking. While still new to the trade, she has been quickly learning of the delicacies of her forebears, the intricacies and interplay between certain flavors therein. Ishtar has begun to experiment with different spices, flavors, textures and products within what she makes in an attempt to improve upon underlying tastes or to outright make an entirely new dish with this new hobby.

Finances

Ishtar is currently of no rank within the [Astral Vanguard](#). She receives a weekly salary of 0 per week.

Total Savings	Addition	Subtraction	Reason
0 KD ³⁾			Starting Funds

OOC Notes

Soresu is on hiatus and has stated that this character may not be adopted.

Character Data	
Character Name	Ishtar
Character Owner	Soresu
Character Status	Inactive Player Character

¹⁾

Physical appearance is right around 20

²⁾

Mridula has developed a sisterly bond with Ishtar and as such has taken on the role of the big sister.

³⁾

Ishtar's basic needs are seen to by the [Astral Vanguard](#) while deployed

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