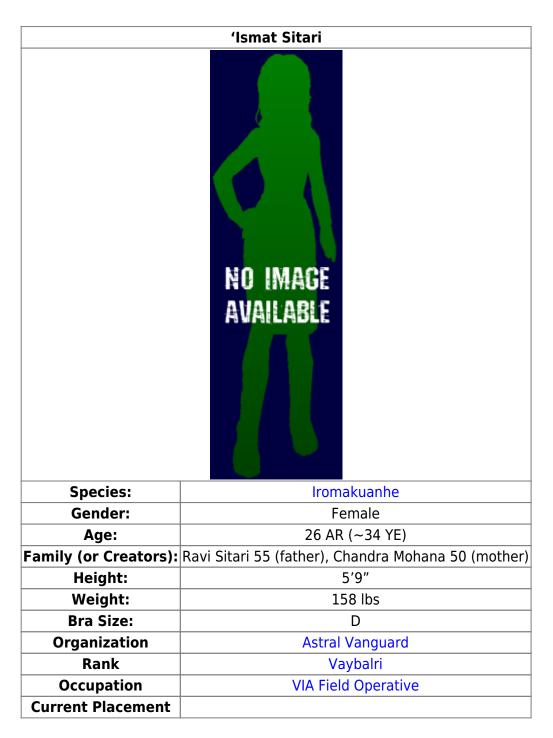
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'Ismat Sitari



'Ismat in Roleplay

'Ismat is a Player Character played by Kyoki. She is newly assigned to the assignment, under the Graiv Haiden.

Physical Characteristics

Height: 5'9" Mass: 158 lbs Bra Size: D

Build and Skin Color: 'Ismat has pale purple skin over her decently thin body. While she is not quite as thin as your average Eyr Ranr, she isn't particularly fat or voluptuous, though she does have a slight bit more muscle.

Facial Features and Eye Color: 'Ismat's eyes are a mix of blue and gray, though not really blue-gray. Sections of her eyes are a brilliant blue, while, the majority of her eyes, are a dark, dull gray. Her face has soft feminine features, such as a small nose and the like.

Hair Color, Style, and Horns: Light gray hair that goes to her upper mid-back. It starts straight, but the lower part of her hair is in large, neat curls. Her horns are kept smooth, and actually filed down so they are shorter than average.

Distinguishing Features: She wears glasses, since she is slightly far-sighted.

Psychological Characteristics

Personality: 'Ismat is a very determined individual, a semi-workaholic. She also tends to be a bit bossy and stubborn, sometimes resulting in her hating having to follow the orders of higher-ups. She sometimes slips up and would start ordering people even when she wasn't the one in charge at the time. In contrast, when 'Ismat isn't working, she is quite the opposite. She's carefree, simply put. She's open and silly. She can be a bit flirty at times, tending to more toy with people than anything else. She also plots elaborate pranks, though she rarely acts out on them, at least any more.

Likes: Sweets, mischief, explosions **Dislikes:** Lack of guidance, confusion **Goals:** To become a famous heroine

History

Baby Book

Entry AR 909

Our baby was born a few days ago. We've decided to name her 'Ismat, 'Safe-guard.' She's a bundle of energy and curious too. We still can't believe that Chandra actually got pregnant.

Entry AR 914

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'Ismat is getting to be guite the handful. She's always acting up.... Oh no... she just broke another plate.

Diary

Entry AR 920

Mom and Dad got angry today, but I don't care. I FINALLY got into the locked room. I didn't get to see much. I was stupid and started cheering and all. But, you can't blame me for being curious what was back there. I still didn't get to look... but at least I unlocked it. They were so mad....

Entry AR 921

There was a bandit attack a few days ago, it was so exciting! Sure, it was scary, but it was amazing when some soldiers from the Astral Vanguard showed up and wasted them! Though... it's weird though. Since then I couldn't find Fikri or Indira anywhere. They didn't want to hide and wanted to go out and watch what was happening. My parents won't tell me where they've gone though it's not surprising. They didn't really approve of who my friends were anyway. Their parents won't either and they seem sad.

Entry AR 922

Mom and Dad seem... happier with me. Ever since Fikri and Indira left, my parents have been saying that I've been acting a bit better. They say I'm finally rid of those bad influences, though Fikri's parents overheard and they got really mad. There was almost a fight, can you believe that? Still... I feel lonely. It's been so quiet around here.

Entry AR 924

What am I going to do? I still have no idea what to do with my life. Mom and Dad keep asking me what my dreams are, what am I going to make of myself? I keep telling them I don't know. I know they can't just take care of me forever and they have others to worry about besides me. I just don't have an idea....

Entry AR 926

A group of bandits attacked. Dad got hurt, along with quite a few other people. The Vanguard had to save us again. I was so useless.... Though, it finally made me realize where Fikri and Indira were.... Can't believe I was so stupid and didn't see it before. I can't believe how so many people can be gone so easily, and how they can be forgotten. If there wasn't an attack today, I probably still wouldn't have remembered them.

Entry AR 927

I've finally decided. Dad didn't say anything about my decision, and Mom wasn't too happy either, but at least I've decided. I'm joining the Astral Vanguard. Why? It may just be a child's dream, but I don't want to be nobody forever. I don't want to be forgotten. The Vanguard has saved my family's life twice already... they're heroes. They won't be forgotten so easily....

Entry AR 934

I can't believe it. All that hard work paid off. I've been accepted into VIA training. I hope I don't mess this up. Now that Mom and Dad have seen that I'm truly serious about this, that I've finally and truly dedicated myself, they seem really happy. I can finally make something of myself.

Entry AR 935

It's done. I graduated. It was so hard, but I did it. Mom and Dad can't believe it either. They keep talking about how far I've come since I was little, and, thinking back, it's true. That little devil of a child can finally do some good in the world.

Brief Summary

'Ismat was born to Ravi and Chandra in AR 909, lovers that weren't married, though she still saw them as a couple rather than two separate families. Though not married, they did actually stay close. Growing up, 'Ismat picked up bad habits as well as gained bad friends. Not the best group to hang around with. When she was 12, her best friends were killed in a bandit attack. Because of this, she had lost all guidance in life. When there was another bandit attack, when 'Ismat was 17, her father was injured. Both times, the Astral Vanguard were the saviors. This had a strong impact on 'Ismat, giving her inspiration as to what do with her life. She joined the Vanguard once she was old enough. After joining the Vanguard, 'Ismat worked hard, trying to just be a somebody that will be remembered. Eventually, after several years of service, she was accepted into VIA training, which she just recently completed.

Service Record

- -Assignment name-
- -Description about assignment-
- -Mission name-

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-Description about mission-

Skills

Fighting/Physical

As a VIA operative, 'Ismat has gone through the training required to effectively use many types of weapons, from knives to pistols, to anti-tank weaponry. With rifles, she's passed the required 200 meter marksmanship requirement for rifles, as well as the 25 meter requirement with pistols. She's also had training with explosives and grenades, which she took a particular liking to. She tends to enjoy a bit of overkill when there's room for just a little bit more when using weapons that go boom. Then again, she liked using any of the weapons, her mischevious side coming out slightly.... Besides her weapons training, the intense physical training 'Ismat has gone through has given her high endurance, enough to perform in situations such as elevated G-forces and enough stamina for prolonged ground assaults.

Technology Operation

'Ismat 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 her own entry ports to interface with compatible systems. The uses of standard-issue electronic devices and conventional computers have also been a part of her education. She is proficient at finding and accessing large amounts of relevant information. 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 basic understanding of advanced polymorphic viruses.

Communications

'Ismat 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 and Haidasari, and can speak, read and write it correctly. She can communicate clearly even while under fire or in other unnerving situations.

Medical

'Ismat 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 pre-prepared medicine, such as painkillers or stimulants.

Vehicles

Having gone through quite a bit of training, 'Ismat 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 understands the basic 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.

Leadership

While 'Ismat has indeed been moderately trained in tactics and command, she's had no experience with using any of it. In her mind, she can formulate boarding tactics, urban and guerrilla warfare, and how to issue out orders, she hasn't had enough time employing these skills while in combat to very well utilize them. Pre-combat and post-combat she can do fine, but under high stress, she's not very good at thinking through all the positives and negatives of various actions. In addition to her developing command ability, she knows how to use tactical information she is given, such as maps and the like.

Rogue

As a child, 'Ismat was mischievous. Parts of her childhood were spent gaining skills that probably weren't too moral, namely lock picking. Through her practice, she had gotten quite skilled at it. Though, since she's learned to focus on her goals, and since joining the military, her skills have gotten slightly rusty, but given time she could probably pick your average lock.

Inventory

Items and Accessories

Clothing

Standard Uniform

- 2 Starship Duty Uniforms
 - Duty Jacket, Light Blue and Dark Blue w/ Gold Trim
 - Short Sleeved Mesh Turtleneck, Dark Blue
 - o (1) Uniform Slacks, Light Blue w/ Dark Blue Trim
 - Uniform Belt, Brown

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- (1) Uniform Skirt, Light Blue w/ Dark Blue Trim
- Reinforced Shoe/Boots, Black w/ Gold Trim
- White Gloves w/ Gold Trim

Extra 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
 - Uniform Belt, Brown
 - Reinforced Shoe/Boots, Black w/ Gold Trim

Patches for Uniforms

- 1 Division Patch, "Graiv Haidan"
- 1 Ship Patch

Workout Clothes

- 1 Standard Workout Outfit
 - Sleeveless Mesh T-Shirt, Dark Blue
 - Padded Slipper-Socks
 - Exercise Shorts, White w/ Dark Blue Trim (Short)
- 1 Standard Two Piece Sport Bikini, Dark Blue or Light Blue (Female Only)

Undergarments

- 4 Sets Female Undergarments
 - Smart Woven 1) Sports Bra, Black
 - Smart Woven Panties, Black

Firearms and Combat Gear

Standard Gear

- 1 Solanii Laiz Pistol
 - 3 Leyflar Supercapacitor
 - ∘ 1 Holster, Brown
- 1 Solanii Laiz Faelraig
 - 1 Spec2 Leyflar Supercapacitor

Other/Various

Miscellaneous

- · Wallet, Dark Blue or Dark Gold
 - Identification Card, with Name, Corps and Home District
 - Homing Beacon Tab
 - Starting Funds
- Canteen (.6 liters), Brown
- Glasses, black

Personal Hygiene

Finances

'Ismat is currently a Vaybalri in the Astral Vanguard. She receives a weekly salary of -salary- per week.

Total Savings	Addition	Subtraction	Reason
12000 KD			Starting Funds

OOC Discussion

Character Data	
Character Name	Ismat Sitari
Character Owner	Kyoki
Character Status	Adoptable Player Character
Approval Thread URL	stararmy.com/
1)	

One size fits all. Body temperature creates snug, comfortable fit.

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