


Komal Vasi

Komal is a [Player Character](#) played by [Gamerofthegame](#). She is newly assigned to the [Bahram Wing](#). Komal is a pretty cool gal. eh Mission controls and doesn't afraid of anything.

Komal Vasi	
	
Species:	Iromakuanhe
Gender:	"Female"/Other
Age:	20 AR
Family:	Chasti Vasi and Tobi Ullen
Height:	6'
Weight:	160 lb
Organization	Astral Vanguard
Rank	Vaytulri
Occupation	Missions Operator
Current Placement	Bahram Wing

Physical Characteristics

Height: 6' Mass: 160 lb Measurements: 34-24-33 Bra Size: 32B

Build and Skin Colour: Komal has a fairly thin looking build, which ontop of her slightly taller then average self gives her a somewhat stick appearance. Her breasts, thusly, almost appear to be unfitting, even to the size that they are. A genetic rarity as a Ivuori, though, her skin is a dark caramel sort of colour, not exactly being darker then the average while also not being any where near light enough to be considered one of the other skin tone groups, giving her a certain exotic appeal. Still, though, it just a few shades lighter then a mocha colour.

Facial Features and Eye Color: Komal has a awfully narrow face, chin coming to a rounded off point. Her features are fairly lithe and thin, keeping in tune with her stick like archetype. Her facial hair matches this; Her eye brows a extremely thin lines that extend outwards, though only in a few bristles of hair, matching her hair colour. Her eyes are both a dark, swampy sort of green.

Hair Color and Style: Her hair is a silvery white-grey sort of colour, which looks slightly off looking due to her odd skin tone, though then again other combinations could do the same. None the less, her hair is obviously quite thick and somewhat 'puffy', seemly often times kept unbrushed for the sake of Komal keeping herself from a world of hurt trying to brush it, and is also fairly unkempt outside of patting it down after a wash. Strangely, though, this pat is all that is needed, really

Distinguishing Features: Her horns are uneven. Noticeably so, extremely so. One horn, the left one (Her left) is only two inches long and is almost a little baby horn, its thin structure coming out of her hair and hugging her slightly. The other actually is 'normal', it curling up in a Cinnamon bun of sorts off her

head, the point digging inside the interior of the horn at a different point, and is fairly lengthy as it should be. This notable difference was due to an accident, the horn not mending properly afterwards.

Psychological Characteristics

Personality: Ko' is a pretty perky character, fairly commonly in a good mood. She has a certain airheaded like quality to her, though that is false; She is quite intelligent, just sorta glass has stuff in it sort of type. That said, however, she is also extremely shy in certain matters, which gives her a hodgepodge sort of personality when it comes to certain things. She is also, admittedly, quite the coward.

Likes: Pants, Fruits, Friends **Dislikes:** LOUD NOISES, Drunks, people dieing, People picking on her horn, people being-way-to-perceptive-on-a-certain-other-matter-she-would-rather-keep-hidden **Goals:** To not die. To be a successful and in the end SAFE officer with a decent pay before exiting early and finding something else to do.

History

Pre-RP

Komal was born from the fling of a married man and a not so married woman, as one could expect in such a culture. She was born slightly... Mm... Differently then most, though in the end she took that into her cautious stride. She lived lavishly due to her single parent being a ex-Officer and her father endorsing Komal with regular child support payments to keep the single mother going with the kiddo that was Ko'.

She did pretty damn well in school, being the intelligent type, though was a bit of a shy type. She was sort of shut out from the affairs of her peers, though what friends she DID make she enjoyed well and socialized quite a bit, only being a shy start instead of the quiet overall type. Overall, though, life was good for lil' Komal, even if she grew to be tall and not quite so little.

Via minor pressuring of her Mother she joined the Vanguard, though still being the cowardly self she took the much easier route; Being an officer. It would see no frame use, which was a primary thing, and it isn't like the Ironakuanhe were in any conflicts so she wouldn't see action on top of that. Though she got a even better route; 'Mission control', as it were. Mayhaps the high ups saw Komal as her cowardly-self and put her in a much more conservative position? No one is quite sure. However, she was fine prodding her little herd of people off information on her screens, with the real leader being the frame squadron's leader.

It was easy. It was *safe*.

Skills

Physical/Fighting

Komal is proficient-ish in both defensive and offensive hand-to-hand techniques as well as the use of several hand weapons, including knives, pistols, rifles and light explosives such as grenades. She is in pretty okay physical form, with pretty high endurance to survive situations such as elevated G-forces.

Technology Operation

Ko' 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 use of standard-issue electronic devices and conventional computers have also been a part of her education.

Communications

Ko' 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, for the most part, communicate fairly clearly even while under fire or in other unnerving situations.

Medical

Komal 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. She also has a limited knowledge of diagnosing injuries and illnesses. She is also knowledgeable in lecturing through others on basic first aid.

Knowledge [Intelligence]

Ko'Mally 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 forecasts of enemy behavior based on data from the field, but not with the accuracy of a well-trained officer.

Leadership

Komal is able to recognize tactical information and relay it, as well as formations and morale. She is able to make important tactical decisions on the fly in a *calm environment* and can guide others to the best of her technological possibility.

Survival and Military

Komal is knowledgeable in environments and situations of the haphazard sort. She is able to guide people to safety (As long as she is in a *calm environment*, though otherwise her ability degrades) as well as guide people through processes to enhance survival, such as building shelter, making signals, finding food and so on. However, her *own* skill in this regard is a bit lesser.

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
 - 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 (Male or Female)
 - Uniform Belt, Brown
 - Reinforced Shoe/Boots, Black w/ Gold Trim

Patches for Uniforms

- 1 Division Patch, "Erla Miraiv" or "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 for Female, Long for Male)
- 1 Standard Swimsuit
 - Swimming Trunks, Dark Blue
 - Two Piece bikini, Bikini top only, Dark blue

Undergarments

- 4 Sets Female Undergarments
 - Smart Woven¹⁾ Sports Bra, Black
- 4 Pairs Smart Woven Boxer Briefs, Black

Firearms and Combat Gear

Standard Gear

- 1 [Solarii 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

Miscellaneous

OOC Discussion

CAT FACE'D.

Character Data	
Character Name	Komal Vasi
Character Owner	Gamerofthegame
Character Status	Inactive Player Character

¹⁾

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

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