



# Mu'Tasim Farouk

Mu'Tasim Farouk is a [Iromakuanhe](#) played by [Kokuten](#).

Mu'Tasim Farouk			
Pronunciation:		Moo-Tah-Seem Fah-ruuke	
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Species:	<a href="#">Iromakuanhe</a>	Born:	Yetsava 17th, 908
Gender:	Male	Height:	5'11" / 180.3 cm.
Age:	31 (41YE)	Weight:	153 lb. / 69.5 kg.
Family (or Creators):	Father: Mahir Farouk (Age: 70)	Organization	<a href="#">Astral Vanguard</a>

	Mother: Bahiyya Farouk (Age: 73)	Ranks/Grade	Lantulri/Holy/Priority B1
Lineage:	Sund Wakir	Occupation	Temple Guard
Current Placement			
VSV Boutros			

## Mu'Tasim's Voice and Theme

Voice: [BlazBlue - Iron Tager](#)

Theme(Normal): [E.S. Posthumus - Nara](#)

Theme(Urgency): [Soul Calibur II - Unwavering Resolve](#)

## Physical Characteristics

- **Species:** [Iromakuanhe](#)
- **Gender:** Male
- **Age:** 31 (Is 41 by Yamataian Standards.)
- Height: 5'11" / 180.34 cm.
- Mass: 153 lb. / 69.39 kg.

## General View

- **Handedness:** Right
- **Build:** Rough, toned build all over. His shoulders are wide, otherwise, he is typical of his kind. The pads on his joints are a shade darker than his skin.
- **Skin Color:** Dark, Flesh-Colored skin.
- **Facial Features:** Generally handsome face, leans toward manly with a strong chin, and a straight and firm nose.
- **Eye color:** A lightning yellow color, giving his eyes a warming and bright luminescence. His eyes give off the feeling of someone who moves with a purpose.
- **Hair color and Style:** Thick white hair, carefully cut to a short length. His chin carries the scuff of a neatly kept beard.
- **Horn color and Style:** Thick brown horns, they are of a rough, unpolished texture, and are decorated with a white painted symbol of the Makuori on each horn on the anterior section. He also has attached draping charms and a few traditional Sund Wakir horn wrappings for added

decoration.

- **Distinguishing Features:** He has a white symbol of the Sand Dreamers tattooed on his right cheek and a white symbol of the Sund Wakir on the left.
- **Symbiotic Modification:**

**Left Arm Mini-LLS Rifle:** A [homunculus](#) symbiotic that works as miniaturized [LLS \(Light Linear Superconductive\) Rifle](#), firing rod penetrators, needle jet rounds or needles internally grown from ammonia, calcium and proteins derived from his urine. When in use, Mu'Tasim's hand recedes into his arm, revealing the lab-grown bio weapon underneath. After he's finished with its uses, the hand simply grows over the barrel and returns to the semblance of a normal arm.

**Left Arm Electoo:** After the incident with the saboteur on the [i]Astarte[/i], Mu'Tasim received a blue electoo with the design with the symbol of Jafar with a circle around it. Covering his forearm, connected to the circle around the symbol, is a Greek-Key pattern extending up to the elbow. The glow is capable of turning on and off.

**Nervous System and Optics Infantry Enhancement Package:** A [saturation](#) symbiotic that greatly enhances Mu'Tasim's visual awareness, his reaction time, and overall accuracy with all weaponry.

## Mental Characteristics

### Personality

#### Kind

Usually, Mu'tasim is very friendly and kind to those around him. He is often seen with a smile and a warm face, as long as he isn't being provoked, or being frustrated. This usually leads him to be [charitable](#).

#### Curious

Mu'Tasim is more inquisitive than others of the Sund Wakir, he often finds himself questioning the things around in ample curiosity. It does get to a point to where people will consider him a nosy lroma.

#### Idealist

He also is seen as a romantic, applying idealism to reality. Though, he feels that if he does so, only to improve the outlook of grim or sour situations. Other than that, he is often seen as a down-to-earth and faithful individual.

## Charitable

He will go out of his way to assist in the survival and well-being of others, and use his faith to bolster or relax those he protects.

## Loner

Among others, he will often seem reserved in casual conversation, even to the point of viewed as anti-social. To press this point further, he doesn't enjoy being caught up in larger crowds, or groups. He often prefers to either be alone, or amongst small groups.

## Stubborn

Mu'Tasim becomes rather loud in arguments and in competition, even though, it is extremely difficult to drag out his anger or frustration. Yet, he will sometimes mull over thoughts and ideas that may cause him to be frustrated, and as a result, become angrier easier. His worst trait would have to be his bitterness to failure.

## Responsible

Mu'Tasim carries a sense of purpose to his duty to the Vanguard, being the Temple Guard he is, he feels that he needs to be at the tip of the scale to any situation. Though among a people who enjoy peace, Mu'Tasim feels that he improves his mind and body best by combat and personal experience. He has to be at the scenario to experience it truly, not watch it on some view screen or read about it.

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## Preferences and Goals

- **General Likes:** Practice his skills out on someone, or something; Playing the drums; Staying updated on his scripture; Sleeping; Asking questions, or getting some new kind of information in general; Being at the aid of someone.
- **General Dislikes:** Losing; Being unable to help; Immaturity in others.
- **Religion:** The Dreamer Vigil
- **Favorite Color:** White
- **Favorite Band:** Fried Runyans
- **Favorite Song:** Fried Runyans - *Destabilized*
- **Favorite Book:** *Path of the Righteous?* (Adventure/Drama)

- **Favorite Movie:** *Dawn of Battle* (War Drama)
- **Lucky Number:** 1
- **Clothing:** In any casual occasion where he doesn't wear his Guard Uniform, Mu'Tasim will usually stick to a Kurta, Sirwhal, and Sandals combination of clothing. Despite his usual attire, he likes to wear loose fitting items.
- **Food:** Mu'Tasim is the kind of person who enjoys a good steak, most of the time, cuts of meat, usually preferring a medium rare cooking to it. At any time, served with something cold, whether it be wine or some other form of drink.
- **Sexuality:** Heterosexual
- **Goals:** To be known for his deeds and remembered. His other goal is to share a dream with someone truly special to him.

## History

### Pre-Military

#### Birth and Almost Booms

Mu'Tasim Farouk was born at the Atangr camp, in a small Yurt near the ocean. Like most Sund Wakir, he spent the few first years of his life with his parents, taking in life at the very camp he was born. Mahir would often misplace his son, not out of neglect, but out of the boy's strange curiosity. When his parents would be occupied with trading, hunting, or some other occupying task, Mu'Tasim would fiddle with things that caught his interest. One time that stands out especially was when he had somehow gotten his hands on a relic grenade from the time when humans still had roamed the land. Bahiyyah, his mother, smartly lulled the young Iroma to sleep with a lullaby before the four year old Mu'Tasim could pull any pins.

#### To Learn is to Live

After he had turned five, Mu'tasim's parents took him to the Maraeck Monastery for his teaching and study. There he flourished under the guidance of guru's who taught him the virtues of the [Dreamer Vigil](#). He was noted a smart student, and quickly grasped the ideal written into the Book of Dreams, even though he was a tad annoying with number of questions he persisted to ask.

#### To Live is to Learn

At the age of ten, Mu'tasim rejoined his parents to begin his life among his own people. When he had returned to the caravans and nomadic groups, Mu'Tasim given his own little [Gualmyan](#) to take care of until he and the Gualmyan had become old enough to ride. He named the little Gualmyan, Famasir, after

an old friend he had met at the monastery. Most his life to the age of eighteen was uneventful survival on the dunes, with the occasional close call with food, or warding off bandit attacks as one of the caravan's Riding Enforcers. Mu'Tasim stayed close with Famasir and his parents along with the others in the caravan.

## Inspiration to Protect

On an intensely bright day, the now nineteen Mu'Tasim was holding the front of the caravan on a routine migration. However, the day turned quickly sour when they were overrun by Dune Raiders. The bandits at first had [jarin\\_wyrms](#) Wyrms riders that harassed the caravan below, forcing them into a small Ravine area where they were ambushed by raiders on foot. By mere chance an air patrol of the [Astral Vanguard](#) had been investigating bandit activity. The patrol spotted the attack and swooped down to clear it up. Even with the assistance from the Vanguard, part of the caravan had died in the attack, along with Famasir, Mu'tasim's Gualmyan.

## Military

### Taking Up Arms

The attack on his family and caravan left Mu'tasim bitter to the troubles of the world. He felt a deep responsibility rise up within himself to fight those very troubles, so he signed to join the [Astral Vanguard](#). The Wakir felt a natural touch for fighting and training, and passed most of his basic training with flying colors.

### Fight Under Peace

Since the Iroma haven't fought many wars in the recent centuries, most of Mu'Tasim's assignment had been guard posts and ships. Though, he has gotten some experience in combat with a few riots and fighting bandits. One case that does stand out, was a skirmish with a group of bandits that were caught in the orbit of [Hlarai](#). Mu'Tasim, 23 at the time, was a Vaybalri in charge of team of three that boarded the bandit sloop first and last. They were last, because the team of three had efficiently caused enough damage and casualties on board to force the surrender of the captain.

### I Fight with the Dreamers

Two years later, Mu'Tasim felt the urge put his faith into his work. This led him to volunteer to become a Temple Guard, some of the more pious and elite of the [Vanguard](#). After much review and discussion, the priests of the [Dream Cathedral](#) drew up a list of twenty acceptable applicants for that year, Mu'Tasim being one of them. Being passed the application and interview process, Mu'Tasim went under the mental and physical tests to see if his body and mind were what they needed. Of the twenty, only two passed, Mu'Tasim yet again, being one of the selected individuals.

A month later, the Dream Cathedral held it's massive ceremony to swear in Mu'Tasim and the other Temple Guard hopeful. There, he was blessed by the priests of the cathedral and was honored by his superiors a promotion to Vaytulri.

## Training to Set the Stage

After his acceptance into the Guard, Mu'Tasim underwent elite training to improve his skills. This training was different from the basic training he had received six years prior, as it focused not just on his body, but his mind. He was taught how to defend those he was designated to protect, and learned how to operate weapons of an extreme variety. When he finished his training, Mu'Tasim was even more of a force to reckon with than he was before.

## The Stage is Set

Mu'Tasim's first assignment was the Mazerin base, Fort Jarizas. Here, he met the members of [Bahram Wing](#), becoming rather infatuated with a young [Eyr Ranr](#) named, [Zus Storhan](#) on the early days of his stationing there. His assignment, was to remove the current shrinekeeper, and take his place. The first night, he took care of Habeem Falasur, who had driven himself to insanity due to the loss of his family. Then, on the second day, he had his first mission with the Wing. At one point, he was led away from the rest of the members and had to fend off a mysterious black VANDR. Luckily, Mu'Tasim's skills rose to the occasion, and he defeated his enemy and reunited with the rest of the wing, not aware of what would stumble him in the future.

## Glowing, Glowing, GONE!

That future led to his next assignment which placed Mu'Tasim on an orbital elevator. However, his unit was ambushed and he was forced off the elevator by three [Soonos](#). He destroyed them, but the sudden combat left his VANDR heavily damaged, and it eventually gave way of it's pilot. Mu'Tasim was found by the rest of his unit shortly afterward, evacing him for radiation poisoning. In months afterward, Mu'Tasim spent most of his time alone, and away from his unit, recovering and retraining.

## Years of Combat, Years of Battle

In the following years, Mu'Tasim carried on the fight in the ongoing War of Reclamation. He rejoined his unit on the [VSV Astarte](#) and led the fight against the enemies of the Commonwealth. After the summation of the war, and the pacification of the exterior regions. Mu'Tasim served on the forward lines in the peace-keeping efforts until he began to become tired of the constant combat. From there he broke off from the others he knew to seek a more peaceful existence.

In recent years, he is serving on diplomatic envoy vessels in defense of the Commonwealth's foreign interests, the most recent of which being the VSV *Boutros*.

## Skills

### Fighting/Physical

When he rode as an enforcer in his caravan, Mu'Tasim learned to fire his weapons from Gualmyanback. It allowed him to learned the proper ways to hunt prey and enemies that would try to escape him. Six years in the Vanguard taught Mu'tasim a great deal about fighting, and how to apply it when it counts. That experience came in handy when he was accepted into the Temple Guard. He was trained extensively in ranged weaponry to where he could accurately fire a rifle at 200 meters and a pistol at 20. One of the new things he was taught was how to use a wide variety of melee weapons, he was familiar with weapons like the [Faelraig](#), but other weapons like polearms were relatively new to him. One of the more unique tactics was learning the techniques of using himself as a shield to protect his defendants, along with the better places to take them to find cover or stay out of fighting. Finally, Mu'Tasim is in excellent physical conditions most of the time, and has high endurance and stamina to last out in high G-force situations and prolonged assaults.

### Technology Operation

While not the most technically adapt [Iroma](#) around, Mu'Tasim recognizes how to use NI systems on Organoid craft, and how to properly use all his entry ports to interface with Iroma compatible systems. He also has a small knack for standard-issued electronic devices and computers.

### Communications

Mu'Tasim is a very fluent individual in both Saalsari and Haidasari, his teaching at the monasteries made sure of the fact that he could read and write it correctly. He's also familiar with just about every form of communication known to Iromakind due to his guard training and is able to use those forms of communication when under stress or fire as well.

### Medical

Fighting in Vanguard led to unfortunate casualties, and Mu'Tasim was usually up-to-date on proper aid procedures to make sure that wounded comrades were patched up and put to safety. However, he isn't able to properly solve any real serious damage or operate med bay equipment.

### Vehicles

While he never got to properly utilize his training with them, Mu'tasim is familiar with the use and operation of the Powered Frame unit. He's able to fly and operate under a variety of conditions and scenarios. In the case he does use the Frame, and gains some sort of damage to it, he's capable of



repairing it readily and restore functionality to his machine. Though, he's never used one in an actual combat situation, his ability of fighting in one are practically second-nature.

## Leadership

Mu'tasim was gifted soldier and recognized for leadership skills, which was what got him promoted in his second year of service. As a leader, he's capable of keeping a unit under control in combat situation. He's also able of relaying, taking, and giving orders efficiently, while also making good uses of all resources and tactics at hand.

## Humanities/Knowledge

Mu'Tasim is a truly spiritual individual, holding his learning of the The Dreamer Vigil close to him. He improves himself by its mandate, and through that, uses the scripture and writings as an inspiration to others. He's capable of using his words to put people on the rise. He also acts a leader in ceremonies, meditation, and can give a variety of blessings. Even though most of these things are purely spiritual, the one true power of his faith is his ability of 'Lay on Hands'. With this, he is able to almost nullify the pain of his subject by siphoning some or all of it into himself.

## Inventory

### Clothing

#### Casual Wear

##### Full Body

- 3 Brown Heavy Robes

##### Head

- 1 Full-Head Turban
- 1 White Afghan Turban
- 1 White Taqiyah

##### Torso

- 4 Brown Long-Sleeved Kurtas
- 2 White Long-Sleeved Kurtas

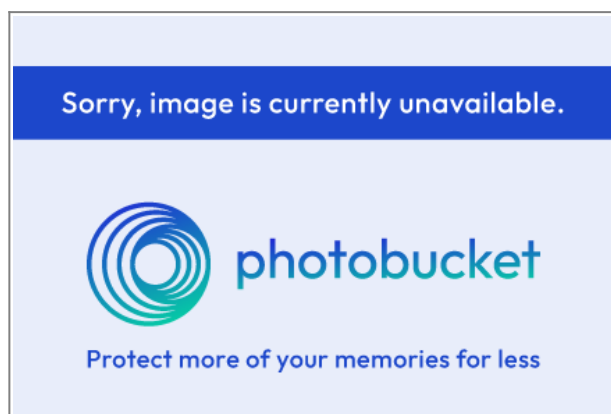
- 2 Blue Formal Long-Sleeved Kurtas
- 2 White Ornate, Thobes
- 1 White Sash
- 1 Brown, Ornate Shawl
- 1 White, Silver-threaded, Ornate Shawl

### Legs

- 2 Brown Sirwhals
- 4 White Sirwhals
- 2 Blue Sirwhals

### Feet

- 6 Pairs of White Socks
- 1 Pair of Boots
- 1 Pair of Shoes
- 1 Pair of Sandals



### 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

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

## Patches for Uniforms

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

## Workout Clothes

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

## Undergarments

- 4 Pairs Smart Woven Boxer Briefs, Black (Male Only)

## Firearms and Combat Gear

### Military Issued

- 1 [Solarii Laiz Pistol](#)
  - 3 [Leyflar Supercapacitor](#)
  - 1 Holster, Brown



- 1 [Solanii Laiz Faelraig](#)
  - 1 Spec2 [Leyflar Supercapacitor](#)



### Caravan Issued Gear

- 1 Sharpened, yet slightly beaten Scimitar
  - Scimitar Sheath

- 1 Rifle, plasma-powered, unknown maker.
  - Rifle Slip
- 3 Pistols, one plasma, two projectile, unknown makers.
  - Pistol Holsters

## 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
- A pocket sized Book of Dreams
- A large, tattered, leather-bound Book of Dreams
- A small, rustic, digital pocketwatch
- The Reins of Famasir
- Lucky Medallion, a gift from his father
- [Solanii Datarod](#)
- Ringtone

*~What is a world without chaos? Is it white, black, with dullness or gloss?~ ~I don't know these answers, man. I'm just living on what I can!~*

### Personal Hygiene

- Horn brush, and paint kit
- Hair brush
- Tooth Paste and Brush
- Deodorant
- Joint Pad Scrub

### Funds

- 161500 [KD](#) (As of October 11th, 2010)

Character Data	
Character Name	Mu'Tasim Farouk
Character Owner	<a href="#">Bilgecrank</a>
Character Status	Inactive Player Character

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