

Naak Behea

Naak Behea is a [npc](#) played by [Ametheliana](#).

Naak Behea	
	
Species & Gender:	Iromakuanhe Female
Year of Birth:	AR 886/ -12 YE
Height:	6 ft/182 cm
Weight:	150 lbs/ 68 kg
Organization:	Astral Vanguard
Occupation:	Frame Officer
Role:	High Guardian
Rank:	Lanranr
Current Placement:	Setareh Wing / Anticipating Deployment

Physical Description

Naak's waist length is bright white from roots to her shoulders, where it becomes grayed and eventually turns dark black about halfway down. She has rose pink skin, common to the [Eyr Ranr](#) and has sparkling eyes that are green on top and blue below that contrast with her skin, but nearly match the lines running all along her body, if not for the green.

She stands at six feet tall and is an impressive woman, with her weight distributed in her heavy Iromakuanhe bones instead of in fat, which she has little of. She is strong and well toned, with less than bulging muscles, but apparent ones, nonetheless.

Personality

With a keen eye for details, she is a master at executing plans and creating combat scenarios in her head on the fly and by deliberating with peers. Naak has a strong work ethic and an even stronger mental capacity for doing the work she signs up for. She is a natural leader with the ability to both be responsive to her team's needs and direct them to the overarching goals they must accomplish.

Likes: Cramped conditions like that inside of a VANDR, cold-brewed [Coffee](#), spiced and iced [Mazrit Brandy](#), the snow neesh, and snow itself. Dislikes: Payam, hot weather, the desert. Goals: Move up the ranks, command a fleet, have some children with a few different people when she's ready to quit the service, at which time she sees herself retiring fully with honors.

History

Born above [Maekardan](#), she was closely tied to the [Eyr Ranr](#) culture. She learned a lot from her military family and didn't question joining the Astral Vanguard at the first opportunity she got.

Once in, she contributed to the Third Outer System Conflict by helping defeat rebel scum quickly and efficiently. Her wing was one directly responsible for the vanquishing of the rebel stronghold and she and her comrades of the Vanguard were touted as war heroes. Killing and cooperating with superiors were her bread and butter as they conquered rebel and pirate alike and her commanding officers saw this, taking note and sending word up the chain of command when they themselves were promoted.

She was given command of her own wing shortly before the battle with The New Veyrin Republic and mission success gaurunteed she continued to climb the ranks.

She continues to be a Frame Officer, dubbed a High Guardian, and in control of her own wing, The Setareh Wing, with a base out of [VSV Arha](#).

Skills Learned

Naak has the following notable skills:

Leadership

The character has received extensive training in command and leadership, has an advanced grasp of space and aerial tactics for powered frame squadrons. He is capable of making important tactical decisions on the fly and follow current stratagems to the degree the situation demands and allows. At all times, he is able to maintain the chain of command in his unit, and make sure that every member is informed, ready and willing.

Fighting/Physical

Naak is great at both defensive and offensive hand-to-hand combat and can use several weapons, such as knives, pistols, rifles, and light explosives such as grenades. She is in tip-top physical shape and has high endurance and is able to survive in a multitude of situations, such as elevated G-forces.

Technology Operation

She has the ability to use NI systems aboard the [Organoid-type Substructure](#) craft employed by the [Astral Vanguard](#). Naak understands how to properly utilize her [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

Naak is fully capable of using standard communications found in the [Iromakuanhe Astral Commonwealth](#) and especially 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 always communicate clearly, even when under fire or in hostile situations. She has extensively studied [Trade \(language\)](#) and [Yamataigo \(邪馬台語\)](#) with the help of a linguist and can speak and understand them both well.

Medical

The character 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.

Humanities

Naak has studied the nuances of sociology and psychology as she grew up as her family understood the role it played in positions of leadership. She is well-versed in both fields and can make judgement calls about her team's or individual's states in the field and out of it, even when under pressure.

Knowledge

Naak has knowledge of the common goods found on [Astral Vanguard](#) starships and installations, including weaponry, medical supplies, ammunition, food and vehicles. Her knowledge of battle tactics has been instilled in her since she was a child and is therefor strong within her. Naak is also familiar with the rules and regulations of the Vanguard, as well as the laws of the Commonwealth as a whole.

Music

Themes	Types
CHVRCHES - The mother we share	Backstory Theme
Robí en Rose - Dancing Without My Glasses	Combat Theme
Bright Eyes - First Day of My Life	Love Theme

Inventory & Finance

Clothing

Uniforms



- 2 [Astral Vanguard Duty Uniform](#)
 - Duty Jacket, Light Blue and Dark Blue w/ Gold Trim
 - Short Sleeved Mesh Turtleneck, Dark Blue

- Uniform Slacks, Light Blue w/ Dark Blue Trim (Male or Female)
 - Uniform Belt, Brown
- Uniform Skirt, Light Blue w/ Dark Blue Trim (Female Only)
- Reinforced Boots, Black w/ Gold Trim
- White or Gray Gloves w/ Gold Trim
- 1 [Astral Vanguard Cold Weather Uniform](#), Mazerin Blue Camouflage Pattern
 - Heavy Mesh Turtleneck, Dark Blue
 - Cold Weather Pants, Dark Blue
 - Cold Weather Rebreather
 - Reinforced Cold Weather Boots, Black w/ or w/o Gold Trim
- 1 Weather Jacket, Dark Blue /w Gold Trim
- 1 [Astral Vanguard Desert Uniform](#)
 - Short Sleeved Shirt, Light Gold w/ White Sun Pattern
 - Light Sleeveless Mesh [T-Shirt](#), Dark Blue
 - Uniform Slacks, Light Blue /w Dark Blue Trim
 - Uniform Belt, Brown
 - Reinforced Boots, Black w/ Gold Trim

Patches for Uniforms

- 1 Division Patch
- 1 Ship Patch
- 1 Unit or Wing 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
 - Two Piece Sport Bikini, Dark Blue

Undergarments

- 4 Sets Female Undergarments
 - Smart Woven¹⁾ Sports Bra, Black
 - Smart Woven Panties, 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](#)
 - 1 [Solarii Datarod](#)

Other/Variou

Misc

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

Funds

- 30000 [KD](#) and receives an allowance of 3000 KD per week.

OOO Information

In the case Ametheliana becomes inactive:

- Can this character be used as an NPC by a GM or FM? NO
- Can this character be [adopted](#) after I've been gone for a year? NO

Character Data	
Character Name	Naak Behea
Character Owner	Ametheliana
Character Status	NPC In Use By GM or FM

1)

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

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