


Nenetl Zeltzin

Nenetl is a [Player Character](#) played by [Orion](#). She is newly assigned to the [Bahram Wing](#).

Nenetl Zeltzin	
	
Character art by Revolver .	
Species:	Iromakuanhe
Gender:	Female
Age:	18
Family:	Mother and father, Jinda Zeltzin and Mankit Zeltzin. There was also a second mother, Alike Zeltzin.
Ethnicity:	Maekardanii
Height:	5'4" / 161 cm
Weight:	119 lbs / 54 kg
Bra Size:	32B
Organization	Astral Vanguard
Rank	Vaybalri
Occupation	Frame Runner
Current Placement	Bahram Wing

Physical Characteristics

Height: 5'4" / 161 cm Mass: 130 lbs / 59 kg Measurements: 32-25-31 Bra Size: 32B

Build and Skin Colour: Nenetl is somewhat smaller than the average Maekardanii, her build slender and rather subdued. She has rose pink complexion (she calls it "quartz") of a fairly pale tone, marked with knotted tattoos in a handful of locations - on her right cheek, the small of her back (tramp stamp!), on either hip, and on her left forearm.

Facial Features and Eye Color: Nenetl has mousy features. Sharp eyes, a button nose, softly defined cheeks and jaw, she is somewhat unassuming, most defined by the golden-yellow tone of her eyes and the twisted knot tattooed in black on her cheek. She has been known to paint herself up like a Jezebel on occasion, though it's grown less common since joining the military. Nenetl is not a good actress, and this shows readily on her face: her ability to control her expressions is limited, and a cursory glance can most always tell an observer EXACTLY what she's feeling and thinking.

Hair Color and Style: Nenetl has moderately long (near, but not quite, shoulder-length) hair of a pastel bubblegum blue color. She keeps it almost obsessively groomed, spending much of her free time fretting over imagined flaws in it. When on duty she simply binds it back out of her eyes, but when off duty she goes through a wide range of styles, changing daily, and often senselessly extravagant and ostentatious.

Distinguishing Features: Nenetl is most easily distinguished by her tattoos. The one on her face is always visible, those on her back, hips, and forearm are less commonly visible.

Psychological Characteristics

Personality: Nenetl fancies herself a connoisseur of the finest things in life. What she considers to be the finest things are food and music. A bubbly fountain of conversation and seemingly endless *happiness*, Nenetl could get under the skin of the most zen and tolerant Sund Wakir if she really wanted to. Fortunately for the collective sanity of the universe, all Nenetl really wants is companionship, and she does seem to know how to keep quiet when necessary, even if she doesn't particularly *like* to. Her outgoing nature is complemented with a healthy dose of xenophilia and pure, borderline cinematic curiosity: Nenetl is the girl who will flip the mysterious switch in the derelict alien spacecraft or drink that bottle of strange red liquid sitting on the glass table *just to see what happens*. She also has no concept of distrust, a trait every bit as dangerous.

Likes: Music, lighthearted conversation, dancing, food, new experiences, alcohol, hearing stories

Dislikes: People with no sense of humor, people with no sense of style, her enemies (those guys suck!)

Goals: To one day become famous enough to make sure people will listen to everything she says, no matter how inane

History

Pre-RP

Nenetl hails from Kaeshun, and a family that falls somewhere between dysfunctional and ideal by Maekardanii standards. Her father, Mankit, was dominant over her mother, and at some point during this

span, Nenetl was born. He took a second wife, and while Maekardanii are normally somewhat understanding of such affairs, Jinda Zeltzin resented it, which ultimately led to a number of fiery, but secretive, conflicts between Jinda and the second wife, Alika. These fiery conflicts led to something else: a near-constant battle for Nenetl's love. The short version of the story is, Nenetl was terribly spoiled midway through her childhood.

The long version ends with Mankit falling from the good graces of his employer, and Jinda becoming the dominant party in the complex marriage. As anyone would have guessed this substantially changed the dynamic between Jinda and Alika, and left many hurt feelings, as well as ending Nenetl's time in the limelight of a gift-giving war. Nenetl, a [Coffee](#)-shop intellectual with a good deal of education in many subjects but little expertise or fine specialization, found herself for the first time in her life driven to accomplish something, mainly to get away from a familial conflict that was no longer very pleasant for her.

So she joined the Erla Miraiv.

Service Record

Bahram Wing

Assigned with the rest of the loons and nutjobs who somehow passed basic...

TBA!

TBA!

Skills

Fighting/Physical

Nenetl is proficient 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 excellent physical form, with sufficiently high endurance to survive situations such as elevated G-forces.

Technology Operation

Nenetl 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

Nenetl 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

Nenetl 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.

Vehicles

Nenetl 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.

Leadership

Nenetl has learned the essentials of tactics and command, but has not achieved the required level of mastery to put himself in a command position. However, she is capable of giving and following tactical orders quickly and efficiently in combat scenarios and can follow the command structure of her unit or wing while under highly stressful conditions (combat, etc). She is capable of making use of the information given to her (tactical maps, target statistics, marked targets, etc) and finding relevant information to send to the rest of her unit.

Entertainment

Nenetl has, among her many areas of dabbling study, spent time learning about music, dancing, and acting. She fancies herself a fantastic actress (she isn't), as well as a brilliant vocalist (which is debatable, though her voice is an undeniably pleasant coloratura mezzosoprano) and a dancer without compare. While she is quite graceful, and dances well, her own analysis of her talents is greatly exaggerated. Nenetl has also spent some time learning sitar, though she has mostly found it frustrating, and plays it more like a percussion instrument...

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
 - 1 Uniform Slacks, Light Blue w/ Dark Blue Trim
 - Uniform Belt, Brown
 - 1 Uniform Skirt, Light Blue w/ Dark Blue Trim
 - 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
 - Uniform Belt, Brown
 - Reinforced Shoe/Boots, Black w/ Gold Trim

Patches for Uniforms

- 1 Division Patch, "Erla Miraiv"
- 1 Ship Patch
- 1 Bahram Wing Patch

Workout Clothes

- 1 Standard Workout Outfit
 - Sleeveless Mesh [T-Shirt](#), Dark Blue
 - Padded Slipper-[Socks](#)
 - Exercise Shorts, White w/ Dark Blue Trim
- 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 [Solanii Laiz Pistol](#)
 - 3 [Leyflar Supercapacitor](#)
 - 1 Holster, Brown
- 1 [Solanii 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

Personal Hygiene

Funds

- 12000 [KD](#)

OOC Discussion

Character Data	
Character Name	Nenetl Zeltzin
Character Owner	Orion
Character Status	Inactive Player Character

¹⁾

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

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