

Rashek Baseil

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Species:	Iromakuanhe
Gender:	Male
Age:	48 AR
Zodiac Sign:	
Height:	5'11 (180.34 cm)
Weight:	155lbs (70.30kg)
Bra Size:	He has no manboobs.
Organization:	Vanguard Intelligence Agency
Occupation:	Undercover Agent/Operative
Rank:	Margraiv, Priority A3 ¹⁾
Current Placement:	"VSV Astarte" (Current Bahram Wing location)

Rashek Baseil in Roleplay

Rashek Baseil is a [player character](#) played by [Soresu](#) and is currently involved in the "Wyrms of the Endless Sky" (Current Bahram Wing location) plot.

Physical Characteristics

Height: 5'11 (180.34 cm) Mass: 155lbs (70.30kg) Measurements: Bra Size: He has no manboobs.

Build and Skin Color: Rashek has an athletic, swimmer's build, making him rather muscular, but not in an overly brawny sense. More or less it lends him an air of being a man who likes to take care of himself. Granted, his skin tone is a mixture of his Mazerinii, and Sund Wakir heritage, only more towards the Sund Wakir side, making him have a rather nice dark olive tone.

Facial Features and Eye Color: Roguishly handsome would be a optimal word for his facial features. Manly would also apply, a strong chin, and somewhat hawkish nose.

Hair Color and Style: Rashek's dark brown hair is usually kept cut mildly short, but oft times in a somewhat messy style, which may reflect upon his personality, but, his eyes, also grey glow dully giving off a cool, and calming luminescence, somewhat reminiscent of moonlight.

Distinguishing Features: Rashek normally keeps his horns well groomed, polished, and looking rather well. He has several tattoos located on various portions of his body, most of them are written words done within the Haidasari tongue making them rather difficult to translate. One however is of a wyrm wrapping itself around his neck, the head slithering its way down towards the heart. This last tattoo is somewhat controversial in the eyes of some religious extremists/purests, due to it, in Rashek's eyes showing the duality of luck through graphical representation.

Due to his dual cultural upbringing, Rashek can vary his accent quite well, the slightly rolled, smooth accent of the Sund Wakir, or the clipped, strong accent of the Mazerinii. However, the accent of choice seems to be the more cultured, smooth as silk accent of the Maekardanii Mizar Enclave.

Psychological Characteristics

Personality: Generally speaking, due somewhat to his appearance, one would get the distinct impression he is a trouble maker, a rebel, a man of throws caution to the wind, and mocks danger. And in truth...some of it is right on the money. It has to be after all, since some of it maybe a cover. Maybe it's not? Who knows? No one, that's who! But, really, underneath some of what he projects, in whatever facade he shows, he is quite the observant individual, thoughtful, and sometimes, calculating if the situation calls for it.

After all, in his line of work, you have to be a great actor, but also maintain that composed underlying air of observation and intelligence. However, in the rare occurrence of him not playing, or acting out a given personality or facade, he is quite personable. You'd not expect it really given the fact he is born of Sund Wakir, and Mazerinii parentage and upbringing, seeing as both can come into conflict quite often. He can be a little rowdy, loud, or snarky, but also quite witty, thoughtful, and kind. Rashek is the intelligent sort, in and out of character lending him a charismatic air and charm.

Likes: Kwirin Berry Tarts, Roast Mazerin Frost Goose with a Mahra Pepper Sauce, Rysari Flavored Ice Cream, A girl with a nice set of legs, Good Music, Clear, Warm Weather **Dislikes:** Bitter Food, **Goals:** Couldn't think of any.

History

Family

Unknown He doesn't speak much about them. This, however is not out of preference, but due to wishing to keep them out of harm's way.

Pre-RP

"So, you want to know how my parents met? Ok. It's simple. You see, my father was a caravan guardsmen, my mother? She worked in a bar back then on Maekardan as a waitress. My dad had the notion of one day to go into said bar after he, and his team drove their caravan to the edges of Kuyun to trade for supplies and to take a rest. Well, he walks into this bar you see, a rowdy, Eyr Ranr, and Curdatl run bar. Well, he takes a seat at a table, and ordered himself a brandy from the waitress who was cleaning off his table. Keep in mind, every time he came to Kuyun, he managed to sneak a peak at this girl too. Well, naturally, his eyes drifted down to this young woman's waist, and southward, and right smack, dab at in his own admission, the best, Saint's blessed set of creamy white, smooth, and well shaped legs he'd ever seen. So, he eyes them a little longer, and wouldn't you know it? He watches her take her sweet time to get him his drink. So. Then he simply did what any Sund Wakir man does in his position. He told her she had a fine pair of legs. Now see, here is the kicker. She, was Mazerinii and low and behold, she splashed the brandy right into my ol'dad's face, and literally, broke his nose right on the spot, sending him toppling backwards out of his chair! Well, that lady who punched my dad? She's still putting up with him today, and is my mom. And you know the weird part? She thought that was their first date! But yeah...as I was saying, turns out, six months later, my dad pops the question, and for some reason, which, I am guessing was Ahni kicking my mother in the teeth, she accepted. Next thing they knew, they had me.- Rashek Baseil "And this was how I was born."

Teenage Years

"Well...I tended to hop around a lot between Maekardan, and Mazerin. Father having his duties on Maekardan, Mother bouncing between jobs until she landed one over at Solan. How the woman keeps it is beyond me. She'd deck the Minister of Defense if the poor sod even looked at her funny. And for that matter, my father never does anymore. So yeah, I tended to move back and forth alot. And that, in a way let me get away with a fair bit of stuff. Chiefly, I had a girlfriend on each planet. Who'd have thought it? Dad didn't approve, mom just said not to make her a grandmother anytime soon. But those Cohronl girls....I shiver everytime I think of them. Sure, I had a a Mazerinii girl, and she was like a [Snow Neesh](#) in heat. But, you know, with all that hype about Conflict going on, the Vanguard started to recruit heavily. I think it was there that I decided to do something more worth while. Funny, right? Well. Was around seventeen or so and I decided to enlist in the Vanguard. Was about two years before the Third Outer Conflict, and things were getting sketchy what with talk of rebels and the like. So, anyways, I enlisted, well...not really enlisted, I took the exams and what not first. Don't know what I did, but I was eventually yanked out of basic by some burly Curdatl guy and spirited away. Turns out, the exams and crap that they had us do also doubled as part of a series of testing for the VIA. That, random chance, and whatever they thought I had made them take me. Soo...I spent the next six months doing my VIA training. My instructor was some sandrat (Hey, I didn't give him that one, a few of the woman did.) of a guy named Nadir. Personally, I didn't see what all the hate mongering from the ladies was about him. But, by the time I'd finished my training, echos of what would be the Third Outer Conflict began to surface. You know, protesters, random acts of theft, violence, and what not. Nadir over saw my first mission. More or less to talk me down, keep me focused, or finish if anything happened to me. Heh...I was sent in to confirm the activities of a possible rebel cell. Little did I know that, that rebel cell was going to be a contender in the coming war. - **Rashek Baseil "Yeah, well, you'd hate it too if you got a black hood over your face in the middle of basic."**

Adult Life & Current Events

"Where was I...oh yeah. After my first mission, and run in with some of the scumbags that'd be a big contender in this little tif, made a bit of a name for myself in some circles it seemed. Not the good kind. The kind that make you want to watch your back, and your front, and sides, well...everywhere I guess. Really, I guess I should've taken old Nadir's advice and laid low, and been a flake. But naw, I couldn't do that. I had to assassinate people, steal information, and infiltrate the inner circles of some of the worse people around. To tell you the truth, it was great, that rush you get... Yeah...and the women...ohhhh yes the women. Erm...sorry about that. Anyways, so yeah. Made a few enemies, and what's worse, some are still out there, or, at least friends of'em. The ones I could nab I killed, or turned in. So, I basically helped out our neighborhood VANDR pilots by making sure the bad guys had a hell of a time fighting back. Misdirection and chaos is a wonderful thing, lemme tell you. Plus, I sorta went along and ride shotgun in a VANDR facemelting a few guys along the way too. Good times. So now, I hear tell of this NI that's gotten herself this new fangled body, and a head full of information. And what do they do? They send me along on a oh so wonderful Vayu, disguised as some flight jockey. So, we basically end up playing transport for those kids from the Bahram Wing, and their stone faced leader, Mr. Frosty himself. Yes, I've heard of him, and seen him around. Funny part is, he never saw me, makes it fun, and my job easier, [Somatic Tuning](#) is such a wonderful thing to have around. They guard this walking NI out front, I do it from behind, none the wiser." - **Rashek Baseil "I ain't going to sit and explain every thing to you sheesh, go bug someone else!"**

Skills

Fighting/Physical

Rashek has been extensively trained in both defensive and offensive hand-to-hand techniques as well as the use of several hand weapons, including knives, pistols, rifles, anti-tank weaponry and all types of explosives, including grenades. He should pass basic qualifications as a marksman with rifles at 200 meters and with pistols at 25 meters. He is in excellent physical form, with sufficiently high endurance to survive situations such as elevated G-forces and enough stamina for prolonged ground assaults.

Technology Operation

Rashek 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 his own entry ports to interface with compatible systems. The use of standard-issue electronic devices and conventional computers have also been a part of his education. He is proficient at finding and accessing large amounts of relevant information. He is an adept hacker and information technology specialist, able to defeat common firewalls and safeguards and can render the same exceedingly difficult for others. His knowledge of software and digital virii is all the way up to a basic understanding of advanced polymorphic viruses.

Vehicles

Rashek 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. He can make complex battlefield maneuvers while under high stress (combat, etc) and adjust his movements to compensate for all logical combat variables (gravity, weapons fire, atmospheric conditions, etc). He understands the basic functionality of his machine and can make basic repairs to certain subsystems. More than just well trained in their use, he has sufficient ability that it would almost seem that his abilities were ingrained on an instinctual level.

Leadership

Rashek 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, he is capable of giving and following tactical orders quickly and efficiently in combat scenarios and can follow the command structure of his unit or wing while under highly stressful conditions (combat, etc). He is capable of making use of the information given to him (tactical maps, target statistics, marked targets, etc) and finding relevant information to send to the rest of his unit. He is also well-versed in marine boarding tactics for ship-to-ship combat, as well as urban and guerrilla warfare for ground assaults.

Medical

Rashek 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

Within his sphere of expertise is a certain...need to know your target. As such, Rashek as extensively studied the areas of psychology, and sociology to further enhance his capabilities as an agent. However, he has dabbled in the areas of diplomacy on occasion, as well as philosophy being of keen interest to him.

Rogue

Sneaky, stealthy, like a shadow capable of putting on many masks to hide one's true self. These define portions of his profession, being adept in the art of stealth is essential (You'd be a bad agent if you weren't). He has a certain...debonair charm when the need requires, hands being more crafty than his devilishly clever wit, able to lift a wallet from an unsuspecting victim with ease; pick a lock, of both the metallic variety and the hearts of those who seduces with sly cunning and a deft, nimble touch.

Astral Vanguard Standard Issue

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

Patches for Uniforms

- 1 Division Patch, "Graiv Haidan"
- 1 Ship Patch
- 1 Unit or Wing Patch (Bahram Wing)

Workout Clothes

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

Undergarments

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

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

Personal Hygiene

Finances

Rashek Baseil is currently a Margraiv in the Vanguard Intelligence Agency. He receives a weekly salary of 12,000 KD per week.

Total Savings	Addition	Subtraction	Reason
24000 KD			Prior Balance
35000 KD	12000 KD		Prior Balance
71000 KD	3 Week Pay	Prior Balance	
119000 KD	4 Week Pay	Total	

OOC Notes

Soresu is on hiatus and has stated that this character may not be adopted.

Character Data	
Character Name	Rashek Baseil
Character Owner	Soresu
Character Status	Inactive Player Character

1)

Unknown Rank in [Vanguard Intelligence Agency](#) but postulated to be fairly high.

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