

Tarkus Zoren

Tarkus Zoren is a [player character](#) played by [Gunhand4171](#).

Tarkus Zoren	
	
Species & Gender:	Iromakuanhe Male
Year of Birth:	AR 895
Height:	6'7"/200.5 cm
Weight:	193/87.5 kg
Organization:	Astral Vanguard
Occupation:	Field Physician
Rank:	Vaytulri
Current Placement:	Setareh Wing

Physical Description

Height: 6'7" Weight: 193

Build and Skin Color: Tarkus has chalk white skin like many [Mazerinii](#) and is very muscular and toned.

Facial Features and Eye Color: His face is strong and looks chiseled from stone. His eyes are also a deep blue.

Hair Color: His white hair is always kept short and spikey.

Distinguishing Features: He has several tattoo scattered across his body. His most notable tattos are on his right shoulder, a Caduceus and on his left, a red cross.

Personality

Tarkus is a cynical, foul mouthed man. However, he is very kind and charitable in his own way. He cares deeply for any patient that he has to care for. He might curse you out for getting hurt, but will patch you up and make sure you stay that way.

History

Tarkus Zoren was born in AR 895 on [Mazerin](#) in the Ghoroun Region as an only child. His mother and father were both practicing physicians on Mazerin. His uncle was in the [Astral Vanguard](#) as well. As a young boy, Tarkus grew up for a love of both the medical field, and the battlefield. He graduated from medical school in his parents footsteps in 920 with a specialty in emergency medical care. He practiced until the [Third Outer System Conflict](#), when he decided to follow in his uncle's footsteps. He did well in basic training and was accepted in to the ranks of the Astral Vanguard and began to serve all across the campaign. His ability for both saving and taking lives caught the eyes of the Vanguard Intelligence Agency, more specifically the Special Operations Forces. He was drafted into the SOF towards the end of the conflict and served with them ever since. Much of Tarkus's file has been redacted beyond this point...

Skills Learned

Fighting/Physical

Tarkus Zoren 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

Tarkus Zoren 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

Tarkus Zoren 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

Tarkus Zoren 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/Biology

Dr. Zoren is well versed in all aspects of Iromakuanhe physiology, as well as that of the species native to their home system. He has working knowledge of emergency care, surgical techniques and pharmaceuticals, and is capable of diagnosing a known illness, or figuring out ways to reduce the symptoms of an unknown one by observation. Dr. Zoren is familiar with taxonomy, xenobiology and pathology, and can classify new species and diseases based on the traits of pre-existing ones.

Humanities

Tarkus Zoren has good bedside manner, and understands some of the more important points of the human psyche. He can work as a personal adviser when it is needed, and knows how to inform patients and their associates of medical conditions in a sympathetic, professional manner.

Communication

Tarkus Zoren 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. He is fluent in Saalsari and Haidasari, and can speak, read and write it correctly. He can communicate clearly even while under fire or in other unnerving situations.

Inventory & Finance

Clothing

Standard Uniform

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

Optional Uniforms

- 1 [Astral Vanguard Cold Weather Uniform](#), 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 [Astral Vanguard 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” or “Graiv Haidan”
- 1 Ship Patch
- 1 Unit or Wing Patch (Infantry or Runner Only)

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
 - Swimming Trunks, Dark Blue

Undergarments

- 4 Pairs Smart Woven Boxer Briefs, 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](#)
- 1 [Solanii Datarod](#)

Other/Various

Misc

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

Personal Hygiene

Funds

- 13000 [KD](#)

OOC Information

In the case [gunhand4171](#) 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	Tarkus Zoren
Character Owner	Gunhand4171
Character Status	Inactive Player Character

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