

Zalus Ka'salm

Zalus Ka'salm	
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Species:	Iromakuanhe
Gender:	Male
Age:	20
Height:	6'
Weight:	165lb
Organization:	Astral Commonwealth
Occupation:	VANDR Pilot
Rank:	Vayshirin
Current Placement:	Bahram

Zalus Ka'salm in Roleplay

Zalus Ka'salm is a [player character](#) played by [Manus Dei](#) and is currently involved in the Bahram plot.

Physical Characteristics

Height: 6' Mass: 165lb Measurements: Bra Size:

Build and Skin Color: pale flesh colored skin, well-toned build.

Facial Features and Eye Color: orange eyes. Well shaped face with defined features

Hair Color and Style: white hair cut into a crew-cut.

Distinguishing Features: Shallow engravings on his bony plates with runes of protection and strength.

Psychological Characteristics

Personality: Zalus is a very outgoing sort of guy. He isn't afraid to tell a women when she is looking good. He doesn't register danger sometimes which can result in him getting into dangerous situations. He tries to make a game out of whatever he can to keep himself and whoever he is with entertained.

Likes: Women, space, dancing **Dislikes:** Insects, Boats, processed meats **Goals:** To make a good life for himself and find a good women... or several.

History

Family (or Creators)

(Biological Father) One of the several men from the airship Lar'akri (Father) Yarsis Ka'salm (Mother) Meraki Ka'salm

Pre-RP

Zalus was born on the airship Lar'akri. He was brought up by the crew as well as his parents. This led to him being very good with other people and because of the openness of his fellow crewmen he was taught how to flirt with girls and was brought up as such. Zalus was taught how to operate certain systems of the airship but he was also taught some medical skills so he could help any other crew member if they were injured or, if they were female, needed relaxation.

He joined the Astral Vanguard because it promised adventure and new lands, with new women. So far he hasn't been let down by that promise.

Kills

First mission: 1. long range kill. 2. Shot in the chest during close combat.

Second mission: 3. Sword to the chest. 4. Sword kill after a distraction. 5. Massive fire at close range. 6. MASC jumped away while connected.

Third mission: 7. Killed by two long range Shockbite shots. 1-5 killed in a volley of fire. 2 in running. 1 In melee.

Skills

Fighting/Physical

Zalus 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. He is in excellent physical form, with sufficiently high endurance to survive situations such as elevated G-forces.

Technology Operation

Zalus 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.

Communications

Zalus 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.

Medical

Zalus 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 prepared medicine, such as painkillers or stimulants. He also has specialized training as a Chiropractor and masseuse. His training has made him very familiar with the anatomy of a woman's body especially.

Vehicles

Zalus 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.

Entertainment

Zalus is trained in many different dance styles from modern to contemporary. On the Lar'akri dancing was important to crew and zalus took to the tradition with no resistance.

Leadership

Zalus 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.

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
 - 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 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” or “Graiv Haidan”
- 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
- 1 Standard Swimsuit
 - Swimming Trunks, Dark Blue or Light 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](#)

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](#)

Character Data	
Character Name	Zalus Ka'salm
Character Owner	Manus Dei

Character Data	
Character Status	Inactive Player Character

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