


Zus Storhan

Zus Storhan



General Information		Physical Characteristics	
Species:	Iromakuanhe	Height:	5'11"
Gender:	Female	Weight:	70kg (154 lbs)
Age:	Born YE 06	Measurements:	30-24-28
Employer:	Origin Industries	Bra Size:	A
Occupation:	Starship Captain	Eyes:	Blue
Rank:	Captain	Hair:	Blonde
Current Assignment:	OIF Karakoram		

Zus' General Theme song: [Disgaea OST "A ray of light into the Future"](#)

Zus' Battle Theme song: [Disgaea OST "Beautiful Round Dance"](#)

Theme for Zus Storhan: ["Shiny Daydreams"](#) by [Orion](#)

Zus Storhan in Roleplay

Zus Storhan is a [Character](#) played by [Kai](#) and is currently involved in the [OIF Karakoram](#) plot.

Physical Characteristics

Height: 5'11" Mass: 154 lbs Measurements: 29-24-28 Bra Size: A

Build and Skin Color: Zus has a very thin, wiry build, like that of many other Iromakuanhe. She has a soft flesh tone skin, but it is often tanned, so the color may vary by one or two shades.

Facial Features and Eye Color: Zus has a somewhat thin looking face, it is fairly small, yet retains a childlike look, despite the obvious determination in her deep blue eyes.

Hair Color and Style: Zus' blond hair is mostly short, cut roughly around her jawline, with the exception of a large braid that originates from the right rear quarter of her head. Loosely woven to give it more volume, this traditional Iromakuanhe love braid is quite long, extending down to her knees. Typically, it is worn over her right shoulder, hanging down her front, but may be worn to the back, or tied up in a large bun behind her head if need be.

Distinguishing Features: Zus is practically flat-chested, and somewhat tall, even for an Iromakuanhe. Her hairstyle is also rather distinct.

Psychological Characteristics

Personality: Zus is Very curious about everything, and enjoys learning new things. She is very determined, and will pursue something until she believes she has attained as much knowledge about it as she can. While this may lead her to be overworked with the sheer number of things she is following at once, causing her to break down from stress occasionally, she is usually a quick enough learner for this to not be a problem. She is very inquisitive, and will not hesitate to ask questions. However, she jealously guards this knowledge and often refuses to share information, especially if she worked hard to obtain it.

Likes: Learning, Asking questions, Keeping secrets, and VANDR armor **Dislikes:** Sharing information, people who cannot give her information, not knowing something **Goals:** Zus has made it a goal of hers to learn as much as possible, and to actually utilize this knowledge in the real world.

History

Family (or Creators)

- Father: Farouk Storhan
- Mother: Elara Storhan
- Brother(younger): [Szemis Storhan](#)

Pre-RP

Zus came from an oddly conservative family of Eyr Ranr, Whom were completely monogamous and closely held any and all secrets, especially of intimate matters and why they were so different from many other Eyr Ranr families. Having to pry her own family members for information all the time gave Zus a thirst for knowledge, and a desire to be sure this information was not useless. Growing up, however, she learned enough about her family to understand their views, and accepted them herself. Upon reaching the proper age, she joined the Astral Vanguard for training and education, always working hard for her knowledge.

Zus, growing up as an Eyr Ranr, always played sports like Sky sailing and Wyrms riding, though once she had learned enough about them to be considered knowledgeable, she lost most of her interest in them as anything other than modes of transportation. She enjoyed life in the sky on an airship, and also enjoyed visiting other airships, where she would expand her knowledge through her innate inquisitiveness. It was in this way that she found an airship whose residents spoke Colonial much of the time, for reasons which Zus (infuriatingly) was never able to find out. Regardless, she set herself on the path of learning from them and over the course of several years, learned how to speak Colonial almost fluently, a feat which she is proud of, and the reason why she was put in the Erla Miraiv when she joined the Astral Vanguard.

About the time Zus turned 18, She decided that she wanted to find a place where she could gain more knowledge and education. After saying her goodbyes to her family, the Eyr Ranr travelled to the nearest metropolitan city, where she found an Astral Vanguard base. Looking over the fence, she noticed rather large, vaguely humanoid objects at the base. Curious as always, she entered the base and asked about them. After learning what they were, Zus was immediately hooked, and signed up on the spot. After signing on, Zus enjoyed her training, as it imparted upon her large amounts of useful knowledge. After many years of learning and theoretical training, as well as simulators, Zus was finally ready to pilot a VANDR Powered Frame for the first time, and stepped into the cockpit ready for what would come next, or so she thought.

Military

VANDR Training

Enrolled in a training course to become a frame runner, Zus' final lesson was a practical one; getting into the frame for the first time and putting theory into practice. After doing marginally well against drones,

their instructor Told them about the civil war that was beginning, and that she was going to defect. Furious, Zus asked her why, in an attempt to learn enough and talk her out of it, but a teammate, [Zalus Ka'salm](#) preemptively attacked the supposed traitor, and was summarily taken out of the fight rather violently, an act which cause Zus and the othe recruit, [Reovan Mehta](#) worked together to bring down the traitor, Zus getting the final blow by charging at her enemy with her CIVW's, which had been turned into a lance. Destroying the frame, Zus and Reovan collected their disabled partner and headed back to base. Once they returned, Zus had a mental breakdown; she had just killed someone. after a short fiasco in the showers, an Officer entered the locker rooms in which the team was changing, and started creeping Zus out. He claimed that he would brief them, and did so, telling them that they had indeed not killed anyone, that it was a simulation and a test. Obviously angered, Zus attacked the man, punching him in the face, knocking the towel that had previously been covering her small frame to the floor, resulting in a rather lewd comment from the officer. Incensed and angered further, she gave him a roundhouse kick to the head, knocking him to the ground, before storming off and returning, fully clothed, as the officer offered the trio a position in a frame wing.

Bahram Wing

Zus' first few missions with Bahram wing met with mild success, but the frigid world of Mazerin also taught the Eyr Ranr a lesson in the hardships of war. Her own skills and tactics lacking, Zus could only distract her enemies enough for her wing to do most of the work, but she learned many things from the experiences. The last assignment to take place on mazerin was a pickup of an Iroma Popstar, who happened to be one of the oldest iroma NI's in existance. Everything went wrong, however, when a rebel group attempted to kidnap this singing idol. Zus' main contribution to the battle, the downing of an enemy ace, was mostly due to the popstar, whom had named themselves Nenlil. During the last battle on Mazerin, However, one [Mu'Tasim Farouk](#) was shot down, resulting in rather heavy injuries. Although she hadn't realized her feelings for the temple guard, his near-death caused the girl to realize that she did indeed have feelings for him. As time went on, Zus became closer with Mu'tasim, finally culminating in her reunion with the man after an obscenely long stay in a hospital, but that wouldn't be until later.

The Falling Elevator

Bahram Wing's second major assignment was to protect a Maekardani orbital elevator while a concert featuring Freespace was held there, which was supposed to feature their charge, Ninlil. Unfortunately, they arrived just after an immense battle which had devastated the Astral Vanguard forces stationed there. Having nothing else to do, Zus partook in the rescue operation, in the process saving 5 people and winning a bet with Reovan mehta over who could save the largest amount of Iroma. After the mission ended, Bahram wing was shuffled around and reassigned and finally found its way onto the VSV Astarte.

VSV Astarte

Zus served on the VSV Astarte for a while, but, due to circumstances within and without the military, she grew dissatisfied with the way her life was going. Though betrothed, her Eyr Ranr tendencies made the young woman grow restless, and, as soon as an opportunity presented itself, Zus resigned from the

military, and instead found herself traveling throughout the galaxy, leaving the Astral cluster and making her way to the Kikyo Sector

Origin Industries

A new start

Once in the Kikyo Sector, Zus found everything to be much different than she imagined, and yet, with her unique skills she also found herself able to survive. Somehow, Zus was able to find herself at a civilian space station in the relative 'north' of the Kikyo sector, [Dawn Station](#). There, she learned about the company that ran the, to her eyes, wonder-filled space station, and signed up, wanting an active role that would allow her to explore. Trying her hand initially at becoming a Mecha pilot, she found it too different from piloting a VANDR, and almost impossible without the plugs connecting directly to her nervous system and brain. therefore, she found another occupation that would satisfy her desires- that of a starship pilot. Spending several years as a pilot, the always learning, always eager Eyr Ranr learned about every other position on the bridge, and found herself involved in more advanced classes on how to operate a starship, which culminating in her receiving a classification and license in starship command and control.

The Karakoram

Her new license in hand, Zus wanted to make an impression. Hearing about a new Mecha program starting up, the woman petitioned that her time in Bahram wing as a Frame Runner, as well as her ability to pilot and command a starship, made her the ideal candidate to command the ship they would be deploying. After some deliberation, and with the overwhelming evidence of her credentials, Zus was chosen to command the new [OIF Karakoram](#), despite it being her first assignment as captain.

Skills

Fighting & Physical

Zus 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

Zus 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.

Zus has also learned to operate most normal technology found in the Kikyo sector, especially those fielded by [Origin Industries](#).

Communications

Zus 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. Due to her innate curiosity and Thirst for knowledge, Zus is also capable of speaking Colonial fairly fluently, though she may need help for some of the more difficult words or phrases.

After moving to the Kikyo sector, Zus' skills in speaking Colonial, which she now knew as Trade, or Nepleslian, expanded, and she can speak nearly as fluently as a native speaker. She still has a bit of an Iromakuanhe accent, but can be understood quite clearly, without any verbal tics, only her tone of voice being affected.

Medical

Zus 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 pre-prepared medicine, such as painkillers or stimulants. This was a skill Zus had learned previous to joining the Astral vanguard, as she found it to be a useful bartering too in prying information out of people, as well as a way to help out the Eyr Ranr community in general.

Vehicles

Zus 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. Zus is also proficient at controlling many Grav Electric vehicles, though most notably a Windsurfing board, in which she is highly skilled.

After coming to the Kikyo sector, Zus also learned how to pilot a starship, a skill which she quickly excelled at, learning all of the operational fundamentals of every station at the bridge, Zus is more than capable of operating a starship of nearly any size by herself, as long as the computers are active, and even many smaller craft without computer assistance.

Leadership

Zus has learned the essentials of tactics and command, but has not achieved the required level of mastery to put herself 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.

In Origin Industries, Zus was able to take many college-type courses involving leadership, command, and networking, allowing her to more effectively make use of her leadership skills. she has grown, honing her leadership to the skills that she is now more than capable of commanding a starship by herself.

Knowledge

Zus has an insatiable thirst for knowledge, and always works hard to learn as much as she can about a subject. Because of this, she has a high ability to retain any information given to her, as well as being capable of utilizing this knowledge. One of her most notable achievements is her ability to speak Colonial fairly fluently. She always asks questions when she doesn't know something, so as to expand her own knowledge.

Zus has taken many college courses in her time in the Kikyo sector, and has learned as much as she can about the history of the area. She is well versed in current events, as well as recent history, though she hasn't learned much from before [YE 20](#).

Inventory

Clothing

- 3x [Origin Industries Uniform](#)
- 5x white [T-Shirt](#) with OI Logo
- 5x panties with OI logo (white, black, green, blue, and gold) ¹⁾
- 5x bra with OI logo (white, black, green, blue, and gold) ²⁾
- 5 pairs of black [Socks](#)
- 1 set traditional Eyr Ranr clothing
- 5x blouses, various colors and styles

Weapons

- 1x [Standard Energy Pistol](#)
- 1 [Solanii Laiz Pistol](#)

- 3 [Leyflar Supercapacitor](#) Modified to be charged by power sources in the Kikyo sector.
- 1 Holster, Brown

Hygiene

- 1x Hygiene kit
 - 1x toothbrush
 - 1x tube of toothpaste
 - 1x bar of soap
 - 1x bottle of shampoo
- 2x white towel with OI logo
- 1x bathrobe or Yukata, white or black, with OI logo.

Miscellaneous

Patches for Uniforms

- 1 Division Patch, “Erla Miraiv”
- 1 Ship Patch
- 1 Unit or Wing Patch (Infantry or Runner Only)

other

- Wallet, Dark Blue

Finances

Zus Storhan is currently a Captain in [Origin Industries](#). She receives a weekly salary of 1,000 KS per week.

Total Savings	Addition	Subtraction	Reason
* 12000 KD			Starting Funds
1000 KD		-11,000 KD	Travel to Kikyo sector
250 KS			Conversion to KS from KD
3250 KS	+3000 KS		Origin starting bonus
Current Finances			
20,000 KS	-	-	Savings

OOC/Extras

Stats

Zus Storhan		
Stats	Description	totals
LV	Level	3
HP	Health	10/10
ATK	Strength using regular attacks	8
DEF	Defense against Regular attacks	8
SP ATK	Strength using special attacks	10
SP Def	Defense against special attacks	8
RAGE	Points used to preform Specials	8/8
EXP	Experience gained	+ 1200 (1600 to next level)

Note: Gains Ten points to be spent on stats per level

ERLA VANDR "Paralovi"

Stats	Description	totals
LV	Level	2
HP	Health	75/100
ATK	Strength using regular attacks	40
DEF	Defense against Regular attacks	50
SP ATK	Strength using special attacks	50
SP Def	Defense against special attacks	60
RAGE	Points used to preform Specials	60/60
EXP	Experience gained	+ 1200 (2400 to next level)

Note: Gains Twenty points to be spent on stats per level

Achievements

First kill: [Boss] Vayranr Faiza the traitor, Destroyed with Lance Charge In Zus' first real combat. It eventually turned out that Faiza was already dead, and this was a teleo-operated simulation of the former Instructor.

Info gathering: Zalus Owes Zus a favor. Zus will be sure to remember.

Specials

Lv1 Specials

Shotgun Blast: Utilising all CELB and LEMB weapons on her VANDR, Zus MASC jumps prolifically all around her opponent, letting off a 'shotgun' blast after each jump, dissapearing into compressed space after each burst. She can only hold this up for so long however, and is capable of making between 4 and

15 individual MASC jumps, depending on her and her VANDR's conditions. **Cost** 2 RAGE

Lance Charge: Changing the CIVW Into a lance, Zus Brings up her vector barrier shield and charges head on at a foe. When her momentum is high enough, she may be capable of shrugging off a blow to continue her attack. **Cost** 2 RAGE/ 1 HP

Fanart

Awesome art done by Itkatsu Kiyoko.



OOO head-Zus lulz drawn by [Bilgecrank](#), starring Mu'Tasim Farouk!

Zus lost in thought by [Revolver](#)





Zus as drawn by Zus (Kai Drew it)

Character Data	
Character Name	Zus Storhan
Character Owner	Kai
Character Status	Inactive Player Character

1) 2)

Female only

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Last update: **2024/03/24 08:19**

