

# Pilot Nien'isha "Mirage" Rhos'vol Fyunnan

Pilot Nienisha “Mirage” Rhosvol Fyunnan is a [player character](#) played by [Eistheid](#).

Pilot Nien'isha “Mirage” Rhos'vol Fyunnan	
Species:	<a href="#">Lorath, Fyunnan</a>
Gender:	Female
Age:	50
Height:	262.3cm (8'7“)
Weight:	156.68kg (345lbs.)
Organization:	<a href="#">Lorath Self Defense Force</a>
Occupation:	Pilot
Rank:	<a href="#">Soldier</a>
Current Placement:	<a href="#">LSDF Val'ta</a>

## Physical Characteristics

- Build and Skin Color:** A powerfully built wide shouldered statuesque mountain of muscle somewhere between a weight-lifter and a swimmer with and ample chest and wide hips that a mother would be proud of, and pale white-grey skin.
- Eyes and Facial Features:** Bright almond shaped golden eyes set under a gentle brow flanking an aquiline nose set amid an oval face.
- Ears:** Typical of a fyunnan, human like with an additional couple inches tapering to a point at the top.
- Hair Color and Style:** A long flowing loosely braided waist length mane of white hair decorated with red dyed strands forming a pattern similar to a Celtic knot. A long fringe and long flowing locks frame her face.
- Distinguishing Features:** Among the taller examples of a fyunnan, strong black wings with shiny healthy feathers, many banded crimson tattoos decorate her form as well as a few well earned scars.

## Cybernetics

Nien'isha has a full skeletal conversion, along with muscular augments, neural implants, and sensory implants giving her strength, endurance, senses, and mental capabilities beyond a natural born Fyunnan. In addition she is capable of interfacing with any Lorath Neural link giving her enhanced compatibility with systems where such a link is provided.

## Psychological Characteristics

**Personality:** Nein'isha comes across as self assured individual with a powerful force of will. Confident in her abilities and her achievements she moves as one who knows that their actions move them closer to their goals. Their assured nature is tempered by hard earned humility allowing them the clarity to reflect and judge their actions without being blinded by hubris and pride ensuring that they remain effective. Among their peers be they from her caste or otherwise she is warm, encouraging, and willing to offer whatever help that she may.

While she is ordinarily unshakably confident, she is acutely aware of her failings, be they past or present. While she might not ever show it, she is constantly judging herself by a metric of perfection that she can never meet, as such she punishes herself for her failings long before others have the opportunity to do so.

- **Likes:** Praise, success, efficiency.
- **Dislikes:** Reminders of her past failures, hubris, people who fail to show humility.
- **Goals:** Build a legacy that she can be proud of.

## History

### Family (or Creators)

Mother: Pilot Layn'nyr Rhos'vol Fyunnen Father: Combat Engineer Arkyk'nen Rhos'vol Fyunnen Brother: [Assault Recon Tay'rryn 'Glacier' Rhos'vol Fyunnen](#)

### Pre-RP

Second born to a traditionalist fyunnen family, as the first daughter Nein'isha was rapidly pressed into the mold of a perfect daughter of the Matriarchy, and a soldier by her parents. Additional pressure and guidance came from the extended relations sharing her barracks like home. Rising quickly to the expectations placed upon her Nien'isha seemed almost naturally suited to the role of a paragon of her caste, working hard, and basking in the praise that success earned her. As a result her early years inflated her sense of self worth and pride.

Throughout schooling she was supported by family, in particular her notably protective brother. Between her fuelled confidence and supportive relations her school years progressed happily and easily allowing her to earn accolades for performance over the years, which in turn earned the approval of her parents.

Her only worry before joining the LSDF upon graduation was her slowly distancing brother, who in spite of smiles and kind words spent less and less time around the home, eventually signing up for every opportunity that would place him among the wilds. Assured that it was just his way, Nien'isha was encouraged to ignore it, though it never ceased to bother her.

The first shock of her life was when she joined the LSDF, and learned that in spite of a lifetime of effort and assurances, that she wasn't special. The reduction from seeing herself as a hero of sorts to being just another piece of a greater whole was something that she chafed at, earning the ire of her superiors and occasionally her peers.

Her reconstruction would follow after panicking during the Moon Drop, her overconfidence leading to an avoidable injury that would have resulted in her death had her older brother not happened upon her during the evacuation. The emotional pain of the incident would shadow her long after the physical injuries had passed, even as she improved and excelled she maintained the blemish. One that would take years to shed.

During her tour on an LSDF vessel doing routine patrols she had the time, to seek perspective and reorder herself, allowing her to shed the dismal shade of her greatest failing, able to finally realize that she was going to do more good ensuring that the same mistake did not occur again.

With the upturn in her outlook, and her career, Nien'isha was offered a post upon the prototype exploration vessel Val'ta, an opportunity to not only start fresh, but to truly begin build a legacy that she and hopefully others could be proud of.

## **Sing About the Valleys**

Joining the prospective crew of the long range scout ship the LSDF Val'ta on its maiden voyage Mirage was among many who were eager to see the new vessel and begin their mission. While over all pleasant the initial introductions and waiting before boarding the vessel was soured by the presence of Koga Akemi, a male Nekovalkyrja that was theoretically in the LSDF.

Among the group were also included Pitch, Bright, and Widow, crew who had served along side her brother on the Akahar. Names that she noted but did not interact with. During the trip to board the vessel itself apart from coping with the Captain's eccentricities Mirage met the helashio Elm Petra, another Akahar veteran though at the time known as Four-Six. Another introduction was in the form of Ix'ion a fellow Fyunnan who proved a little awkward in conversation, perhaps nerves.

Aboard the ship Mirage ended up collecting another Nekovalkyrja a DATASS lend by the name of Ashlinn, who accompanied Mirage and Petra to the Val'ta's gym where upon the Neko spurred on by Petra, challenged Mirage to a sparring match that Mirage was not eager to participate in.

Following the brief match in which Mirage used her greater size and mass to her advantage, the pair left to catch up with the absentee Petra, who had left to secure bunks for the trio.

## **One From Another**

Summoned to be a part of the away team, Mirage was glad to get to pilot a Whirlwind on their first sortie down to the surface of Tange IV. Suffering through another display from Koga Akemi, Mirage was glad to make her way down to the surface under the command of Blackwolf, and begin their mission.

The descent through the atmosphere was without issue and soon the ground team had disembarked

their shuttles and split up with Mirage assigned to provide over-watch and air support to the group led by Cadet Nyu'ust. Providing a small bit of navigational advice and spotting the presence of what appeared to be Nekovalkyrja, Mirage's job was fairly quiet as the group approached the multi-level car park that the apparent Neko had occupied.

While her squad mates Private Berhane and Sarn-Hei made and awkward first contact, Mirage was ordered to shepherd the Cadet and Corporal A'kai'nan to the car park as a blizzard had suddenly hit Misato City. Upon landing, and shortly after the two had boarded the ground collapsed as the Whirlwind's weight bore down on it causing the mech to topple.

With her passengers deciding to instead walk over to the car park compound, Mirage decided that instead of battling the wind and snow, that she would remain grounded for the moment effectively laying in the snow while the others handled the first contact scenario with the Nekovalkyrja, now identified as former NMX.

While Mirage spent her time keeping a watch on her sensors to ensure that her squad was safe, she listened in on the argument between the Nepleslian private, and Cadet Nyu'ust. Unwilling to involve herself with the insubordinate action Mirage kept quiet and waited either for the argument to die down, or for her to be called in to intervene. Thankfully, the former occurred and the ex-NMX Nekovalkyrja were taken into the Val'ta's custody for processing and potentially later release.

After the incident at the car park Mirage used a moment of free time on the planet's surface to collect relics of the time of the UOC occupation of Tange IV, exploring and collecting a sample of the entertainment offered to the populace at the time believing that it was important to learn how the people of Tange had chosen to entertain themselves and seek enjoyment through media.

With the mission complete shortly afterwards, Mirage accompanied the shuttles into orbit, and settled into the Hangar glad that the mission had gone peacefully.

## **When you got Religion**

Slow to clean up and relax Mirage was on her way to her quarters to get a fresh uniform when she was invited to the Lounge by Ashlinn. Agreeing to show up, she briefly stopped by her quarters, changed, and then proceeded to the lounge where she was greeted by a hardlight object inquiring after her choice of drink. Choosing to abstain for the moment she settled into the lounge, watching the antics between a Nepleslian they had picked up on Tange, Ran Rui, and the crew of the Val'ta. Taking some time to tease Ashlinn about becoming a wife to the man, before settling in to relax and enjoy the Val'ta's journey through space.

## **Expedition 2 - Stickin' in the Camera**

With an anomaly discovered on a planet in an uncharted star system in the south east of Lorath territory the call for a ground team was made by the Captain and Mirage decided to be one of those involved. Meeting up with many of the others from the mission to Tange IV, Mirage was cheerfully greeted by

Ashlinn and the pair struck up a light hearted conversation while waiting for the Captain to brief the group thoroughly.

## Skills

### Communication

Nein'isha is fluent in [Ci'kesa](#), [Ly'thir](#), and [Zeh'Mebi](#), as well she has mastery of Trade allowing her to communicate with foreigners. She is familiar with the standard forms of communication present in the LSDF as well as civilian Lorath systems allowing her to clearly and competently communicate and receive orders and information. She is also capable of writing legibly and quickly allowing her to fill out paperwork as needed or written orders.

### Fighting

Trained since childhood to fight, Nien'isha's skills were honed and refined by her time amongst the LSDF allowing her to function as a lethal weapon even without equipment. As well she has received extensive training in the principles of bladed combat using both the '[Searing Blade](#)' [Traditional Melee Weapon System](#) and knives, from the LSDF. She is skilled with Lorath made power armors and weapons and has through training honed her skills as a soldier enabling her to function well in a myriad of circumstances and roles.

### Leadership

From a young age and throughout her training with the LSDF, Nien'isha's leadership skills were honed encouraging her to be a positive influence on whatever unit she is placed in allowing her to aid with the improvement of her fellow soldiers as well as reinforcing the chain of command or leading as needed.

### Vehicle Operation

Trained in the operation of LSDF vehicles, Nein'isha can within reason operate any vehicle in the collection available to the LSDF. Her specialty lies within the cockpit of the Whirlwind mechanized unit where she has earned the most experience with over two hundred hours of operation.

### Technology Operation

Surprisingly well versed in the operation of electronic systems for a Fyunnen she has familiarity with Lorath electronic systems as well as foreign OS such as the RICE OS and even some knowledge of the Kessaku OS system. This has allowed her many opportunities to increase her knowledge and improve the function of her own cybernetic systems.

## Repair and Maintenance

Trained primarily in the repair of LSDF vehicles and weaponry she is well versed in repair and maintenance of most equipment employed by the LSDF. To a lesser extent she is capable of working with Starship systems allowing her to lend a hand to engineering crew as needed.

## Mathematics

She has knowledge allowing her the utility provided by math, including algebra, trigonometry, and calculus.

## Inventory

Pilot Nienisha Mirage Rhosvol Fyunnen has the following items:

### Lorath Self Defense Force Uniform Components

- 1 Rank Patch Set, re-applicable adhesive type
- 1 [M37/38 Environmental Battledress Uniform](#) with collapsible helmet
- 2 Uniform blouse, gray, with appropriate caste and assignment markings
- 2 Uniform shirts, gray, with appropriate caste and assignment markings
  - Caste position and awards on left sleeve
  - Rank and position information on right sleeve
  - Rank patch on right shoulder
  - Caste indicators on left shoulder and arm bands
- 2 pair of pants, gray
- 2 pair of kilt/skirts, gray
- 2 stonethread undershirts, caste color
  - Individual name printed on back and left breast of chest.
- 2 cotton undershirts, gray
- 2 pair synthetic fiber stockings, black
- 1 pair synthetic leather gloves, black
- 1 pair leather boots, black
- 1 pair short boots or athletic sneakers, black
- 2 belts, black, brass buckled, sword and pistol usage.
- 1 Glengarry hat (Fyunnen Caste Only)
  - Rank patch on front left

## Weather Gear

- 1 black balaclava
  - Rank patch on left forehead
- 1 black stonethread poncho (quarter inch thick), weather resistant inlay, caste colored stripe

## Workout Clothing and Undergarments

- 2 custom print boxer trunks
- 2 white ringer [T-Shirts](#) with pocket on left breast OR 2 black [T-Shirts](#) with chest pocket
- 1 pair black loafers
- 1 pair black wrestling shoes
- 4 black cotton boxers
- 3 black chest wraps
- 3 white chest wraps
- 4 pair of black boot [Socks](#)

## Weaponry

- 1 ['Searing Blade' Traditional Melee Weapon System](#)
- 1 [LSDF "Ek'yra" Railgun Service Rifle](#)
  - 300 Rounds of 7.62mm ammunition or a plasma/energy pack
- 1 ["M'Cel" 40/30mm Grenade Launcher](#) with pistol grip.
  - 2 Rounds of 40mm Conventional Explosive Shots
  - 2 Rounds of 40mm Conventional Shots
  - 1 40mm signal flare
- 1 [FMR-1 Stalwart Enforcer](#)
  - 200 Rounds of ammunition
- Survival knife, carbon composite
  - Black sheath with loop and clips for belt or leg attachment (for the knife)

## Accessory Items

- A portable video entertainment system with a myriad of games.
- Standard issue hygiene and grooming package
  - 1 bottle of shampoo
  - 1 bottle liquid body soap
  - 1 stick of deodorant
  - 1 toothbrush
  - 1 tube of toothpaste
  - 2 washcloths, white
  - 2 towels, white
  - 1 4oz Container of moisture absorbing powder
  - 1 Make-up kit
  - 1 Manicure kit
  - 1 Hair brush
  - 1 Hair dye kit

- 1 Set of hair ornaments and ties
- 1 Tooth repair and alteration kit

Money and Valuables

- Electronic Money Card (New characters start with 3000 HS)
- Coin Purse, raw gems and metals amounting to 3000 HS in value, utilized by the Lorath Matriarchy.

Finances

Pilot Nienisha Mirage Rhosvol Fyunnen is currently a in the .

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds

OOC

Needs updates... Just not sure what yet.

Alignment: Neutral Good

This character is not available for adoption.

Character Data	
Character Name	Nien'isha "Mirage" Rhos'vol Fyunnen
Character Owner	Eistheid
Character Status	NPC Available for GM or FM use
Approval Thread URL	stararmy.com/...

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