


# Ranger Shrie'keng Mist Lmanel

| Ranger Shrie'keng Mist Lmanel   |                                   |
|---|-----------------------------------|
|  |                                   |
| Species:  | <a href="#">Lorath Matriarchy</a> |
| Gender:   | Male                              |
| Age:  | 39                                |
| Family (Father):  | Doctor Kan'tor Glint Lmanel       |
| Family (Mother):  | Historian Sor'cin Libram Lmanel   |
| Organization  | LSDF                              |
| Rank  | Soldier                           |
| Occupation  | LSDF Science & Medical            |
| Current Placement   | LSDF Akahar                       |

## Mist In Roleplay

Shrie'keng Mist Lmanel is a player character played by [Demonblooded](#).

## Physical Characteristics

Height: 5'11" Mass: 167lbs

**Build and Skin Color:** Shrie'keng has a lean muscular build and slightly tanned skin, leaving him with a somewhat lanky appearance. His face is much more angular than most Lorath particularly along the jaw line.

**Facial Features and Eye Color:** His face and eyes are slightly less angular than his jaw, though still sharper than most members of the Lorath race his eye's are of a steel blue color. His mouth contains slightly longer k-9s on both his upper and lower rows of teeth. And of course he has the pointed ears on expects from the Lmanel.

**Hair Color and Style:** Shrie'keng doesn't so much style his hair as much as keep it short. His ivory hair is wild and unkempt but kept under roughly two inches long so he can stuff his beret onto his head. He has taken to keeping the hair on the sides and back of his head extremely short to aid in this task. He also doesn't dye his hair unless forced to and once no one is forcing him any longer he ceases to dye it. This leaves him with colored tips as his hair grows out until all the colored hair is trimmed away.

**Distinguishing Features:** Besides his angular facial features Shrie'keng has large upper back muscles for his build and is surprisingly light thanks to the bond he formed with a Lek'zi he also has better than average vision and capability for flight.

## Psychological Characteristics

**Personality:** Shrie'keng is a fairly easy going individual, Having not had the regimented training found in Fynnen house. His amount of time spent out in nature also tends to make him a bit lax when it comes to conditions beyond his control. Preferring to flow around them like water opposed to plowing through them. This isn't to say he won't prepare for the worst or work towards improving the conditions. He just doesn't find himself one to make a fuss over them. He also tends to try to draw parallels between the things he sees and what he's observed in nature before. Obviously he doesn't know too much about technology beyond how to make it function and at best how it mechanically works. While he is staunch about freedoms he does understand that organization and a rank structure is needed to flourish thanks to his time with the Lek'zi pack.

**Likes:** Weather, observing animals in natural habitats, doing **Dislikes:** Feeling caged, book study, artificial food. **Goals:** Traveling far and wide, finding new animals, having a daily accomplishment

## History so Far...

### Pre-RP...

Shrie'keng was born to a historian and a doctor in the Lmanel family this proved to be a mixed blessing to him as they both were strict in their enforcement of expected studies. From being physically fit to regrettably serious book study. Much of his childhood was spent watching his parents operating in their job field or listening to their stories. This is where the young Lorath learned most of his knowledge of Lorath history and biology. Though his parents were quite disappointed in his progress with book studies, especially his mother.

When he came of age to start learning the skills he would need to go into nature and find the animal he would bond to Shrie'keng showed quite a bit of aptitude for hands on learning. His hands on study of nature lead to further distance from his book studies, often leading to him being confined to his room and consequently sneaking out. Using the skills he learned trying to get close to animals to evade his house confinement and vice-versa. He continued at this more and more until he was confident enough to try tracking after a predator. Naturally it being his first attempt he failed horribly. Only by sheer chance that his parents had grown tired of his forays and sent Lmanel tracker to drag him back did he avoid becoming part of the food chain. His near death by reptilian predator didn't curb his interest in nature in the least. This lead his father to force him into training for his own self defense. Once again the Shrie'keng's aptitude for hands on learning shone through.

Upon reaching reaching the age to find the animal he would bond with he spent quite some time following and observing a Lek'zi pack. Flying falcon like creatures with lupine heads and tendencies. He continued to observe the pack watching their habits. Hunting, nesting, and (most interesting for him) their social habits. Over time he became a more tolerated presence within their territory. His bonding was atypical in that he wouldn't bring the Lek'zi he eventually bonded to with him. Removing it from its pack was just something he couldn't bring himself to do. Instead he spent increasing amounts of time in

their territory. Relying on the things he gathered, crafted, and observed to support himself inside the Lmanel house.

Upon reaching an age where he could enter the LSDF he joined almost immediately both at the prospects of fighting against the Mishhu and for the chances to travel. Again he decided to leave his bonded companion with the rest of the pack, being morally opposed from removing it from its rightful environment.

## **Skills**

### **Physical**

As a member of House Lmanel Shrie'keng has been brought up to be physically fit. His lifestyle and time spent in wilderness environments has only served to reinforce the habits of the House. Shrie'keng is physically fit, has considerable endurance and thanks to his animal bond is remarkably light on his feet.

### **Art and Vocations**

Shrie'keng excels in leather working and to an extent other fabrics. He selected this vocation due to his enjoyment of hunting. He is capable of making clothing, bags, trinkets, and small trade goods with fairly considerable skill. Obviously he is also capable of skinning and curing various pelts and skins.

### **Knowledge**

Members of the Lmanel house are expected to know of the bulk of written and verbally passed down information of the Lorath race. Shrie'keng is no exception. He has also spent significant time studying the plants and animals he has been around giving him some insight into their actions, habits, defensive mechanisms and some herbalism.

### **Biology**

Lmanel Lorath are expected to learn as much as possible about biology. They are expected to learn about everything from micro-organisms to extinct pre-historic beasts. They are also expected to apply this knowledge to their practices of bonding with nature. Shrie'keng has learned the basics of what he is expected to know but is somewhat behind in his studies of anything he can't physically go out and observe.

### **Fighting**

Shrie'keng has spent time studying and practicing fighting. He has a basic proficiency with the weapons

of the Lorath race but focuses mainly on a light acrobatic style that he uses in melee along with small weapons. His style also includes many lessons he has learned from observing animals. He has also gone through LSDF training and has been familiarized with their tactic, equipment, and armors.

## Survival

With the amount of time he spent in nature house Lmanel decided to school him in surviving less than welcoming environments. He has since taken this knowledge and refined it through use. His skills involve foraging, camouflage, hunting, finding/building shelter, building fire, improvising simple weapons and various other tasks.

## Stealth

Shrie'keng has spent some considerable effort learning how to move stealthily in order to approach his quarry unnoticed and to also avoid unwanted attention from more predatory things. He has also practiced this skill on fellow Lorath both in getting out to go observe nature when he should not have and for his own amusement.

## Inventory

### 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 Beret

- 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, green caste colored stripe

## Workout Clothing and Undergarments

- 2 custom print boxer trunks
- 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](#)

## Accessory Items

- 1 '[Searing Blade](#)' Traditional Melee Weapon System
- 1 "[M'Cel](#)" 40/30mm Grenade Launcher with pistol grip.
  - 2 Rounds of 40mm conventional explosive ammunition
  - 2 Rounds of 40mm shot
  - 1 40mm signaling flare
- 1 '[Arbitrator](#)' Pistol
  - 200 Rounds of ammunition
- Survival knife, carbon composite
  - Black sheath with loop and clips for belt or leg attachment (for the knife)
- 2 Tungsten Alloy Knives
  - Monomolecular blade
  - Molecular knit
- 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
- Small Leather Rucksack
  - Study Journal
  - Hunting Clothes
- 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.

Shrie'keng is a Private Thrid Class in the LSDF and receives a weekly pay of 500HS.

| Total Savings    | Addition                      | Subtraction | Reason         |
|------------------|-------------------------------|-------------|----------------|
| 3000 HS          |                               |             | Starting Funds |
| Character Data   |                               |             |                |
| Character Name   | Ranger Shrie'keng Mist Lmanel |             |                |
| Character Owner  | Demonblooded                  |             |                |
| Character Status | Inactive Player Character     |             |                |

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