

Armundo Soichiro

Soichiro Armundo is a [player character](#) originally created by [NeonPhoenix](#). In [2021 Wes](#) adopted him as an NPC.

Armundo Soichiro



Species:	Nepleslian
Gender:	Male
Age:	23
Height:	6'4
Weight:	225
Organization:	Star Army of Yamatai
Occupation:	Star Army Medical
Rank:	Jôtô Hei
Current Placement:	YSS Battle Of Yamatai

Physical Characteristics

Height: 6'4 Mass: 225

Build and Skin Color: Armudo is a tall and powerfully built Nepleslian male with a body that tells a harrowing tale of his past as a urchin on the streets of Funky City. Through rigorous and constant training, Armundos body boasts a rather impressive array of muscles, all nestled snugly under his taut mocha colored skin. His body fat is kept quite low, giving him a “chiseled” or “ripped” appearance. He trains daily to maintain his large muscular body, hoping that his natural strength and agility, with the aid of his regimented exercise would allow him to keep up or even surpass his genetically engineered fellows without the use of cybernetic implants.

Eyes and Facial Features: His face is both rugged and well formed. His cheek and jaw bones are strong, but tapered slightly. His nose is well formed, but slightly crooked from a well placed punch. His lips are full with the edges perpetually turned up in a small smile. His jaw is unshaven, but trimmed to give him that “rugged” look. His eyes are mostly three quarters, enough so that they look they are closed altogether, all but hiding his eye color all together. His irises are a deep vivid red that glow enough to be seen in low light conditions. His eyes brows are full and dark as his hair

Ears: His ears lay semi-flat against the side of his head. They are round with a silver earring in the left ear lobe

Hair Color and Style: His hair is a deep black and grown out to shoulder length. It is always tied back while on duty.

Distinguishing Features: Armundo's body supports a impressive collection of scars, most concentrated around his arms and shoulders with a few on his chest and back.

Psychological Characteristics



Personality: Armundo's personality is at odds with his past. Rather than suppress and hide from his difficult and dark past, he has embraced the physical and mental scars he received and realized that, while unpleasant, they have left him with important skills and viewpoints that could help him succeed in his new life as a Yamataian soldier.

Above all, he has learned empathy. His hardships have turned him into a man that understands what it means to suffer and through that understanding, he strives to heal and soften the hardships of those around him. He has faced the worst that life could throw at him and has come out on the other side a strong soldier in the employ of a powerful empire. If he, who was worth less than nothing, can become something great, then others can overcome their hardships as well.

Armundo, however, does not speak of his past with others, not openly. He has recounted his past in detail for the purpose of his personal record, but even then there are some things that he will, most likely, take to his grave. He may eventually find a few confidants in which he can confide, but until then those ghosts will remain with him.

Outwardly, Armundo is a dynamic and fun-loving individual. He would like to think of himself as charismatic and fun to be around, even if he is rather goofy sometimes. While he is a soldier in the

Yamataian navy, he is still, first and foremost, a young and healthy Nepleslian male. As such, he has a keen eye for the opposite sex, yet he is not dogmatic or overbearing in his pursuits and while outward appearances might seem otherwise, he is quite harmless. Likewise, he always enjoys pitting his strength and physical prowess against other males, especially of those of higher rank. He also shows a special interest in weapons and is always looking for a chance to hone and expand his list of combat skills.

Lastly, Armundo's formal education in cuisine and food preparation gives him the ability to cook for large numbers of people at one time. His specialty is creating favorite Nepleslian dishes that are a bit more palatable for refined Yamataian pallets.

Likes: Spicy foods, parties, music, women, people, down time, cooking, training, singing, laughing, Cool weapons. **Dislikes:** Bitter foods, cold weather, silence, needles, mathematics. **Goals:** Armundo has no driving desire to rise in the ranks of the Yamataian Navy, but he does have aspirations to , one day, perhaps become the captain of a starship. Before that, he hopes to become a full fledged medical officer.

History

Family (or Creators)

Mother :Soichiro Jubiki Father: Ranzo Vega

Pre-RP

Born on the outskirts of Funky City in a gritty, rundown hotel room. Armundo was the allegedly only son of a slum prostitute known as Parody. Armundo grew up in the harsh, crime riddled underbelly of Funky city with only his mother and neighbor, a middle aged woman who lived off the support of her son. He had no real father figure growing up, men came and went, but none of them were important to him.

At the age of ten, his mother was killed by a client who had no money and a reputation to keep, he could not afford to have her blabbing to anyone about what had happened. Armundo found himself alone in the world and as such, was forced to live on the streets, stealing, begging and fighting for his food and shelter. At the age of fifteen, he managed to get a job at a smelting plant, working around the white hot furnaces and volatile chemicals for a few KS a hour. But to him, that income made him rich. He could buy food, he could buy clothes, something that he never could do before. As the years went by, the workers at the mill grew very fond of the hard working, upbeat boy and one day, he was offered a place to stay by one of his fellow workers. Armundo gladly accepted and for the first time in his life, he had a decent bed to sleep in. It was something that took him months to get used to and something he has never taken for granted since.

At the age of seventeen, Armundos sight began to fade. He worked in the the mixing area, where chemicals were added to melted ore according to the clients standards. While he wore goggles, they did not protect him from the harsh fumes that the chemicals put out as they melted into the slag. The loss of sight was sudden, leaving the boy completely blind over the course of two months. However, not a week after, Armundo was taken to a clinic for a pair of new eyes, though he only knew this right before he was

put under. It turned out that the other mill workers and supervisor had banded together and purchased Armundo a set of powerful new cybernetic eyes, some of the best on the market. They had all come to respect the boy, who toiled with them in the heat and never complained and always had a smile on his face, they felt as if they could not afford to lose him at the mill.

Conditions improved at the, the original mill-men left for better jobs. One day, the supervisor called Armundo into his office. He said that he was going to the Yamatai Star Empire and he wanted him to come with him. At the age of twenty, he arrived at Yamatai and immediately decided that he wanted to join the Star Army as a cook since it was a highly social job dealing with food and people...and girls, three of his favorite things. He managed to enroll in a two year culinary course, working his way through. After which, he enrolled in the Star Army at the age of twenty two, graduating from training on his birthday.

In The Roleplay

Armundo was assigned to the YSS Eucharis which he served aboard for a short time. Due to concerns that his skill set less the satisfactory. After some thought, he determined that his best course of action would be to request a transfer for formal training as a Medic. His transfer was processed with speed, ending his short stay aboard the YSS Eucharis.

In [YE 43](#), he was transferred to the [YSS Resurgence](#) and fought in the [Battle Of Glimmergold](#) aboard a [Kyoto-class Carrier](#) nicknamed the YSS Presurgence.

Shortly afterward, Armundo was transferred to the [YSS Battle Of Yamatai](#) to assist with recovering fallen soldiers.

Skill Areas

Communication

Armundo is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from other characters through headsets, starships, power armor, and shuttles in both combat and non-combat conditions. He is fluent in Nepleslian and Yamataian. He can speak and write both correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. Note that while he is fluent in the Yamataian language, he has not yet had time to polish his grammar and pronunciation enough to rid himself of his rustic Nepleslian accent.

Fighting

Armundo received hand-to-hand combat training, followed up with a rigorous training program. He is skilled at close quarters combat, specifically involving unarmed combat or combat with hand held weapons. He has only experienced Zero-Gravity combat in training simulations and has found that he has some difficulty moving about in these conditions. Weapons he is trained in include energy pistols, knives, and power armor. He has expanded his repertoire slightly by practicing with his custom electric baton as a

potentially non-lethal deterrent.

Fighting **{“Street Fighting”}** Before Armundo ever received training, he had to figure out how to defend himself against armed and unarmed opponents through trial and error. This real life experience bled over into his training, giving him a different perspective than the other trainees. He has had extensive experience fighting bare handed, against knives and blunt objects and against multiple opponents as the scars on his body can attest. This method of fighting is not at all polished and is not above using low brow tactics and cheap shots to win, which usually went hand in hand with surviving. He is currently expanding his professional combat training at every available opportunity so that he can take these methods and polish them up. The most valuable skill he retains from his experience is his ability to read body language, which is a skill that also bleeds into other areas. A secondary, albeit important trait that he gained from this experience was an increased tolerance to pain and long term suffering. He has suffered more injuries than he can remember and show dozens of scars from cuts and abrasions across his body to prove it.

Technology Operation

Armundo is capable of operating any computer system that uses the Kessaku OS, found on all Star Army starships. He is proficient in entering and/or searching for information.

Mathematics

Armundo received basic mathematics training, to including up to algebra and trigonometry through copious amount of mental fatigue and late night study sessions. Subsequently, he has no love for math or numbers in general.

Culinary

Armundo enrolled in culinary school a few weeks after his arrival to Yamatai. Hard work or lack of money tends to make one appreciate the finer things in life and food ranks in the top five for Armundo. While he did have some money saved up, he was only able to afford a two year degree plan from a technical university instead of the longer, fancier four year plans offered at the more expensive Yamatai schools. Never the less, Armundo jumped into his studies with as much energy as he could, driving the poor instructors crazy with his questioning. He graduated after two years and while his actual culinary skills were rated as amongst the highest in his class, he was unable to graduate with honors. His lack of education produced low scores in the general education classes, dragging down his overall grade point average. Still, despite his limitations, he still managed to exit the college with a degree in his hand and a smile on his face.

Armundo's culinary skills range from preparation of the fine cuisine of the Yamataian people to the more rustic dishes of his Nepliesian heritage. He has offered variations of dishes such as the cheeseburger that were easily palatable to the Yamataian people, a dish that would have otherwise killed them given time. His skills extent to baking, butchery, preparation of sushi, desserts, frozen or baked and beverage

selection. Adding to his college education, he also read up on and attended classes focusing on bartending and has been experimenting with Hibachi grill techniques and cuisine.

Entertainment

Armundo takes great joy in singing and playing music. Having no formal training, he relies primarily on his intuitive musical "ear". His list of preferred instruments include the bass guitar, harmonica, piano and drumset. He has no formal vocal training either, but has shown a remarkable vocal range as well as a talent for remembering notes and copying them. His natural baritone voice is quite pleasant to the ears and serves him well when singing the lower notes in a musical piece.

Armundo takes his job of cook beyond simply preparing meals. Meals should be a small window of downtime during the day where the tired crew can come and relax. He strives to create that kind of atmosphere. He also enjoys helping plan parties and the like when the chance presents itself. While not well known for it, Armundo may or may not possess a number of specific skills and traits that he likes to share with very specific females in private.

Rogue

Armundo has taken the art of lying to a new form, polished by years of dealing with corrupt policemen and rival street rats and gangs. Stealing was the only means by which he could feed himself for a number of years, having no money does not negate the fact that one must eat. Lock picking, moving without being seen or heard, breaking and entering and scamming are some of the other skills that he picked up on the streets of Funky City.

Medical

Armundo has received training as a Medic and gained experience during his stay at Fort Minori treating injuries due to training accidents and mistakes. He hopes to continue his training and eventually become a full fledged Doctor (medical officer)

Finances

Soichiro Armundo is currently a [Santô Hei](#) in the Star Army of Yamatai. He receives a monthly salary of 221 [KS](#).

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds
2670 KS		-330	Baton
2370 KS		-300	Knife
7232 KS		+ 4862	Backlogged Pay

Standard Issue Equipment

- [Ke-M2-2D "Mindy II" Power Armor](#) or another armor designated by ship captain
 - [Ke-M4-W2901 Light Armor Service Rifle](#) (Tier 5 Medium Anti-Armor) with [Ke-M4-W2902 LASR-SLAG](#)
 - [Star Army Butt Pack, Type 29](#) containing:
 - [Type 31A Survival Kit](#)
- [Star Army Duffel Bag](#), containing:
 - [Star Army Toiletry Kit](#)
 - [Star Army Environmental Suit, Type 28 \(AMES\)](#)
 - 2 [Working Uniform](#). Includes [Boots](#) and gloves.
 - 1 [Type 30 Duty Uniform](#) (includes shoes)
 - 1 [Star Army Duty Uniform, Type 35](#)
 - 2 [Star Army Exercise Uniform, Type 29](#) (can also used as sleepwear)
- [Star Army Utility Belt, Type 32](#), light-blue gray
 - [Communicator, Type 29](#)
 - [Flashlight, Type 30](#)
 - [Nekovalkyrja Service Pistol, Type 30](#) with 2 BR-28E Battery Magazines (1 in the pistol and 1 extra)

Personal Equipment

* Professional Chef's Cutlery Knife Set, Solid Diamond/Durandium construction, consisting of:

- 4-inch Paring Knife
- 5.5 inch flexible boning knife {Durandium}
- 6 inch utility knife
- 7 inch flat tine carving fork {Durandium}
- 8-inch Chef's knife
- 10-inch Spatula [Durandium]
- 10-inch stamped slicing knife
- 10-inch Chef's knife [Zesuaiaum]
- 10-inch flexible slicing knife
- Apple Corer
- Melon Baller
- Durandium padded carrying case with quadruple fail safe lock
- 10-inch Zesuaiaum Combat Knife with Molecular Knit and Monomolecular Edge: A beautiful and rare single edged combat knife with a rubberized handle and chain lanyard. It usually hangs on a display in his quarters, only carried around on missions outside the ship.
- Combat Baton, 12 inches, Molecular Knit, Durandium, Shock Modification: A personal defense weapon that he carries on himself at all times.
- [Hayabusa V6C Starfighter](#) (YE 44 Salvage Giveaway, TC: 6-20, IC: 171-5477-26)
- Ammunition Crate, 10x25mm/.40 Caliber KZ (YE 44 Salvage Giveaway, TC: 25-16, IC: 432-4409-39)
- Large Crate of Nepleslian "SPEED" Energy/Anti-Sleep Soda! (YE 44 Salvage Giveaway, TC: 66-65, IC: 4281-17802-124)

OOO Discussion

Cybernetics

AOI X-36 Implants : High power ocular implants capable of operating on the Infrared spectrum as well as provide superior low light visibility. Flash compensation and 1,000 zoom extras were added into the standard package upon request.

- [Approval thread](#)
- [Orders Thread](#)

Character Data	
Character Name	Armundo Soichiro
Character Owner	Wes
Character Status	NPC Available for GM or FM use
Current Location	YSS Battle Of Yamatai
Star Army Personnel Database	
SAOY Career Status	Active Duty
SAOY Rank	Jôtô Hei
SAOY Occupation	Star Army Medical
SAOY Assignment	YSS Battle Of Yamatai
DOR Year	YE 45
DOR Month	3
Orders	Orders

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