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Honda Kozu

Honda Kozu is a player character played by Lamb.



Kozu standing behind his Commanding Officer, Lulu Sharidon

Species:	Minkan	
Gender:	Male	
Age:	Age: 25	
Height:	Height: 5'11 Weight: 133 lbs Organization: Star Army of Yamatai	
Weight:		
Organization:		
Occupation:	First Officer	
Rank:	Shoi	
Current Placement:	nt: Task Force 77	

Preferred Plots:

1. YSS Soyokaze

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Physical Characteristics

Height: 5'11Mass: 133 lbs

• Measurements: 44R

Build and Skin Color: Kozu is a lanky man with dark brown, almost vermillion skin.

Eyes and Facial Features: Kozu has narrow, dark eyes and high cheekbones. This, along with a wide nose and thin lips give him the look of someone who is always doing math.

Ears: Round.

Hair Color and Style: Kozu wears his hair in a very short buzzcut that ends in a very sharp widow's peak over his forehead.

Distinguishing Features: There is a small tattoo of a crane on Honda's left forearm.

Psychological Characteristics

Kozu is a cold individual, though not necessarily intelligent. He doesn't struggle with advanced ideas, but he doesn't pursue them either. His primary objective is to serve. To Kozu, a the way of the warrior is the noblest pursuit and an obsession with the arts is a lazy undertaking. He would rather spend an evening sparring or cleaning his weapons than reading a book or watching a holo. He often interprets the behavior of his superiors when they stray from this vision as a sort of test or challenge. He will never betray his direct superior, even to someone above them.

- **Likes:** Martial Arts, Weapons, Instructional videos, Birds, Sparring, Praise from superiors (He values these moments the same way some people value possessions), Mochi dumplings (A guilty pleasure after a workout)
- Dislikes: Displays of weakness, most animals (excluding birds), The Arts, Nepleslian clothes
- **Goals:** Someday serve as the personal retainer to a member of an influential clan.

History

Family (or Creators)

Honda Sasuke (Father), Honda Ototo (Mother), Honda Ochacha (Younger Sister), Honda Otata (Older Sister)

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Pre-RP

Born the middle child between two girls, there was a lot of pressure for Kozu to behave in a manly fashion as a child. He was looked on as the tiny protector of his sisters; though Otata typically ended up being the true protector. His older sister taught him how to fight when children at school caused him grief, and in return she expected him to frighten off potential suitors with his imposing form.

In time, Kozu's younger sister taught him the ways of calmly manipulating events. Ochacha was always the quiet and regal type, who used minor utterances and small actions to get her way slowly over time. Under her tutelage, Kozu became a quieter sort who let his actions speak for him. By the time he was nineteen, both of Kozu's sisters were already hearing job offers from Tamagahane and Origin Industries for their almost innate knack with bioengineering.

Young Kozu, however, was left at home with his parents. There wasn't much for a quiet boy with no greater aspirations. For a time, Kozu worked in construction so he could stay at home with his parents. He found this work unappealing, and spent many of his days fantasizing of being a great warrior in ancient times or serving one of the great clans as a samurai. One day, he mentioned his turmoil to his parents— They encouraged him to join the military, a change from how they'd encouraged him thus far. Despite being raised to care for his parents and settle down with a wife, Kozu decided to follow their advice.

As a soldier, Kozu was one of the best. His natural mind for tactics and fondness for all things war made him an excellent footman, and later squad leader. He preformed admirably in both wars against the Mishuu; ravaging foes with deadly, almost Nekovalkyrja efficiency. At the end of the Second Mishuu War, Kozu went into the world of command. He spent his spare time studying to be a starship operator and participating in swordsmanship tournaments. He served as First Officer aboard a series of scout ships before eventually being assigned to the crew of the YSS Tin Man in YE 37.

Skills

Communications

Kozu speaks fluent Trade and Yamatai-Go. He dislikes Trade, thinking it a language for a lazy tongue, and rarely speaks in it when he doesn't have to. He is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from others through headsets, ships, ground vehicles, power armor, and shuttles in both combat and non-combat conditions. He can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. He is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

Fighting

From an early age, Kozu has always been a fighter. When his sister taught him the basics of Judo at an

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early age, he knew immediately he was well-suited to martial arts. He's soaked up everything he could about hand-to-hand combat, knife-fighting, spear-fighting, gun-fighting, you name it. And practice makes perfect, too. Kozu has fought in tournaments, official fighting leagues, bar-room breakdowns, and battlefield brawls. He is second to few when it comes to a melee, and second to none when it comes to winning at any cost.

Technology

Kozu 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

Kozu received basic mathematics training, to including up to algebra and trigonometry.

Knowledge

Kozu has struggled to gather and keep the neccesary bulk of knowledge to be a proper officer in the Star Army of Yamatai. He's discovered within himself a fondness for history while studying great battles of the past; offset by a dire distaste for politics and the law.

Leadership

Kozu's leadership skills aren't strong in that he's particularly charming or convincing; but rather that his orders are always the *right* orders. He rarely has to explain himself and he always speaks with confidence when it comes time to give orders.

Survival & Military

Kozu is a natural tactician and a natural survivor. He loves the outdoors and knows a great deal about living off the bounty of the land. In a survival situation, he'd never go hungry. Futhermore, his sense of tactics is strong enough that he can apply strategies at a moment's notice regardless of the orders of magnitude for the battle.

Inventory

Honda Kozu has the following items:

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Star Army Equipment

- * M6-1A "Daisy" Infantry Power Armor
 - Ke-M6-W2921 Atmospheric/Space Plasma Rifle Tier 5 and/or Ke-M4-W2901 Light Armor Service Rifle (Tier 5 Medium Anti-Armor)
 - Ke-M4-W2902 LASR-SLAG under-barrel grenade launcher.
 - Star Army Butt Pack, Type 29 containing:
 - ∘ Type 31A Survival Kit
 - Flashlight, Floating, Type 32 in left pocket
 - Star Army First Aid Kit, Type 32 in left pocket
 - Nekovalkyrja Service Pistol, Type 33 in right pocket
 - Star Army Duffel Bag, containing:
 - Star Army Portable Shelter, Type 30
 - Rolled Sleeping Bag and foam mat in waterproof bag
 - Star Army Toiletry Kit
 - 1 Duty Uniform
 - 1 Star Army Officer's Cap, Type 36
 - 1 Star Army Coat, Type 32
 - 2 Coveralls, green, including all accessories.
 - 2 Exercise Uniform (can also used as sleepwear)
 - Star Army Undergarments
 - 3 additional days worth of Star Army Field Rations, Type 31

Personal Effects

- Yui Scout Ceremonial Sword, blade four from a Yui-class scout named "YSS Hikage"
- 1 yamatainium naginata,
- 1 canvas gi, red
- 1 canvas gi, black
- 1 canvas gi, off-white
- 15 interlocking tatami mats for sparring

Finances

Honda Kozu is currently a Shoi in the Star Army of Yamatai.

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds

OOC Discussion

He's less of a beast, despite being a warrior man.

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Character Data	
Character Name	Honda Kozu
Character Owner	Lamb
Character Status	Inactive Player Character

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