# Moesashi Yama

Moesashi Yama is a player character played by Pancakei.



# **Physical Description**

Height: 5' 4"

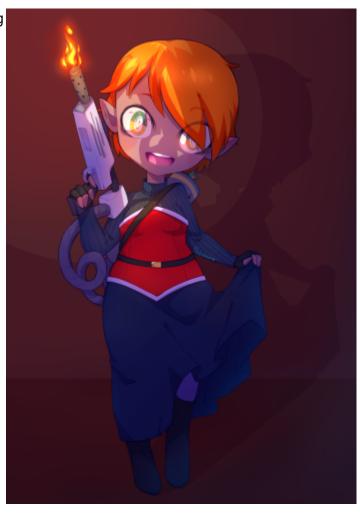
Mass: 100 lbs

Measurements: 36C-24-38

Moesashi Yama is an ageless Nekovalkyrja with a well-defined hourglass figure to her body. Her hair is cut to a short length, and starts with a light yellow color at the roots that shifts to and orange and then red towards the ends. Her skin is a pale gray color, with just a bit of velvet hue to it. Her eyes are a bit of a strange gray-green color, which reflects light very well and always seem to be a different color depending on the lighting. Her ears are slim and pointed, with no fur on either. When off the battlefield, she is most often seen wearing a Type 30C Uniform with a royal blue Mishhuvurthyar-era skirt that drops to her ankles.

# **Personality**

Moesashi Yama is a quirky Neko who enjoys nothing more than a few things in the world. Making friends, killing Mishhuvurthyar, and setting things on fire.



Friendly and a bit flirty, Yama is easy to get along with but can often be seen as a very, very scary person

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to those who know her in combat. She has an almost disturbing obsession with fire, something that was not prevalent until after her return from medical leave. She takes joy in combat for the empire and for a personal sense of accomplishment. This affinity with fire may have been a side-effect of the trauma induced on her serving during the Second Mishhuvurthyar War. She chooses to not recall or talk about her prior service when asked, unless it is from a commanding officer. She dislikes being cold with a passion.

# **History**

Moesashi Yama was created in YE 33, to help assist the Star Army Rikugun in their planetary assaults during the Second Mishhuvurthyar War.

Yama served as a combat engineer on the First Legion for several years, right up until YE 36. She was a good soldier that often took risks when the rewards were strong enough. Fighting toe-to-tentacle against the Mishhuvurthyar, Yama endured am amount of trauma some would have nightmares about. Her first military career did not end with the war, but intead with her last battle. Yama covered a wounded teammate from an explosion that peppered her body and punctured her head with dangerous shrapnel. She entered shock and nearly died trapped in the snowed-in camp, only to be dragged out by a teammate before she could be buried alive in snow and rubble. Shortly after this, she was given an Honorable discharge a few weeks short of her contract expiring.

However, Yama had notable trouble adapting into civilian life. Her mind was troubled, to put it lightly, by the war, and she couldn't stick to a career for more than a month. She couldn't find a living, or an escape. She tried to put off the urge to reenlist, but each word of news pressed her thin. She started trying to block out the visions of war and trauma, to only limited success. In an essence, she had started to corrupt her own digital mind.

In mid-YE 39, Yama's patience wore thin and the itch was finally scratched. She reenlisted in the Rikugun, bringing her physical body back to war-standards before being deployed to the Ninth Legion with only a small amount of retraining needed. Vast behavioral differences have been noted since her last deployment, with a self-induced memory block of her prior team or position. However, her performance is still noted as satisfactory and her memory of combat or team values has not worn at all.

### Skills Learned

#### **Communications**

Like all Nekovalkyrja, Yama is universally fluent in Trade and Yamataigo, and can learn new languages easily. She can also use telepathic communications like all other Neko.

### **Engineering**

Yama has training in the repair and operation of much of the Rikugun's ground armors (including the

Daisy) and equipment. She is not so experienced with starships, but still has base knowledge of the subject.

### **Pyrotechnics**

Yama has an unnatural obsession with fire, and is quite skilled with its uses, prevention, and control. Found moderate success in making fireworks for the Year-End Traditions.

#### **Demolitions**

Yama also has experience with controlled explosives used on the field, and can use them to damage enemy infrastructure or clear paths. She can plan out and use plastic explosives, grenades, and other payloads.

#### Combat

Yama, while not the most skilled tactician, has a warrior spirit and an experienced understanding of planetary combat. However, she is in no way hesitant to kill. She prefers to use suppressive fire (oftentimes literally) and can be especially deadly at a medium range.

Preferred Weapon: Ke-M2-W2904 Flamethrower

### **Baking**

For someone with an unnatural obsession for setting things on fire and watching them burn, Yama is a surprisingly good cook.

## **Inventory & Finance**

Moesashi Yama has the Star Army Standard Issue Items. Moesashi Yama currently has 3000 KS.

M6-2A "Daisy II" Planetary Power Armor Condition: Freshly Issued

### **OOC Information**

### **Gallery**

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This page was created by pancakei on 11, 28 2017 at 14:59.

In the case Pancakei becomes inactive:

- Can this character be used as an NPC by a GM or FM? Yes
- Can this character be adopted after I've been gone for a year? Yes

| Character Data                 |                           |  |
|--------------------------------|---------------------------|--|
| <b>Character Name</b>          | Moesashi Yama             |  |
| <b>Character Owner</b>         | Pancakei                  |  |
| <b>Character Status</b>        | Inactive Player Character |  |
| Approval Thread UR             | stararmy.com/             |  |
| Star Army Personnel Database   |                           |  |
| SAOY Career Status Active Duty |                           |  |
| SAOY Rank                      | Nitô Heisho               |  |
| SAOY Occupation                | Star Army Combat Engineer |  |
| SAOY Assignment                | Legion IX                 |  |
| SAOY Entry Year                | YE 33                     |  |
| Orders                         | Orders                    |  |

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