

Motoyoshi Saito

Motoyoshi Saito was originally created by [Toshiro](#) and served as important faction NPC. She has since been adopted by [paladinrpg^{1\)}](#). Saito appeared in the [NSN 4th Fleet](#) plot, and commanded the [3rd Assault Fleet](#) until its reorganization.

Motoyoshi Saito	
	
Species:	Jiyuuian (NH-22C Yamataian)
Gender:	Female
Organization:	UOC PKF (Former) , SMDION
Occupation:	Fleet Commander
Rank:	 Grand Admiral
Current Placement:	-

Character Description

Measuring a standard 5'3" and wearing short purple hair, this blue-eyed Jiyuuian is fairly common in outward appearance, save for two elements...those being her cute facial elements, and her curvy body. This well-endowed woman is a D cup, and is quite perky in the chest. Saito is physically 31 years old though she is only chronologically 18 years of age. She was born in [YE 05](#).

While seemingly easy-going, the destruction of the UOC and the scattering of its inhabitants has left a hard edge on Saito. She still tries to live vivaciously and encourages others to do likewise. However, much of her mood is tempered by the fact that many families remain separated while others still don't

know the fate of their loved ones. When alone or with close friends, she can still be quite fun-loving and even sensual.

Her command style is extremely business-like and efficient yet it has an edge to it to differentiate it from Nepleslian commanders. While many Nepleslian commanders are skilled at aggressive or even desperate fights, winning them through sheer pluck, Saito is a master of maneuvers. She is able to lead and coordinate multiple task groups and have them all pounce into attack. This has earned her a reputation among the Nepleslian officer corps as "The Tiger Lady," able to lead the Nepleslian wolf pack to the kill.

Politically, she is extremely sympathetic to and openly supportive of [the Lorath Matriarchy](#) and her fellow Jiyuuian expatriates scattered throughout the Kikyo Sector.

History and Relationship Notes

Motoyoshi Saito was a former Grand Peacekeeper of the United Outer Colonies' Peacekeeper Forces. During this point, Nepleslia is aware that she commanded the [The Akuro III](#). Her experience commanding and leading large military forces made her extremely well-suited to stepping into a military commander's position in the [Star Navy](#).

At some point, she was removed from this position to act as a civilian adviser until the fall of the United Outer Colonies to the [NMX](#). She was in the [Jiyuu System](#) when it was attacked and was evacuated by the [Star Army of Yamatai](#). She lost all of her possessions during the evacuation. As with many other UOC refugees, she refused to believe that Yamatai had any right to revoke their independence.

In Saito's opinion, shared by many, the SAoY stood by and let the NMX utterly destroy the UOC forces *before* intervening, using the NMX invasion as an excuse to annex the UOC territories. The experience left her extremely embittered towards the [Yamatai Star Empire](#). This belief was not popular in Yamatai and when she heard that other refugees had taken up residence in the Matriarchy and the Imperium, Saito and a small group of PKF officers sat down to decide where to go. Ultimately, they chose Nepleslia because of its stronger military and political position. In addition, there were rumors that Nepleslia was seeking to integrate the PKF into its own order of battle or even start up a UOC government-in-exile. Two months after arriving in Yamatai, Saito left. The rumors about a government-in-exile proved false but Saito and her compatriots were welcomed with open arms into the ranks of the SMDION.

Due to her previous position and her own wish to keep a somewhat low profile, Saito declined any large or high publicity posting. She was given command of a squadron in [2 AF's Santeria Battle Group](#). She did not participate in any of Nepleslia's subsequent military operations due to 2 AF's role as guardian of Nepleslia's borders. Nevertheless, she drilled her squadron hard until they became one of the most efficient in the Battle Group. Saito also earned her reputation as a cunning and aggressive master of maneuver during fleet exercises. While her side usually ended up losing, it was mainly due to larger actions and mistakes made by division and battle group command. Yet despite all of this, she did not gain any attention from Grand Admiral [Corcyra](#). Her mainly Nepleslian crew didn't care that she was a former Grand Peacekeeper, she was just a very talented commander from a group of people who hated Yamatai. That was enough for most.

In late [YE 35](#), she rose to command the 2nd Division of Santeria as it underwent refit. These war games conducted by her division drew the attention of two new sources: the [Intelligence and Pacification Group](#)

and Grand Admiral [Valken](#). Since Saito's initial processing had been handled by Central Corps, the IPG hadn't been made aware to the induction of one of the UOC's top military brass. They were now curious. In turn, the IPG's discreet investigation was brought to the attention of Admiral Valken, nominal head of the IPG. He was uninterested in a witch hunt but allowed the investigation to continue until nothing incriminating could be dug up. In the mean time, Admiral Valken and his Chief of Staff, [Rear Admiral Valencia Ironside](#), began examining Saito's simulated combat record and were suitably impressed.

When Grand Admiral [Charlie Coast](#) stepped down to become Premier and Sky Marshal of the Imperium in [YE 36](#), Saito was short-listed by Valken to be his replacement as Grand Admiral of [3rd Assault Fleet](#). Her appointment was confirmed by the other two remaining Grand Admirals and Central Corps. This elevation would make her the first female Grand Admiral and the youngest Grand Admiral.

Skill Areas

- Communications: [Trade \(language\)](#), [Yamataigo \(邪馬台語\)](#)
- Starship Operations
- Leadership
- Fighting (Hand guns, hand-to-hand)
- Entertainment
- Knowledge (History, Politics)
- Domestic

Inventory

Clothing

Uniform

- 1 [EM-G7 Emrys Environ suit](#)
- 1 [Grand Admiral's Jacket](#)
- 2 Button-up short-sleeved overshirt, blue, with rank patches on shoulder pads and name plate
- 4 [T-Shirts](#), white
- 4 underwear, white
- 2 Blue knee-length skirts
- 1 Garrison hat, blue, with flash patch
- 1 pair of gloves, leather, brown
- 1 pair of shoes, black
- 1 pair of black jackboots
- 6 pair stockings, black
- 1 double-strap belt, black

Bunkwear

- 2 Kimonos
- 1 Pair of fluffy slippers

Workout/Swim

- 2 Short-sleeved mocks with fleet number on the right chest, blue
- 2 Work-out shorts, light blue
- 1 Bikini, blue, 3rd AF insignia on right breast.

Weapons and Weapon Accessories

- 1 [Styrling Silver Special .45 Caliber](#), with 2 extra magazines
 - Brown leather pistol holster

Accessories

- 1 pair of identification tags, metal, with name and hometown
- 1 [Canteen](#), 1 quart
- 1 [AwesomeCorp DataJockey](#)
- 1 Wallet with the Naval Corps Insignia plated on it.
- Starting pay of: 12000 DA

OOC Notes

In the case [paladinrpg](#) 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

1)

[Adoption approval thread](#)

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