


Nosaka Mamami

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Species:	Jiyuuiian
Gender:	Female
Age:	Five years old, though her body looks like someone in their mid-twenties.
Family (or Creators):	None
Zodiac Sign:	Cancer
Height:	5'2
Weight:	100 lbs
Bra Size:	B
Organization:	United Outer Colonies
Rank:	Taisa, Civilian, Senator
Occupation:	Member of Assembly
Current Placement:	Unknown

Nosaka Mamami in Roleplay

Mamami is an NPC played by Chris Young and is currently involved in the up coming Independent Worlds League plot.

Physical Characteristics

Height: 5'2" Mass: 100lbs Measurements: N/A Bra Size: B

Build and Skin Colour: Mamami is average-sized for a Yamataian. She has a soft skin complexion.

Facial Features and Eye Colour: Mamami's face is a little more round then she would like, but she doesn't fuss over it. She has Amber-colored, almond-shaped eyes.

Hair Colour and Style: Mamami has mid-length dark blue hair she keeps in a bob tail.

Psychological Characteristics

Personality: A No nonsense, pragmatic, logical thinker who thinks about consequences and outcome before making a decision, Mamami is not one to let emotion take over her mind and as such had been a fairly successful Taisa when she served the [Star Army of Yamatai](#). She has thus switched her forward thinking to assisting the United Outer Colonies. With the invasion of the NMX and then hereafter dissolution of the United Outer Colonies, Mamami was forced to make a tough choice considering the future of her people.

Likes: Logical paradoxes (she always enjoys trying to come up with solutions to impossible questions), Emotional stability, Efficiency. **Dislikes:** Wasted effort, logical falsity, senseless death and genocide.

Goals: To see the Yamataian empire pay for their hubris and warcrimes.

History

A Taisa who was brought online when there was a shortage of officers in the [Fifth XF](#). Though she was technically skilled, her emotion index was underdeveloped during maturation, and as such Nosaka has severely stunted emotions, if any. She was given control of a Gunship squadron when the Murf offensive was green lit, although she was forced to withdraw, luckily successfully, from the battlefield, but with substantial casualties. Her pragmatic outlook on the war was mirrored by many others in the [Bafuku](#), as such she did not attempt a rebellion when she learned about the plans for separation of Jiyuu from the empire.

Skills

Communications: Nosaka Mamami 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. Nosaka Mamami is fluent in Nepleslian and Yamataian. She can speak and write both correctly and efficiently and can write reports, fill forms, issue orders under fire, etc.

Fighting: Nosaka Mamami received hand-to-hand combat training, followed up with a rigorous training program. She is skilled and experienced in combat both in Yamatai-like conditions and in zero-gravity, with and without weapons. Weapons she is trained in include energy pistols, knives, and power armor.

Technology Operation: Nosaka Mamami is capable of operating any computer system that uses the Kessaku OS, found on all Star Army starships. She is proficient in entering and/or searching for information.

Mathematics: Nosaka Mamami received basic mathematics training, to including up to algebra and trigonometry.

Knowledge (Politics): Surprisingly enough, Mamami is gifted with extensive knowledge of political Bureaucratic practices.

Humanities (Diplomacy): Even more surprising, is Mamami's inherent ability act diplomatically proper in all known situations she can remember. She's unable to correctly relate how she knows how to do this, but says her lack of established emotions probably helps.

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