

Shinji Inakura



General Information

Name	Shinji Inakura
Species	Yamataian
Gender	Male
Age	23 (Born mid YE 11)
Family / Creators	Dina Inakura (mother) Itto Inakura (father)
Employer	Origin Industries

Occupation	Frame program coordinator
Rank	Manager
Current Assignment	Dawn Station

Physical Characteristics

Height: 5' 9" Mass: 115 **Build and Skin Colour:** Shinji has a skinny build, though not to the point of being lanky, and a very light flesh colored skin, which hints that he spends more time inside than outside. **Facial Features and Eye Colour:** slightly rounded face, large blue eyes. **Hair Colour and Style:** black and messy, cut short except one long, thin braid in the back **Distinguishing Features:** Shinji's most prominent feature is his single, long, thin braid, it's neatness contrasting with the messiness of his otherwise short hair. He can often be seen with an unlit match in his mouth, and he prefers to wear his cargo pants as opposed to the Origin uniform pants.

Psychological Characteristics

Personality: Shinji has a very upbeat personality. He is quick to make jokes, and quick to make friends. He's the kinda guy who can make just about anybody feel better. He has a very nonchalant attitude in combat situations, and prefers to set traps rather than do something head on. His favorite pasttime is making practical jokes.

Likes: Joking around, blowing stuff up, and making new friends.

Dislikes: Serious attitudes and angry people.

Goals: To blow up a planet.

History

Shinji grew up in a small populated area on a backwater planet somewhere in the Yamatai Star Empire. His family was very supportive of all his hobbies, except demolitions, which made him learn more about the subject. He would often go on adventures with his friends, taking week long treks in the wilderness. When Shinji was 16 he was pretty much left on his own, his parents figuring he was responsible enough to handle himself. It would turn out that they were wrong, because to pass the time Shinji made bigger and better explosives, to the point that, in late YE 28, Shinji nearly killed himself with a bomb, and had to be transferred to a Yamataian body. After this transfer, he heard that the star army of Yamatai was taking recruits , so Shinji packed his bags and left for the stararmy in hopes of fulfilling his dreams. He made it through basic training but was unable to be a demolitions expert due to his previous accident, and left the SAoY. Afterwards, he went independent and joined the crew of the Yggdrasill for a few months, but left for reasons unknown.

OIF Atuan

After wandering the Galaxy for a year or so, Shinji signed up with [Origin Industries](#), and was taught how to be a test pilot for large humanoid craft, otherwise known as Mecha. Here, Shinji was able to keep up his study of Demolitions, and has risen several ranks and been placed on an important project aboard the [SS Atuan](#) as the Demolitions expert for the mecha testing team.

Despite his training, Shinji never actually became a very good Mecha pilot, but found his calling as a Backseater to the much more capable pilot that was [Meena Vershan](#). The SS Atuan, by now re-designated the OIF Atuan with Origin's reorganization of its space-based assets, was sent on a mission to reach a contact on Halna. Unfortunately, the Atuan was attacked during this mission, and Shinji and Meena were deployed, along with the rest of the frame team, to defend the ship. Despite their efforts and successful destruction of most of the enemy forces, the Atuan took heavy damage and was written off after limping back to dawn station.

OIF Atuan II

With the Original Atuan out of commission, the frame test team was given a new ship, the [OIF Atuan II](#), which was in fact an experimental destroyer. This new ship, much nicer and more powerful than its predecessor, was well received by Shinji and Co, not least of which because of its inclusion of crew cabins rather than barracks. It seemed, however, that destiny had a grudge against the test team, as their new mission took Shinji and Meena once again into the jaws of getting beaten up.

After nearly 24 hours of solid fighting, the crew had defeated all of their enemies, and were finally able to limp back home, the ship once again more or less destroyed in the altercation. As a final 'screw you' from the cosmos, the frame test program was cancelled in its entirety, and the personnel were either shuffled to other areas, or forced to work desk jobs in order to clean up after the mess they had caused.

Two years later, despite the Mecha program re-starting, Shinji opted to stay at a desk, as he refuses to go in a Mecha with anyone other than Meena piloting it, and the young pilot herself has taken preference to working a desk rather than a Mecha.

Skills

Communication: Shinji 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. Shinji is fluent in Neplesian. He can speak and write both correctly and efficiently and can write reports, fill forms, Etc.

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

Technology operation: Shinji 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. Shinji is also capable of using the Destiny computers aboard Origin ships to great effect.

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

Demolitions: Shinji is able to safely handle and use any type of explosive used by the Star Army Of Yamatai. He can create explosives out of everyday things, and is capable of leveling a large (5-10 story) building with one well placed bomb (usually a rather big one). He is well-versed in explosive materials, and can diffuse any bomb that hasn't been custom-wired.

Survival and Military: Shinji is adept at finding supplies on the battlefield, his sharp eyes allowing him to immediately find anything useful. His eyes also help in spotting enemies, which he can either then avoid or attack. He is capable of surviving for weeks in the wilderness, using only basic supplies and finding his own food.

Physical: Though rather skinny, Shinji knows how to use his muscles effectively, and can run really fast (usually away from his own explosives) or hold perfectly still, so as to avoid detection or do very detailed work (like wiring a bomb).

Vehicles: After joining Origin Industries, Shinji took a rigorous course in piloting Mecha and many other small vehicles. He is capable of operating these vehicles effectively, but he tends to act in more of a support role, due to trouble with more complex maneuvers. His specialty is using heavy weapons, which keep him out of the range of melee combat.

Possessions/finances

Clothing

- 3x [Origin Industries Uniform](#)
- 5x white [T-Shirt](#) with OI Logo
- 5x boxers or briefs with OI logo (white, black, green, blue, and gold) ¹⁾
- 5 pairs of black [Socks](#)
- 3x Green A-shirts
- 2x Brown cargo pants

Weapons

- 1x [Standard Energy Pistol](#)
- 1x RPB + Ammo.

Hygiene

- 1x Hygiene kit
 - 1x toothbrush
 - 1x tube of toothpaste
 - 1x bar of soap
 - 1x bottle of shampoo
- 2x white towel with OI logo
- 1x bathrobe or Yukata, white or black, with OI logo.

Miscellaneous

- 4x Plastic explosive bricks(locked in a cabinet)
- Miscellaneous fuses and explosive parts, enough to make 10 small explosives.

Finances		
Beginning Amnt	Pay/expense	Total
2,000 KS		
2,000 KS	-510KS	1490KS
Character Data		
Character Name	Shinji Inakura	
Character Owner	Kai	
Character Status	Inactive Player Character	

1)
Male only

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Last update: **2024/02/11 07:07**

