

Juno "Arsenal" Aurion

Juno is a [player character](#) played by [SirSkully](#).

Juno Aurion



Species & Gender:	Minkan Female
Year of Birth:	YE 18
Organization:	Star Army of Yamatai

Juno Aurion

Occupation:	Star Army Combat Engineer
Rank:	Jôtô Hei
Current Placement:	YSS Hana

Physical description

Juno Stands at 5'7" with a body that is muscled and firm with a hint of softness in just the right places, her well defined mid-section can give most of the men a run for their money and limbs to match, with measurements of 33c/21/38 and with a weight of roughly 55kg. Her ash-brown hair is usually kept up in a loose ponytail with a few stray locks coming down to frame her lightly tanned face and its features, high yet soft cheekbones, vibrantly green eyes that are almond shaped and small yet pert lips above her narrow jawline.

Personality

Juno is quite a joyous, hyperactive individual, always on the go and doing something, she cares deeply about her team mates and will fight with all her being to ensure their safety. Quite often, Juno is surrounded by an aura of overconfidence in her actions which means that anytime she fails, it hits her that much harder. Even though Juno may not be the best judge of her own character, she is great at analysing problems and working towards a solution.



This feeds into the sapper's wilder and more outgoing side, she is willing to try anything once - for better or for worse.

Themes	Types
Dare - Gorillaz	General Theme
Garage Palace - Gorillaz	Combat Theme

History

Juno was born in [Geshrinopolis](#)(Now [Kyoto](#)), in the closing days of [YE 18](#), she grew up just the same as any other kid in a middle-class family, she did very well in most of her classes and gained appraisal from her parents who liked to be the center of every social circle they came across, although instead of moving into accounting like everybody thought she would, she decided to put her analytical skills and good grades to use in the military in [YE 38](#), which rubbed her parents the wrong way, so much so that they disowned her when she told them she had gotten in.

Juno pushed through all of the tests both mental and physical, she even gained the nickname 'Arsenal' from some of her fellow recruits due to a little habit she had of packing such a variety of weapons. She came out the other side as a certified combat engineer and was stationed on a Yamatai for most of [YE 39](#) until she heard there were a few positions open on the [YSS Hana](#), so she said goodbye to a few friends she had made over the year and packed her bags to relocate to the ship.

IN RP

[YSS Hana Mission 2 JP 1 JP 2 JP 3 JP 4 JP 5](#)

Skills Learned

Juno Aurion has the following notable skills:

[Star Army Common Skills](#)

Fighting - Juno has taken the time to familiarize herself and become proficient with most types of weapons that SAoY infantry use on a regular basis, she is a damn good shot and can swing one hell of a punch.

Maintenance and Repair - Juno has a bit of a reputation for fixing things in unorthodox ways with random bits and pieces that are available when something more by the books and professional isn't available. She has a special place in her heart for home made robot fighting that is focused more on fun than being competitive.

Demolitions - Being a combat engineer, Juno is just as competent with rebuilding things as she is with tearing them down via applied explosives.

Physical - Juno likes to keep herself in tip top shape and as such is skilled in areas revolving around physical prowess.

Technology Operation - Being a Combat engineer and an electronics hobbyist, Juno is a master of making technology do what she wants it to.

Social Connections

Rickstof Aurion (Father)

Jean Aurion (Mother)

[latch_gaillard](#) (Boyfriend)

Inventory & Finance

Juno Aurion has:

- [Star Army Standard Issue Items](#)
- [Star Army Female Bodysuit, Type 22](#)
- [2x Star Army Datapad, Type 33](#)
- [GP-12 Phased Pulse Rifle](#)
- [Type 35 Automatic Grenade Launcher](#)
- [Machine Gun, 35mm, Type 30](#)
- [Ke-M6-W3000 50mm Gauss Bazooka](#)
- [Scatter Gun, Accelerated Charged Plasma, Type 30](#)
- [Kinzoku Hane \(金属羽根\) - Ta-W4-1a Gauss Assisted Bow](#)
- [Ke-M2-D3000 Forearm Ellipsoid Shield](#)
- [Armor Service Pistol, Type 29](#)
- [Ke-M2-W2913 Aether/Scalar Submachine Gun](#)
- [Ke-M2-W2901 Aether Beam Saber-Rifle](#)

Juno's Mindy Loadout "Coat Hanger"

Left Shoulder	Dorsal	Right Shoulder
Shoulder mount	General Equipment Pack	50mm Gauss cannon
Leg Pods	utility/cargo	Handheld
2Countermeasure Augmentation Pods	Blacksmith Kit	Varied
Left Waist	Wings / Tail	Right Waist
Aether Blade Wakizashi	yes / no	SIZI M38 SDR

*Has a [Ke-M2-D3000 Forearm Ellipsoid Shield](#)

Juno's Mindy Loadout "Lockdown"

Left Shoulder	Dorsal	Right Shoulder
Shoulder Weapon Mount	Fabrication Module	50mm gauss cannon
Leg Pods	utility/cargo	Handheld

Left Shoulder	Dorsal	Right Shoulder
2Countermeasure Augmentation Pods	Blacksmith Kit	Varied
Left Waist	Wings / Tail	Right Waist
Aether Blade Wakizashi	yes / no	SIZI M38 SDR

*Has a [Ke-M2-D3000 Forearm Ellipsoid Shield](#)

Juno's Finances

Juno is a [Santô Hei](#) in the [SAoY](#) with a current income of 2,000ks/month.

[SAoY Payment Chart Here](#)

Starting Funds	+3,000ks	Initial Balance
Payment	+2,000ks	Santo-hei payment for Sangatsu
Payment	+2,000ks	Santo-hei payment for Shigatsu
Payment	+2,000ks	Santo-hei payment for Gogatsu
Current Total	9,000ks	

OOO Information

In the case sirskully becomes inactive:

- Can this character be used as an NPC by a GM or FM? NO
- Can this character be [adopted](#) after I've been gone for a year? NO

Character Data	
Character Name	Juno Aurion
Character Owner	SirSkully
Character Status	Inactive Player Character
Star Army Personnel Database	
SAOY Career Status	Active Duty
SAOY Rank	Jôtô Hei
SAOY Occupation	Star Army Technician
SAOY Assignment	YSS Hana
SAOY Entry Year	YE 38
DOR Year	YE 44
DOR Month	1
Orders	Orders

From:

<https://wiki.stararmy.com/> - **STAR ARMY**

Permanent link:

https://wiki.stararmy.com/doku.php?id=characters:yamatai:juno_aurion

Last update: **2023/12/21 00:55**

