

Jo Midori

Jo Midori is a [player character](#) played by [Sageshooter](#).

Jo Midori	
	
Species:	NH-33 (Eihei)
Gender:	Female
Age:	13
Height:	5'1"

Jo Midori	
Weight:	99lbs or 45kg
Organization:	Ketsurui Zaibatsu
Occupation:	Power Armor Pilot
Rank:	Samurai / Shoi
Class:	Eihei-no-insen / Power Armor Pilot
Budo:	Kusariebi-no-Kage
Current Placement:	

- Theme Song: [\[Jenny\]](#) : "Battle Against A True Hero"
- Battle Theme: [Apocalyptica](#) : "One"



Physical Characteristics

- Height: 5'1"
- Mass: 99lbs or 45kg
- Measurements: 36C-32-38

Build and Skin Color: Very athletic and well toned, muscular, without being excessively, a [NH-33 \(Eihei\)](#) model, her skin a tanned white.

Eyes and Facial Features: Usually void of expression, and rather normal, save for the scar on her cheek, Red eyes.

Ears: Normal Nekovalkyrja ears.

Hair Color and Style: White hair, shoulder length done into a tight braid.

Distinguishing Features: The claw scar on her right cheek, born that way to distinguish her from the other guards.

Psychological Characteristics

Personality: She is rather withdrawn and serious most of the time, especially around people she does not know well. She cares deeply for her children, even though she only sees one on a daily basis now. She can become rather bitter with people lately as she spends more and more time looking at the [Samurai House](#).

Since having been reinstated, and the issues that allowed her re-admittance, Midori has become very distant and detached, often times seeming tired

- **Likes:** Playing the Violin, Classical Music, training.
- **Dislikes:** Loud People, sleeping, spiders.
- **Goals:** To one day elevate the Samurai back to their previous prestige and become the new Daimyo.

History

Family (or Creators)

The [Ketsurui Zaibatsu](#) and her trainer

Pre-RP

A weapon created to protect the higher-ups of the [Ketsurui Zaibatsu](#). She received her training while being created, and is currently waiting for her first assignment into the forces. She was created on Yamatai, and after receiving training there, she was moved to another base, this one closer to those she was to protect, as she began much more intense training there. Her first assignment was aboard the [YSS Destiny](#), weeks before it was taken over by the Nepleslian Army.

That was where she met Fuyutsuki Leiko, and followed her transfer to the [YSS Sakura](#), shortly afterward. Her first experience with the Sakura was a boarding of a [Mishhuvurthyar](#) infested ship, which was also her first taste of battle. It was a little tough on her, but Jo came through it none the less. A day or so later, the crew had a truth or dare party, in order to get to know the new crew better.

After the party, they had another run-in with Mishhu, this time with their warships. The Sakura, under Chui Kiyoko's use, was able to cripple one ship enough to enter and explore the ship. It was here where they found the Mishhu/Neko hybrid "[Pumpkin](#)" whom would later wreak havoc to the Sakura. After saving a female star army member, herself and Leiko escaped with them two captives back to the Sakura.

It wasn't to much longer before she lost Leiko to a transfer, her lover leaving the sakura as new people came aboard. After another party, Pumpkin attacked the ship on her own, destroying a better part of the ship. It was around now that [Hanako](#) died. Her emotions in the way, Jo did not pay adequate attention, and as a result, Hanako died. Soon after, Ketsurui-Kotori stopped an attempt at suicide by Jo, just before they went to the surface of Lor.

After the disaster attempt at negotiating the treaty, Jo was stripped of her rank by [Nakamura Sana](#) and made a servant. She passed from Kotori to Hanako and went shopping with the two women while on Yamatai. After the trip to [Yamatai \(Planet\)](#), Jo went with the crew to [Hanako's Star](#), and relaxed for the day before they went after the Black Spiral.

Originally, they went to [Hoshi no lori](#), but after a mistake in the compound, and a scare on the bridge, they left for the [Black Spiral](#) headquarters. It was then, that the Sakura faced another attack.

Mishhu warships, and Pumpkin, the Neko/Mishhu hybrid, as well as a [NH-28 Nodal Integrated Weapon System](#) unit, devastated the ship, severely injuring Jo in the process, and stealing Hanako.

After her recovery, Jo went with the crew when they invaded the [PNUgen Corporation](#) headquarters, and fought along with the crew. In the end, she was able to save [Kotori](#), with the help of Ketsurui-[Kôsuka](#), and [Miles Gunn](#).

Jo has recently regained her station of Samurai with the sponsorship of Ketsurui Kôsuka. It was after the Sakura's return to the planet [Lor](#), where she ended up saving an injured Kôsuka, that she regained her station.

After the crew split, part of them going to Kotori's new ship, the Sakura crew took a leave. The leave was peaceful for the most part for Jo, but the battle they were in afterwards tested Jo since it was the first time she had led the armor division.

With the failure of that operation, the crew went to Kewennes for a little salvaging off time. On [Kennewes](#) they were attacked by the two warring factions, many of the crew injured during their flight from the battles. After being captured by one faction, they were released to their ship which was brought by under the command of Toshiro.

After the episode on Kennewes, they had another of their [dare parties](#) which turned out bad for Midori.

With a bit more leave time, the crew resumed their operations, this time traveling deep into Mishhu space. The operation seemed doomed from the start for Midori who had a hallucination and destroyed a console on the bridge. The Sakura was soon after contacted by Melissa, the Mishhu emissary that could talk with the [Star Army of Yamatai](#) in a less painful way. After sharing some information, the crew was able to get away. After another stint of leave, the crew picked up two new crewmembers; [Akamaru Datenshi](#) and [Yuriko Towa](#)

With the two new crewmembers, the Sakura was part of a defensive effort against a Mishhu offensive attack on a new space station that was being built. It was after the near destruction of the ship that they landed on an ice planet. Soon after they were able to leave the planet and make it back for repairs.

After the repairs, the crew was kidnapped by a group of Mishhu, who froze Midori. Midori was unfrozen soon after and helped the sprites to retake the ship before they rescued the rest of the crew.

A small number of things happened after the adventure on the ice planet, including Midori's capture by the Mishhu during a raid on a stockade of supplies. After being Revived, Midori enlisted as a warrant officer and was soon reassigned to the [YC-28](#) where she served as second-in-command under [Helen Klein](#) where she served as wing leader for a recovery mission on [Kennewes](#). After the [Kennewes](#) mission, she was reunited with her crewmates from the [YSS Sakura](#). After a short fact-finding mission on the Fifth Fleets lori, Midori transferred from the [YC-28](#) to being her officer training at the Hotaru War College. Since gaining her rank of cadet, Midori has finished the War college at Hotaru and went ahead to captain a ship which is currently within Yuriko's strike fleet. It was on the [YC-28](#) that Midori met her lover [Inaba Reiko](#)

Since joining the fleet, Midori had been in a few battles including against a few Mishhu battleships as well as against an alien vessel. After a few small battles, Midori accompanied Yuriko and the [YSS Asamoya](#) into recently departed Mishhu space, where she took place in recovery mission of herself. Before the mission, Midori had received a video of various Neko/Mishhu hybrids all around her body, taunting her and telling her they were Midori's children. When they finally found her, the first Midori was recovered and taken to the medical bay of the [YSS Asamoya](#) where she was soon picked up by Kage Yaichiro and taken back to his house on Yamatai to recover from her ordeal.

After the mission, the second Midori left with [Yuriko](#) to the [UOC](#) where she became Yuriko's second in command on her ship the [UCS Akaramu](#) After a mission against a planet full of Pirates, Midori was devastated when she found out Yuriko had been assassinated. She stayed with the UOC peacekeepers until the UOC collapsed and soon made her way back to Yamatai where she transferred into an NH-33 body, to live out civilian life. Since returning, she has lived with her daughter in Kyoto, a little over a few miles from the Samurai House where she had once trained.

Recently, both Midori have reunited and shared memories with one another, both understanding the gravity of the first Midori's captivity. With the first Midori up to speed and stable again as she could be, she has left the care of Kage Yaichiro to rejoin the Ketsurui Samurai. Under the recommendation of Tsuya, the first Midori tracked down and killed the second her, before being readmitted into the Ketsurui Samurai. During her time within the Samurai House, Midori under the order of the Daimyo Tsyua reverted her memories until just before her first assignment on the USS Destiny. She knows little to nothing of her service or life before her time in the Samurai House outside of what she was able to read through her previous records.

She has recently returned to active service within the Star Army and saw combat during a short stint with the Task Force Inquisition before she was transferred to the [YSS Shiroyama](#)

Skills

Communications

Jo excels in telepathy, so she is able to communicate, give, and receive orders in the blink of an eye, even in the most intense of situations. She is still getting the hang of using starships to communicate, though can do so when needed. She mostly uses her telepathy when in her power armor, but has been known to contact via the channels when needed.

Fighting

Jo is skilled in melee combat. She is skilled and experienced in combat both in Yamatai-like conditions and in zero-gravity, with and without weapons. She was trained under the school of Kusaribiki-no-Kage originally when she was first born and since returning to the Samurai has found herself perfecting the techniques. Even though there had been a sense of disgrace of the style due to the Shadow Viper rebellion, Midori feels attached to the style and continues to use it.

Information Technology

Jo is capable of operating any computer system that uses the Kessaku OS, found on all Star Army starships. After a time serving aboard the Sakura with Miles Gunn, she has also learned how to create a virtual projection of herself with cyberspace, though the skill is seldom used.

Knowledge

Jo familiar with the laws of the [Yamatai Star Empire](#).

Language

Jo is very fluent in English and Japanese, and calligraphy of both. Lately, she has been picking up lost languages, attempting to learn them in her off time.

Mathematics

Jo received basic mathematics training, to including up to algebra and trigonometry.

Entertainment

Midori in her off time plays both the flute and the Violin, and is skilled in playing both. She is also able to tell stories fairly well from all the books she has read.

Inventory

Jo Midori has the following items:

- [Star Army Standard Issue Items](#)
- Clear Zesuaium Sword
- [Sarah M7 Samurai Power Armor](#)
- 7 pairs of white yukata and red hakama

Finances

Jo Midori is currently a Samurai in the [Ketsurui Zaibatsu](#).

Having returned to service, Midori has opted to use the Star Army Prestige system in leau of recieving pay.

Midori's Custom Daisy Loadout - "Inquisitioner"

[M6-2A "Daisy II" Planetary Power Armor](#)

Left Shoulder	Dorsal	Right Shoulder
Ke-M2-W2905 Shoulder-Fired 50mm Gauss Cannon	N/A	Ke-M2-W2906 Shoulder-Fired Missile Pod
Leg Pods	utility/cargo	Handheld
Ke-M2-G3001 Leg Capacitor	Nodal Support Bits	Ke-M6-W3000 50mm Gauss Bazooka
Left Waist	Wings / Tail	Right Waist
Ke-M4-W2902 LASR-SLAG	(no) / (no)	Star Army Medical Kit, Type 31
Character Data		
Character Name	Jo Midori	
Character Owner	Sageshooter	
Character Status	Inactive Player Character	
Current Location	Yamatai (Planet)	
Approval Thread URL	stararmy.com/...	
Star Army Personnel Database		
SAOY Career Status	Reserve	
SAOY Rank	Shoi	

Star Army Personnel Database	
SAOY Occupation	Star Army Infantry
SAOY Assignment	Star Army Reserve
SAOY Entry Year	YE 27
DOR Year	YE 43
DOR Month	4
Orders	Orders

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