

# Freya Jaeger

Freya Jaeger is a [player character](#) played by [Cyborg aka DJ Moose](#) and is currently involved in the [ISC Enkidu](#).

Freya Jaeger



Species:	Nepleslian
Gender:	Female
Age:	22
Zodiac Sign:	Aries
Height:	5'9"
Weight:	132 lbs
Bra Size:	B
Organization:	<a href="#">ISC Enkidu</a>
Occupation:	Ex-Marine
Rank:	N/A
Current Placement:	

## Physical Characteristics

Height: 5'9" Mass: 132 lbs Measurements: 35-22-34 **Build and Skin Color:** Freya is tall and thin, and her body is toned from the military. Her skin is somewhat pale for a Caucasian.

**Eyes and Facial Features:** Freya's eyes are almond-shaped and are ice blue in color. She has a oval-shaped face with a well-defined jaw.

**Hair Color and Style:** Freya's hair is gold-blond in color. She wears her hair up in a ponytail, which falls to the base of her neck. She has long bangs that fall past her jaw on both sides of her face.

**Distinguishing Features:** Numerous scars cover her body; trophies from her time in the military and her life on the streets. Most noticeable is a thin line running diagonally from the bottom of her lip to the tip of her chin. A scar from a bullet wound sits just below her left clavicle and a scar from the exit wound sits just below her left shoulder blade. Freya has a tattoo of a skull with a sword through it on her right shoulder.

## Psychological Characteristics

**Personality:** Freya has fiery personality, but it is mostly kept in check by her military discipline. She is not afraid of confrontations; she welcomes them. She thinks on her feet and almost always has something to say. Freya is a “go with the flow” person; she makes the best out of her current situation. But despite this, if someone has wronged her she will be very reluctant to forgive them.

**Likes:** Freya likes a good drink and people she can trust. She likes cities and closed-in surroundings, as she feels out of place in rural environments. She also enjoys explosions, loud guns and destroying things a little too much. **Dislikes:** Freya hates the Reds. She hates people who betray her trust and hates people who label her as a “War Junkie” or “Gutter Scum.” **Goals:** Freya wants to discover the fate of her sister Katarine. She also wants to discover what happened to her on Kennewes, and put a bullet through the brain of whoever caused it.

## History

### Family (or Creators)

Frederick Jaeger, Father (Deceased) Annika Jaeger, Mother (Deceased) Katarine Jaeger, Older Sister (Missing) Lukas, Guardian and Friend (Presumed Alive)

### Pre-RP

Like most Nepleslians, Freya Jaeger grew up on the streets of Funky City. Her family was relatively poor and could barely afford the small room that they called home, much less the tributes the local gang demanded for their “protection.” But despite the hardships, her home was still a place where she was loved and cared for.

Freya's life took a turn for the worse when she was 14. The gang tribute collectors showed up at their door like they always did, but they demanded a much higher amount than normal. Freya's family was

unable to afford the new tribute amount with their meager pay salaries, and so the gang thugs killed them. Freya and her older sister Katarine watched as the thugs shot their father and mother, their parents' brains splattering across the room. Freya clung to Katarine, her eyes wide in horror as the thugs drew closer. The gang thugs pulled the two sisters apart and dragged them into the alley outside their home. They were to be taken to one of the gang brothels, but Freya was not having any of that. She kicked her captor in the groin and charged at the second thug to free her sister. The thug was caught off guard by Freya's sudden assault and he instinctively fired his gun; the bullet catching Freya through the left side of her chest and puncturing her left lung. She sprawled across the filthy ground and laid there in a puddle of her own blood. As her vision dimmed, she saw the thugs take her sister away, and Freya swore that she would have vengeance.

Freya was quite surprised when she woke up sometime later. An eccentric street doctor named Lukas had apparently happened upon her dying form and performed emergency surgery to repair her damaged lung with a cybernetic replacement. It turned out that Lukas had a bit of a problem with the local crime lord, and had a plan to use Freya as his weapon against them. After she recovered, Lukas taught her everything he had learned from his life in the military and from his experience with the local street gangs. Freya became an insurgent against the local gang; eliminating key members or destroying important locations with the use of improvised explosives.

When Freya was 18, a rival gang was able to oust the current crime lord and establish a their own foothold over that part of the city. Before the new gang was fully organized, Lukas demanded that Freya leave the city and attempt to get off world. Without Freya having a formal education to speak of, Lukas suggested she join the military as a way out of the slums.

"Serve your nation, see the stars," he said. Although initially reluctant, Freya saw the wisdom in his words and joined the Star Army of Nepleslia.

Soon after she completed her basic training as a Marine, the Reds launched an attack on Nepleslia. After the Red attack was repulsed, the Kennewes Offensive was launched and Freya found herself at the front of the Nepleslian First Assault Fleet. What exactly happened after Freya's unit landed on the planet is unknown, as Freya went missing shortly after the start of the invasion. She was presumed dead, until she was discovered cryogenically frozen on a derelict Red vessel...

## Skills

### Communication

Freya is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from other characters through headsets, ships, ground vehicles, power armor, and shuttles in both combat and non-combat conditions. Freya is fluent in Nepleslian. She can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. Freya is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc).

## **Fighting/Physical**

Freya received intensive hand-to-hand combat training (primarily focused on disabling and/or killing opponents) and has followed up that knowledge with a rigorous training program. Weapons she is trained in include pistols of all types, knives, grenades (and other forms of explosive weaponry) and rifles of all kinds. Freya is in excellent physical shape and has considerable endurance. Due to growing up in an urban environment, she is skilled in parkour and adept at travelling across the rooftops of the city.

## **Survival**

Freya knows how to survive in hostile environments. She can build shelters, hunt and forage for food, build a fire, etc. Freya can camouflage herself and is familiar with guerrilla warfare tactics. She especially is skilled in urban warfare insurgency.

## **Strategy (Tactics/Discipline)**

Freya can understand and give out tactical commands and work with his troop to follow those commands efficiently. She knows the importance of teamwork on the battlefield, has been intensively trained in discipline and morale, and is able to recognize the command structure even while under extreme pressure (combat, etc). Freya is able to recognize ambush points. She knows basic math in order to calculate distances, etc, and can use a tactical map.

## **Demolitions**

Freya can identify, manufacture, handle and dispose of explosives. With the proper tools, she can detect and disarm enemy explosives as well. She became skilled in the use of explosives during her years as an insurgent.

## **Streetwise**

Growing up in Funky City and participating in gang warfare reinforced the “do's and don'ts” of an urban environment. She notices potential escape routes should a situation become sticky. She knows who to talk to and who to avoid, and also how to negotiate with friendly or hostile street gangs.

## **Clothing**

### **Uniform**

2 Pullover shirt, green, with rank patches on shoulder pads and name plate

4 [T-Shirts](#), white 4 bras, white 4 panties, white 2 Khaki cargo pants 1 Beret, green, with flash patch 1 pair gloves, leather, black 1 pair boots, black (or khaki) 6 pair boot [Socks](#), white 1 Belt, dark brown

**Bunkwear**

2 Tank tops, green, with fleet number on the right chest 2 Pairs of ankle length pajama pants, khaki 1 Pair of slip-on flexi-shoes, black

**Workout/Swim**

2 Short-sleeved mocks with fleet number on the right chest, Green 2 Work-out shorts, khaki 1 One-piece bathing suit, green, fleet number on right breast

**Weapons, Weapon Accessories**

1 Pistol belt, black, with .45 holster 1 Pistol, [Styrling Silver Special .45 Caliber](#), with 2 extra magazines

**Accessories**

1 pair identification tags, metal, with name and hometown 1 [Canteen](#), 1 quart 1 [AwesomeCorp DataJockey](#) 1 Wallet with the Marine Corps Insignia plated on it.

**Finances**

Freya Jaeger is currently a N/A in the ISC Enkidu. She receives a weekly salary of N/A per week.

Total Savings	Addition	Subtraction	Reason
6000 DA			Starting Funds
<b>Character Data</b>			
<b>Character Name</b>	Freya Jaeger		
<b>Character Owner</b>	<a href="#">Cyborg aka DJ Moose</a>		

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