

Kongō Sigrid

Kongō Sigrid is a [player character](#) played by [ShotJon](#).

Kongō Sigrid



Species:	NH-29
Gender:	Gynoid
Age:	Exists for 14 years, 8 years spend in stasis
Height:	160cm / 5' 3")
Weight:	45 kg / 99 pounds
Organization:	Star Army of Yamatai
Occupation:	Infantry
Rank:	Ittō-Heisho
Current Placement:	

Preferred Plots:

- 1. YSS Ryūjō

Physical Characteristics

- Height: 160cm / 5' 3")
- Mass: 45 kg / 99 pounds

- **Measurements:** C

Build and Skin Color: Generally average looking neko, with athletic figure and well formed muscles. Her skin is jet black.

Eyes and Facial Features: Sigrid's face is very raltean. She has visible cheekbones and thin lips. Her eyes are almond shaped and blue in colour.

Ears: Sigrid has white furred neko style ears.

Hair Color and Style: Sig's hair is not very long. Sides of her head are clear and she usually wears rest of her hair in a short mohawk or in very short pony tail on back of her head.

Distinguishing Features: White coloured genetic tattoo code on her back. Some of her teeth are sharp in a feline-like style. She speaks in Kansai Dialect.

Psychological Characteristics

Personality: Sigrid is soldier first and most. She tries to follow orders as well as possible, though she sometimes tends to bend the rules. This only happens when she believes her way is better for fulfilling the mission. She became this way because of time she spent in small team out on battlefield with small autonomy to work within her mission parameters.

She has a bit of a rebellious nature to her, but she does her best to hide it. She only shows it through things like her hair or not having her uniform buttoned all up.

Outside of work, she is fairly calm neko. She does not hide her loyalty to the empire. Sigrid is also very fond of Miharu-clan and secretly collects stills of Kotori, who is her personal hero.

She does not feel like an outcast, being old nekovalkyrja who fought in Second Draconian War. She still notices a certain difference between herself and younger nekovalkyrja. Sigrid tries her best to get on with times.

- **Likes:** Tea and Crumpets, Miharu-clan, Ketsurui Kotori, War, Combat
- **Dislikes:** Officers with head up their arses, cowards, people with no sense of humour, Elysians
- **Goals:** Solid career in SAoY.

History

Family (or Creators)

Pre-RP

Sigrid was created as NH-17 in YE 23 just in time to join in the fun on 4th Elysian War. Enjoying her fair

share of bloodshed and combat, Sig experienced a lot of what it means to be infantry. During combat she specialized in scout work and flank attacks along with her sisters. Adapting quickly, they utilized many surprise attacks on the enemy or did their best at picking of enemy leadership in battle.

This of course was a bit unusual for its time and many officers frowned upon such practice. It did not matter much though, because 2nd Draconian War started. Sigrid fought there too until she and many other nekovalkyrja remained stuck in a strange stasis.

She was there until YE33 when Miharu brought the draconian fleets out. Sigrid did not see any action in 2nd battle of Nataria, but not much later Miharu lead the fleets towards Yamatai which was in combat with NMX.

Ship Sigrid was on made a ramming attack at one of the NMX ship. Sig luckily survived because she was out in space in her PA. With not ship she and her comrades in arms made a combat drop into Kyoto, where they fought any units NMX managed to get on the ground.

Since only a handful of her platoon got down, they once again had to utilize surprise tactics and rapid attacks where numbers of the enemy meant little. Allying with YNP, they managed to kill many enemies. Sigrid was surprised at first to see nekovalkyrja among enemy, but bad guys were bad guys so she got over that fast. Luckily reinforcements arrived steadily and Sig and rest of her platoon could join up with them for normal clean up job.

After Battle of Yamatai, Sig and her ship sisters were suddenly extra. SAoY was unsure what to really do with them. This did not took too long as the army is efficient beast and started re-training and putting these old nekovalkyrja to work.

Some chose civilian life, but not Sigrid. She instead re-opted for more training and joined 6th legion. She still managed to fought in clean up battles after battle of Yamatai.

During her service in Legion, she tried to use the similiar tactics she learnt in past. Luckily her Centurion was not entirely against it. Recon was important so Sig usually operated in squad-sized manner with only her and several other nekoes out in the field. Monitoring enemy movement and even doing some sabotage work here and there. She of course had her share of battles as well. Regular wave attack with air support from the fleet above.

In Ye 37 when things calmed down a lot and her legion mostly did just some training and pirate hunting, Sigrid asked to be re-assigned somewhere for more active duty. YSS Ryūjō was looking for infantry and combat specialists so Sigrid decided to transfer there.

Skills

Close Combat

Back in day, fighting often got up close and personal. Bloody and dirty butchery even. Sigrid was trained for it and experienced. Apart from the usual hand-to-hand training, Sig is trained in using knives, swords and even spear. She is well versed in art of striking and kicking and even Jiu-Jitsu. She learnt to utilize

these moves both in and out of Power Armour.

Firearms

Still it is safer to shoot the enemy before it gets close. Sigrid is trained with all manner of firearms, both energy and ballistic. She reads and learn about nepleslian and lorath guns just in case she would have to use them. During her years of service she became expert marksman, with knowledge of art of sniping as well. She learned how to pick off targets fast and without making much commotion if situation allows.

Communication

Part of service is knowing how communicate in chain of command and on squad level. Sig knows how to operate any computer system that uses the Kessaku OS, found on all Star Army starships. She is proficient in entering and/or searching for information. She speaks fluent Yamataian, Trade and she learnt Elysian to understand language of the enemy, even though the enemy is former. At the moment she is learning to talk Lorath.

Survival

Sigrid knows how to navigate and survive in wilderness. She knows how find food, build small traps and hunt. She can make a makeshift bow or weapon in wild or how to build shelter.

Stealth and camouflage

Sig learnt how to be silent, how to disappear from the radar. She learned well how to operate camouflage systems on Power Armours or even regular camouflage outside. She can build a reconnaissance nest and hide it in the surroundings. Sig knows how to walk without making a sound or how to use colours to meld into the background. She also played around with abilities of her holographic skin.

Vehicles

Sig how to drive ground vehicles and fly in-atmosphere flyers and hover-vehicles. She is no ace, but she can get where she needs to for transport. What is pretty good with are bikes and cars though, not that she gets to use them much.

Rogue


Sig knows how to open locked door, disable basic security systems and proximity scanners. She also learned some sleight of hand for fun. She also know how to work with explosives. She could do only basic defusal work, but using bombs to blow things up is of no problem to her.

Inventory

Sigrid has the following items:

* [M6-1A "Daisy" Infantry Power Armor](#)

- [Ke-M6-W2921 Atmospheric/Space Plasma Rifle](#) (Tier 5 or Tier 6, Medium Anti-Armor or Heavy Anti-

Armor (: Staff needs to determine which)) and/or [Ke-M4-W2901 Light Armor Service Rifle](#) (Tier 5 Medium Anti-Armor)

- [Ke-M4-W2902 LASR-SLAG](#) under-barrel grenade launcher.
- [Star Army Butt Pack, Type 29](#) containing:
 - [Type 31A Survival Kit](#)
 - [Flashlight, Floating, Type 32](#) in left pocket
 - [Star Army First Aid Kit, Type 32](#) in left pocket
 - [Nekovalkyrja Service Pistol, Type 33](#) in right pocket
- [Star Army Duffel Bag](#), containing:
 - [Star Army Portable Shelter, Type 30](#)
 - Rolled [Sleeping Bag](#) and foam mat in waterproof bag
 - [Star Army Toiletry Kit](#)
 - 1 [Duty Uniform](#)
 - 1 [Star Army Cap, Type 32](#)
 - 1 [Star Army Coat, Type 32](#)
 - 2 [Coveralls](#), green, including all accessories.
 - 2 [Exercise Uniform](#) (can also used as sleepwear)
 - [Star Army Undergarments](#)
 - 3 additional days worth of [Star Army Field Rations, Type 31](#)

* [Zen Armaments 10mm Covert Ops Pistol](#) + 4 magazines, 100 normal rounds, 100 AP rounds

* Combat Knife - Yama-Dura, Monomolecular

* Collection of pictures of Ketsurui Kotori, all are decent and artistic

Finances

Sigrid is currently a [Ittō Heisho](#) in the [Star Army of Yamatai](#).

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds
2500 KS		500	Bought starting equipment
Character Data			
Character Name	Kongō Sigrid		
Character Owner	ShotJon		

Character Data	
Character Status	Inactive Player Character

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