


Genevieve "Gunny" Landak

Genevieve "Gunny" Landak is a [player character](#) played by [Whisper](#).

Genevieve "Gunny" Landak



Species & Gender:	Female Nepleslian
Date of Birth:	12日 7月 YE 14
Organization:	Independent
Occupation:	Ex Nepleslian Space Marine
Rank:	Security Chief
Current Placement:	RaWolfe's Archaeology Plot

Physical Description

Gunny's most distinguishing characteristics are her cybernetics - each of her limbs and her spine have been replaced. She doesn't try to hide them with skin-tones or fake flesh. Each was well-earned, as far as she's concerned, and that's that. None of the cybernetics are particularly ostentatious, avoiding flashing lights, bold designs, etc, for simple practicality.

In terms of appearance, she *could* be attractive. Her persistent scowl and bulldozer attitude tend to get in the way of romance.

- Body Type: Muscular
- Height: 5'8"
- Skin color: Light tan
- Eye color: Light brown/amber

- Hair color: Blonde
- Hairstyle: Gunny keeps her hair long, well past military regulations. When in the field she tends to pull it back and pin it up for practicality's sake, adding to her harsh appearance.

Personality

Gruff, matter of fact, and judgmental, "Gunny" doesn't tend to make a lot of friends. She's fine with that. What she *does* care about is her mission - even if it rubs people the wrong way. Gunny has learned to keep quiet, which only makes her seem more stand-offish. This is probably for the best, as she seems to lack any kind of filter.

Her lack of tact and empathy is part of why she didn't make it into the upper ranks of the NSMC. It's also part of why she doesn't tend to hold down a job for longer than a mission or two. She's accepted this, too, although on some level she wishes things were different. Her track record is strong enough to allow her to continue to get new jobs *despite* her personality flaws.

In her downtime, Gunny enjoys reading, exercising, and generally staying busy. She dreams of one day having earned enough money to settle down for good and putting the dangerous life behind her.

History

As a child, Gunny's mouth got her in a **lot** of fights. She never intended to be mean or cruel, but whatever part of the brain regulates tact seemed to be missing. More often than not, she would come home bruised and bloodied. Eventually, she learned how to fight back. As she got older, the bruises and blood never stopped - they just moved to her fists instead of her face.

To say that school was a challenge would be an understatement. Academically, Gunny was a good student. Unending afternoons of detention gave her plenty of time to study and kept her out of the types of trouble a kid with her background tended to get into. When she came of age, it was clear to everyone, herself included, that the military was her best shot at any type of a career.

Her instructors in the NSMC taught her one of the most important lessons in her life - sometimes, you should just keep your mouth shut. She took to the military like she'd been born into it. For the first time in her life, she thought she found somewhere that she fit. Everyone was gruff. Everyone spoke their mind. Her instructors certainly seemed to have whatever was wrong with her.

Despite her successes in the NSMC, her presence on a squad was a sore point for anyone she served under. Most of the time, she was *too* quiet. When she did speak, it went as you might expect. Her capability was the only thing that kept her from being passed from one team to the next.

Eventually, Gunny got her own command - a small group of soldiers that, like herself, didn't really **fit** anywhere else. To everyone's surprise, herself included, she turned out to be a highly capable leader. For the first time in her life, her unfiltered observations were *useful*. Her troops quickly improved and began

to work together under her stern leadership.

Their successes would not come cheaply, however. Their missions were often not the type that you were expected to return from. She lost each of her limbs, one by one. For a short while, she was paralyzed due to a spinal injury. Her torso and head are all that is left of her original body, and even that is not 100% original Gunny.

It was these missions that brought her into conflict with leadership. That conflict got her kicked out.

Now, she's a mercenary offering her services to anyone able to pay.

Skills Learned

Communications

- Standard communication capabilities. As a Mercenary, Gunny is familiar with equipment beyond the standard NSMC set that she trained on.

Fighting

- Standard NSMC capabilities.

Physical

- Standard NSMC capabilities.
- Cybernetics give her increased strength, speed, and stamina.

Survival and Military

- Capable of keeping herself and others alive for extended periods with little support. Can track, hunt/forage, set camp, know directions, and so forth.
- Can use stealth and tactics to manage challenging combats on her terms.
- Can create and execute plans of action with a solid rate of success.

Leadership

- A gruff but capable leader. She knows how to choose the right people, to read the mood of a group and respond to it, and issue orders effectively.
- Trained in leading and supplying large groups of infantry. Knows how to apply those skills to civilian efforts.
- Combined with her Maintenance/Repair and Vehicular abilities, she can competently handle the logistics of a large-scale civilian or military operation.

Maintenance and Repair

- Familiar with most modern day computing systems at a basic level
- Can repair and maintain her cybernetics, the vehicles she uses, and her weapons.

Vehicles

- Can drive or pilot most craft, particularly small NSMC and civilian vehicles. However, Gunny would not consider herself an 'ace' pilot/driver.
- Knows enough about the operation of larger vessels to be useful in that capacity, but nowhere near the level of someone who has trained for it.

Social Connections

Genevieve "Gunny" Landak is connected to:

- None

Gunny has few connections who would want to stay in touch with her. She is estranged from her parents to the extent that she no longer keeps up with them.

Inventory & Finance

Genevieve "Gunny" Landak has the following:

- Various clothing
 - Typically military fashion, with camo pants, tank tops, etc.
 - Jackets tend to be heavy but sleeveless
 - Recreation wear, sleep wear, and so forth
- [M3 Assault Rifle](#)
- [HHG 'High Hybrid Gun'](#)
- [AwesomeCorp DataJockey, Moe 17 Edition](#)
- [Nova Series 1A Airbike](#)

Genevieve "Gunny" Landak currently has 2600 DA.

OOO Information

This page was created by whisper on 10, 10 2019 at 14:43 using the [Character Template Form](#).

In the case whisper becomes inactive:

- Can this character be used as an NPC by a GM or FM? Yes
- Can this character be [adopted](#) after I've been gone for a year? Yes

Character Data	
Character Name	Genevieve "Gunny" Landak
Character Owner	Whisper

From:

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

Permanent link:

https://wiki.stararmy.com/doku.php?id=characters:independent:genevieve_gunny_landak

Last update: **2023/12/26 02:00**

