

Gunnhild Grimsdottir

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



Physical Description

Gunnhild stands at 5'7" and weighs 121lbs (55kg). Her bodily measurements are 29c-27-33 on her toned,

pear shaped frame which is a mix of lean muscles and feminine curves in the right places.

Gunnhild's strawberry-blonde hair is somewhat unkempt yet not overly so, kept in a short-medium length [style](#) that would end midway down her neck if it didn't flair out so much, a few stray strands break free from the pack. Gunnhild's face has soft features and peachy lips, her skin is completely smooth and has a slightly yellow [tint](#) to it, she has cheekbones that are smoothed over, pronounced but not too exaggerated. Her Nordic styled, ocean blue eyes are rounded and often have a look of mischief plastered across them – as if she is about five seconds away from causing mayhem. Her ears are human style and boring, with the only real indication she is a neko at all being the faint yellowness to her skin and the tail on her rump as well as three tiger-like stripes that run across each cheek.

Personality

Gunnhild can best be described as somewhat of a troublemaker, she may have that wild streak in her that sometimes rears itself but for the most part she does stuff with at least some semblance of good intentions. Gunnhild is fiercely loyal of her friends and there are few lengths she won't go to in order to impress them.

Gunnhild has a certain spot in her heart for near-mythical gunslingers, she aspires to one day gain that kind of notoriety for her own skill with a gun – or two if she can help it. The tigress takes rejection and failure hard, taking a no as a final definite that means something must be wrong with her or that it is entirely her fault for things not going the way Gunny thought they were.

History

Gunnhild was created as the last 33a of [YE 39](#), during the early stages of training she had shown a high level of skill with close quarters and hand to hand combat – the former one was due to her innate love for the heroic antics of gunslingers who could clear an entire room without even raising their hand cannon past their hip.

When the offer to enroll the young Neko in the [Zenjinkaze Fighting High School](#) came her way she accepted it post-haste and immediately began packing her belongings away with a sense of pure, unadulterated excitement.

IN RP

[Thread 1 JP1](#) [Thread 2 JP 2 JP 3 JP 4 JP 5](#)

Skills Learned

[Star Army Common Skills](#)

Fighting: Gunnhild is training to be the kind of soldier you throw into a room that you want to be cleared. She excels with close range combat with her weapons of choice being two [SiZi M38 Special Duty Revolvers](#) or two [Type 33 Nekoalkyrja Service Pistols](#) in a pinch, if she needs something with a bigger boom then she opts for a [50mm Gauss Bazooka](#) if one is available.

When it comes to hand to hand combat, Gunnhild chooses to not drop her weapon(s) and instead opts to use a strange hybrid martial art she has been working on, it is based on [SACQC](#) that uses two small firearms in the place of one, the style focuses on dodging strikes and baiting the opponent into situations where they may leave themselves open to counter attacks - the firearms are either used as blunt striking weapons or simply to be jammed into an opponent's joint and fired. This unique style of having a gun in each hand means that the fighter is restricted to using their legs for any grappling maneuvers or tripping the opponent rather than being able to perform throws and the like in a more traditional way.

Physical: Gunnhild realizes that you do not get to the best of the best without putting your body through constant physical duress and so she does such, she can often be found running around, rock climbing and participating in other physically demanding pastimes to train her body.

Rogue: Gunnhild was quite the swift pair of hands on her, when she isn't spinning guns around in some exotic and overly complicated looking manner she can often be found trying to figure out how the hell people make lockpicking look so easy.

Social Connections

[Keiko Surino Addaiel Ryu Fuyakawa Tenshi](#) [Ogawa Arisu](#) ¹⁾ [Airi Nodachi](#)²⁾ [Kara "Gravity" Sifsdottir](#)³⁾

Inventory & Finance

has the following items:

- 1 Pair of brown Nomex gloves with hardened knuckles that leave both the pointer finger and thumb exposed.
- 1 Pair of aviator styled [glasses](#) with reflective, orange lenses.
- 1 Brown, synthetic leather [cowboy hat](#)
- 1 Brown, synthetic leather [jacket](#) with the words "Sun's out Guns out" over a pair of crossed revolvers on the back.
- 1 Summer Gakuran
- 1 Winter Gakuran
- 1 Exercise Uniform
- 1 Swimsuit (one piece)
- Identification/GS Card
- 1 [Starkwerk Touchcomputer](#) w/ civillian Kessaku OS and [PANTHEON](#) access
- Several sets of casual clothing
- Set of locksmith tools

Total	Additions	Subtractions	Reason
100 GS			Starting Funds

OOC Information

“Gunnhild” is Norse for “fight/fight”, go figure.

In the case [SirSkully](#) becomes inactive:

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

Character Data	
Character Name	Gunnhild Grimsdottir
Character Owner	SirSkully

1)

friend from before fighting school

2)

Rival

3)

Genetic Ancestor, born from same vat earlier that year

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