

Kigetsuki Kishou

Kishou is an [NH-29 Nekovalkyrja](#) serving in the [Star Army of Yamatai](#). She is a new recruit and eager to serve the Empire.

Kigetsuki Kishou	
Species:	Nekovalkyrja (NH-29)
Gender:	Female (gynoid)
Age:	7 months
Height:	162cm
Weight:	48kg
Measurements	80cm (B cup)
Organization	Star Army Reserve
Rank	Chui
Occupation	Combat Arms
Current Placement	Fort Victory Reserve Center

Kishou in Roleplay

Kishou is a [Player Character](#) played by [Cannonball](#). She is newly assigned to [Fort Victory Reserve Center](#).

Current Events

- Participating in the Asuka's first mission.

Physical Description

Lithe and slender as one would expect, Kishou possess the classic, well defined build of her species: with well toned muscles and a figure kept in a state of perfect fitness. Her skin is a fair, pale pink and smooth to the touch – surely of Caucasian heritage if it weren’t for her artificial nature. The only discrepancy in her otherwise flawless complexion being her SPINE interface; visible as a small row of dots running down her back.

Kishou has the face of a young woman, slightly rounded and gentle. Her hair, short and silky, frames her face. A rarity by neko standards, its colour is almost a burnt orange, fiery and vibrant. On the other hand, her eyes are the much more familiar spacey blue – so common ever since the first of the NH series rolled off the production lines.

Reasonably endowed and small of stature, with her slender limbs and slight frame, Kishou appears almost delicate at glance though appearances are often deceiving; as for most, the reputation of her race precedes her and applies to Kishou in full force. Despite this though, you could probably describe Kishou

as cute (adorable, little tail-kicking soldier that she is).

Another reference for her physical appearance can be found [here](#)

Personality

A curious package of layers and contradictions, Kishou is as a true product of her birthright. Machine first and soldier second, her individuality as a person comes in third. When caught casually or off-duty, the young neko is enthusiastic and cheerful – able to make friends with ease and more than a little prone to becoming attached to people she likes. A creature of passion, she pursues her hobbies with glee – just as comfortable fixing broken equipment as she is getting smashed at a party. As to flaws, Kishou can also be notoriously stubborn and bloody minded...the words ‘give up’ almost absent from her vocabulary once she’s decided on a course of action.

Equally, as a soldier, Kishou is fiercely protective of her comrades but surprisingly apathetic to her enemy’s plights, and while it would be wrong to say she enjoys killing the potential is more than there. Intelligent enough to apply herself properly, she is hampered only by her inexperience – with Kishou’s likeable spontaneity occasionally translating into rashness or a hot-blooded ‘action before proper thought’ mentality. Still firmly indoctrinated and unlikely to change for some time, Kishou is also loyal, perhaps even to the point of suicide, though loyal to who remains mutable: be it the Star Army, the Fifth or someone else.

And finally, as a machine, Kishou demonstrates an underlying logic to most things, and she finds it difficult to relate to topics like the human psyche on occasion; issues like a reluctance to kill or feelings for your enemy almost alien though occasionally present in her non-neko companions.

Theme Song: [I'm no Angel](#) by Dido

Likes and Dislikes

Likes

Ice-cream, flowers, a full stomach, new things (especially foods), the Empire

Dislikes

Traitors, red-tape and “pointless” restrictions, uptight people, tech that refuses to work




Biography

History

What can you say about a newly born neko? Not a lot really. Created early YE 29 by the [Star Army of Yamatai](#) for use as an artificial soldier in their ongoing campaigns, Kishou was raised and trained at [Educational Facility 1](#) on Yamatai. A brief but hectic tenure followed where Kishou was monitored and educated in the essential skills deemed necessary by her Ichiban instructors. What happens now is anybody's guess. The Empire of Yamatai faces attack from without and within. Millions of soldiers see service and die. What can one more drop in the ocean do but serve faithfully and hope?

Service Record

5th Expeditionary Fleet

YSS Yugumo		
Rank: Santô Hei	Position: Combat Arms	
YSS Asuka		
Rank: Santô Hei	Position: Combat Arms	
Rank: Ittô Heisho	Position: Combat Arms	

Tenure aboard the YSS Yugumo

[Prelude] Point of Origin

After arriving onboard the [YSS Yugumo](#) at an hour past midnight, Kishou soon bumped into a fellow soldier by the name of [Tesuro Urameshi](#). Feigning a lack of directions, the young Neko struck up a conversation and the two chatted somewhat before attempting to go their separate ways. However! Before they could separate, a ghostly vision appeared before them: a headless phalanx suit engraved with the name "Draco" moaned from beyond the grave. Yet, faster than the two soldiers could open fire it vanished, leaving the two to wonder exactly what had happened. They made it to Kishou's barracks and tried to gather proof of what they'd seen. However, no recording device would show them the beast. Two newer arrivals interrupted their ghostly experiences and Tesuro quickly left. Kishou greeted both [Roken Techard](#) and [Xanatos Zarthe](#), but dodged Roken's questions about her talk with Tesruo. Instead deciding to turn in for a power nap in an effort to gather her energy for the interview with the Yugumo's Captain, [Motoyoshi Kiyoko](#).

[Yugumo Mission 1] Day 1: Perdition's Flames

After awaking, Kishou reported to the Captain as requested and, being the first one there, had a small chat with her. Shortly thereafter the other new recruits arrived and the briefing began. Due to her familiarity with them, Kishou was assigned to a [Ke-V4 "Hyuga" Fighter](#) wing as part of a reconnaissance party designated to scout ahead of the mothership along side Roken, Kiyoe and the trio's XO - [Camellia](#)

Sarri. However! Almost immediately after launching and clearing the nebula the Yugumo was staging in, the Hyuga's sensors picked up a wounded enemy battle group. It quickly became a desperate fight for life as the Yugumo and its **Sakura** escorts engaged a wounded giant - a Mishhuvurthyar **Blakkrashiverinth Battleship** and its pair of **Ghullfrashirv Escorts**. Drawn into the conflict, Kishou's battle became one against impossible odds as her and the wing were assaulted by hundreds of enemy attack pods. Meanwhile, the capships duked it out with the SAoY loosing a Sakura gunship as the enemy lost its escorts.

Then, the alpha strike...

The Yugumo, picking at the battleship like a scavenger, went for broke and charged all weapons. It was a moment of victory or defeat and when it let rip with all guns blazing everyone seemed to hold their breath. The barrage missed. The enemy vessel had folded and begun to charge its own main cannon. Powerless, the Yugumo could only watch as death reared its ugly head. Great mercies though! The damage done to the Blakkrashiverinth had been so severe that it all systems shut down before it could complete its charge. The remaining enemy's either fled or were mopped up. They had won and would live to fight another day...but at what cost?

With the day won, Kishou was ordered to return to the mothership and a successful landing later she emerged cheerfully from the cockpit of her fighter. Her wingmates landed one by one and their victory banter was cut short by an order to report to the bridge. To her surprise it wasn't the debriefing she'd expected. Instead, they were all getting fed! The late breakfast was something of a godsend to most of the soldiers present. Kishou stuck fast and, with the intensity of a hunter, procured enough waffles to feed three men.

Suffice to say she didn't feel too well after that.

Shortly after finishing, Kishou inquired about Tesuro's mental state (him being rather shook up from the battle). The conversation was short, and ended with Tesuro brushing her off and leaving the room. After that, the brunch ended and Kishou planned out her options. Before she could choose any one of them though, Tesuro returned...the time to speak to the Captain about the morning's supernatural events had arrived.

Katsuko, understandably perturbed by the duo's concerns, nevertheless promised to look into it - her instincts telling her something was afoot. However, there were more important things to deal with and, after getting an ST backup made, they prepared to search the derelict battleship. Then, disaster struck...

As a last minute change of plans, the damaged Yugumo was to continue through the Creepy Passage. The nebula proved more violent than anticipated though and the already weakened ship suffered catastrophic power failure...but the worst was yet to come. Mistakenly shipped to the Yugumo in its rush to leave drydock, several crates in the hold held Mishhu parasites and, as the nebula's reaction with the CFS cascaded across the vessel, the crates were cracked.

Quickly, it became a battle against time as the parasites swarmed the powerless ship. The crew fought bravely, but to no avail. As more and more of the Yugumo fell to enemy infestation, the end drew closer. The YSS Izumi arrived on scene to find over 80% of the ship under Mishhu control. With great reluctance, the new Takumi-class cruiser was forced to jettison its ST pod and was destroyed with all hands.

Not one day after arriving, Kishou was dead and the Yugumo was no more.

Tenure aboard the YSS Asuka

[Prologue] Reanimation

Kishou woke. Suspended, floating, in a hemosynth tank onboard the [Nozomi-class Scout, YSS Asuka](#). Their pod had been retrieved. She was alive, confused, but alive. It seemed, onboard this small vessel, there were many familiar faces. Though Kishou was disheartened to find Kiyoko and Tesuro were nowhere to be seen. Soon after, their new captain [Kage Yaichiro](#) called all hands to a meeting and discussed their next mission. The Mishhu battleship again reared its ugly head - the Asuka had been called to purge the hulk and prepare it for transport and as luck would have it, the young Armour Pilot would be one of the first aboard.

No rest for the wicked.

[Mission 1A] Exploring the Battleship

Suited in her Mindy, Kishou boarded with her crewmates - lead by their CO, [Kage Yaichiro](#) and the war veteran [Caine Ionoche](#) - but it was a trap! The Mishhu sealed the doors and lunched their pods to attack the Asuka itself; using their unarmoured soldiers to assault the boarding team and slow them down. However, they hadn't counted on external guard, led by the ever trigger-happy sprite, [pomegranate](#). With that situation safely in hand, the boarders pressed on. Kishou herself was split from the main group and tasked with entering the detention centre and freeing whoever might be shackled within. By her side were three eager sprites: Blossom, Bubbles and Buttercup.

As the battle raged on, and the main team pushed deeper and deeper towards engineering, the blue-eyed pilot began to evacuate the horrific brig; teleporting each prisoner one by one from the the battleship back to the Asuka where they could be treated by [Yuki](#) and [Kichiro](#) - the onboard caretakers and adhoc medical staff. You'd think this would've been easy, but the teleport modules aren't designed to carry extra people and even using two in tandem to transport one prisoner, a miscalculation cost Kishou her arm! However, with her sense of pain turned off, and the Mindy staunching the wound, she continued to do her duty as best she could.

Meanwhile, that main team had reached engineering and cleared out the defenders. Dangerously low on ammunition, they stumbled across something of a problem...those Mishhu bastards had rigged the self destruct! From there on out it became a fight to reach the bridge. To make matters worse, several ghost-type Mishhu had found their way to the Asuka and were causing havok - putting the standing officer, [Camellia Sarri](#), out of action. Luckily, with [Kotonoha Miyako](#) stepping up to the commander's chair and Kishou's fireteam onboard the Asuka, the ghost Mishhu were either captured or suffered a gruesome death. With that out of the way, Kishou set about teleporting additional ammunition to the main team, and was present when they stormed bridge, shot the battleship's captain dead, and disarmed the self destruct.

Skills

Communications

Thanks to her dedicated digital memory and the rigorous training standards of the Star Army, Kishou is familiar with a variety of communication systems and can transmit or receive transmissions using a variety of equipment in or out of combat. Fully fluent in both English and Japanese, she is also trained how to correctly and efficiently write reports, fill forms, issue and follow orders under fire, etc. Also, like all Neko, she is proficient with her telepathy as well.

Demolitions

While not exactly a formal occupation per se...Kishou is a great fan of watching things get blown to smithereens by explosions of glittery, pyroclastic death. She likes to tinker and mess with weapons of all sorts so, despite her training being less than official, she is more than a little familiar with devices of a less than subtle nature.

Fighting

As a Nekoalkyrja, Kishou was born ready to fight. She not only possesses an innate knowledge of hand-to-hand combat, weaponry (such as pistols, rifles, knives, swords, grenades) and power armour in both Yamatai-like conditions and zero-gravity, but this was followed up with the best training regime in the Empire. Countless hours of simulated and live-fire exercises have honed her into a model soldier (like all Neko). All these skills are demonstrated whenever she enters combat with or without power armour, and Kishou has proven herself a skilled shooter even when wielding the dangerous aether beam rifle.

Also, as an enlisted Combat Arms, Kishou received additional instruction on the finer points of armour use and is capable of keeping her suit in decent working order alongside basic familiarisation with most hand-controlled flight systems.

Knowledge

Kishou is still very young, which probably explains why she's so busy trying out as much as she possibly can. She's got the basic history of Yamatai and the like figured out but anything else is basic information and trivia.

Leadership

Perhaps as a by-product of her extensive training, Kishou has demonstrated the ability to remain collected in battle and put together precise and logical tactics. Not limited to putting these plans into action for herself, Kishou has demonstrated she is more than capable of leading a small fire-team with

mechanical precision...much to the dismay of her enemies.

Maintenance

Much like her love for explosives, the ability to take things apart, prod, poke, and then remake them (with a reasonable chance of them working) is something of a hobby for Kishou. She's actually fairly decent at fixing things...if a little haphazard - much to the chagrin of many a more professional technician. To summarize, she hotrods and MacGyvers...just don't be surprised if things don't exactly follow specifications when she's done.

Mathematics

She was taught basic mathematics, including algebra and trigonometry, to comply with Star Army standards. A digital brain makes most calculations a cinch.

Technology Operation

As required, Kishou is proficient in operating any computer system that uses the Kessaku OS - like most Star Army starships. She is proficient in entering and/or searching for information.

Kishou's Inventory

Clothing

Army Standard Issue

Star Army Uniform

- Stretch Bodysuit Uniform (2)
 - With blue (infantry) chest panel and shoulders
 - Rank Pin, Itto Heisho ([Fifth Expeditionary Fleet](#))
 - [YSS Asuka](#) Ship patch (right shoulder)
- Mesh Undershirt, light blue (2)
 - Star Army "Hinomaru" logo patch (right upper arm)
 - [Fifth Expeditionary Fleet](#) patch (left upper arm)
- Mesh Stockings, light blue (2)
- Gloves, White

- Leather Boots, dark grey
- Pistol Belt, leather, dark grey
 - Holster for [Nekovalkyrja Service Pistol, Type 30](#)

Undergarments and Workout Clothing

- Panty, black (4)
- Sports Bra / Swimsuit Top, black (6)
- Boot [Socks](#), black (4)
- Sandals, black
- Bikini Swimsuit Bottoms, black (2)
- Ringer [T-Shirt](#) with pocket on the left breast, white (2)
- Yukata with Hinomaru logo print, white
 - Sash for Yukata, black

Weather Gear

- Tricorner Hat, thick felt with red boarder, black
- Overcoat, thigh length, black

Civilian Garments

Accessories

Weapons and Tools






- [Star Army Communicator, Type 29](#)
- Ketsurui Zaibatsu Type [Type 30 Nekovalkyrja Service Pistol](#)
 - BR-28A Battery Magazine (4 - one in sword)
- Survival Knife, solid diamond with rubberised grip and lanyard
 - Sheath with loop and clips for belt attachment, black
- [Electronic Money Card](#)

Personal Hygiene Items

- Shampoo, bottle of

- Liquid Body Soap, bottle of
- Toothbrush, yellow
- Toothpaste, tube of
- Washcloth, white
- Towel, white

Miscellaneous

- Wooden Medal Case, velvet interior, engraved with Star Army logo on top
 -  Combat Lifesaver (1)
 -  Exploration (1)
 -  Morale (1)
 -  Service (1)
 -  Tomoyo's Kikyô (2)

Finances

Kishou is currently an unpaid soldier serving the [Star Army Reserve](#). The Empire provides for all her needs and some of her wants as per the [Yamatai Prestige System](#).

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Money
4000 KS	+1000		Yugumo Project Bonus
3300 KS		-700	Bought Sword (Short, Durandium, Monomolecular, Molecular knit, Hollow blade, Power blade)
3200 KS		-100	Bought Rechargeable Battery

OOC Discussion

Character Data	
Character Name	Kigetsuki Kishou
Character Owner	Cannonball
Character Status	Adoptable Player Character
Approval Thread URL	stararmy.com/...
Star Army Personnel Database	
SAOY Career Status	Reserve
SAOY Rank	Chui
SAOY Occupation	Star Army Infantry
SAOY Assignment	Fort Victory Reserve Center
SAOY Entry Year	YE 29
DOR Year	YE 44

Star Army Personnel Database	
DOR Month	1
Orders	Orders

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