

Takeda Junko

Takeda Junko is a [Character](#) made by [Sean_ODuibher](#). She was first adopted by [Ametheliana¹](#) and is now currently played by [Demibear²](#).

Takeda Junko	
	
Species:	Nekovalkyrja, Type 33
Gender:	Female
Age:	18 (YE 25)
Zodiac Sign:	Virgo
Height:	4'11
Weight:	98lbs
Organization:	Star Army of Yamatai
Occupation:	Technician/Engineer
Rank:	Ittô Heisho
Current Placement:	

Physical Characteristics



Height: 4'11 Mass: 98lbs

Build and Skin Color: As with all Nekoalkyrja, Junko tends toward a slight build, though by no means is she anorexically skinny. Her skin is a normal “white,” with the sort of overall complexion and quality of ethnically Yamataian people.

Facial Features and Eye Color: Facial features run more towards the “cute” or even slightly “babyish” end of the Yamataian ethnic appearance spectrum. Her face is generally rounded, without a distinctly protruding chin. Her cheeks are full, but not fat. Her nose is fairly short, with a small bridge nearly fading into her face before broadening out in a slightly snub and upturned end, at least twice as wide as her bridge, but rounded. Her eyes have a very crisp almond shape that is rather wide, but not quite tall enough to show all of her irises. Her pupils, unless looked at very closely, are essentially indistinguishable from her very dark brown irises.

Hair Color and Style: Long, relatively straight hair, though it becomes a little more wavy for the last 6 inches beyond her shoulders. From a distance, her hair appears to be pitch black, but careful examination or illumination in the proper light can show it to be more of a deepest brown.

Distinguishing Features: What distinguish Junko are features that are paradoxically not distinguishing. When using her skin-based holographic projection abilities to hide her SPINE interface, her normal

“human” ears and four fingered hands make her essentially indistinguishable from a normal Yamataian girl, though they certainly make her much different from the overwhelming majority of Nekoalkyrja.

Psychological Characteristics

Personality

Current

Junko is slowly coming to grips with the dysfunctions that held her in thrall for so much of her life. She's no emotional prodigy and her progress is halting at best, but at the very least she had begun to accept that emotions and emotional progress are valid, legitimate concepts in the first place. Time and the different social settings her service in the Star Army has seen her placed in have given her the distance necessary to process the ways in which her less than healthy childhood influenced her less than healthy coping strategies.

Still, her personality isn't completely changed. She's still a bit of a loner - she certainly doesn't feel very natural or at ease in non-professional social functions. She doesn't have a lot of patience for pretense, which she's pretty good at spotting, nor for incompetence and unprofessionalism. And she still hates how it sounds when she giggles.

Old

Junko's personality is a complex interaction between three distinct layers of actions and beliefs, some of which even she isn't full aware of.

Superficial

To the rest of the world, Junko presents a face similar to the one of her youth. She appears to be a shy, reserved girl, only interested in her tools and engineering work. She certainly isn't rude or unaccommodating. Rather, it is that she does not seek out social interaction, nor does she make friends. When required she can work with others, though as a member of a team, Junko is wholly a follower, albeit a dutiful one.

Internal

In the privacy of her own thoughts, Junko despises pretending to be a “human.” If she wasn't forced to pretend, as she sees it, she would much rather simply be the tool she “knows” herself to be. To clarify, her loathing for such pretense is not one of rage and fiery hate. Her feelings are more akin to being annoyed with some required but nuisance of a bodily function; true hatred would require emotions,

something that “fake” humans neither truly have nor deserve. Of course, Junko views herself as the ultimate faker. With an NH-29H body, she is an artificial being pretending to be real while faking being a different sort of being that is seen as “more real.” The net result is a lot of illogical self-loathing.

Unconscious

The background to all of this is essentially the coping strategy of a lonely little girl. From the start, every belief Junko has held has been a part of dealing with loneliness, a feeling of exclusion from the rest of the world. Junko is denying emotions and humanity because they have hurt her in the past. Yet standing in direct contradiction to that is her love for her mother. After all, every action that she justifies to herself as “faking” is really just trying to make her mother feel like everything is okay. In this she has residual confusion and depression over the status of life; she wants to feel, she wants to love, she wants to be a human, but the clash of those desires with her life’s experience has resulted in her rejecting, emotionally and largely intellectually, the drive to *be*.

- **“Likes”**: Tinkering in workshops, technical manuals, guided tours of spacecraft, crawling in maintenance passageways, Power Systems compartment
- **“Dislikes”**: Aggressively extroverted people (particularly males), parties
- **“Goals”**: To design a warship for the Star Army of Yamatai

History

Family

Takeda Ami (Mother)

Pre-RP

Junko's world view is arguably the rational sum of her experiences, limited though they may have been. From birth, Junko was instructed as to the superiority of the Nekovalkyrja species over "normal" humans by her mother, Ami. A former Geshrin, Ami had felt inferior the first time she met a Nekovalkyrja. Rather than becoming prejudiced against the species, she made it her life goal to become one. Ami went as far as joining the Star Army to get the best model she could; having no credentials for testing a prototype body, she was relegated to an NH-17 body, but was always immensely proud of it.



Retiring in Y.E. 25 to have a daughter, Junko, Ami found the return to the world of Geshrins unsettling. In response to her discomfort, she was quite vocal in her hawkish comments, effectually mounting to racism. As could only be expected, the local populace reacted quite harshly, effectively ostracizing Ami and Junko from any interaction. While Ami was quite content with that, Junko felt it was her mother who was wrong. She others she met and played with during the short periods of time before her mothers influence was felt had all been quite nice; the natural answer was that Nekovalkyrja weren't better than the other people, they were just different.

As Junko entered more of an adolescent stage of social interaction, she found that her mother was less influential in her dealings with others. Certainly, Ami would still spit out her vitriol, whether at home or in public, but Junko could go out by herself more commonly. While she was still ostracized to an extent, she did begin to have a few normal acquaintances. Even more important than that, it seemed to Junko's rather lonely self that everyone else, all of these "inferior" people her mother talked about, were all far

happier than she. They didn't seem to be stigmatized or confronted with such dilemmas as she was. So she made the next logical leap: it was she and her mother – and by extension the whole Nekoalkyrja species – that were inferior.

The release of the Yamataian species in Y.E. 28 occurred concurrently with Junko moving even farther out into the world on her own. The possibility of switching bodies occurred to her for the first time: while her mother certainly would not have accepted a transfer into a Geshrin body, Yamataians appeared to be sufficiently similar to Nekoalkyrja to be acceptable.

Indeed, armed with the facts, Junko was able to stave off the more irrational of her mother's protests. But a few offhand comments from Ami, to the effect of Yamataians being "neutered" version of Nekoalkyrja for civilian consumption, lead to an epiphany on Junko's part: looking into the manufacturing process for all of the species, the emotional connection was made that they were all essentially equally artificial.

Unfortunately, Junko's thinking along these lines was not one of all of the species then being equally good, equally normal, equally human. Instead, it was that they were all fake. Those happy Geshrins she had seen had all simply been fake humans; they weren't really happy because artificial beings don't deserve real emotions. And with that, Junko sunk into a deep depression. The only things she interacted with were her tools and manuals in her workshop. To her mind, these were the only honest things in her life: they made no pretense to being human, they were simply tools.

Ami, thinking her rhetoric had been the cause of Junko's depression, tried desperately to reform herself. She cut back on her racism as much as she could, though years of ideological surety made it impossible to purge entirely. When that had no effect, she immediately offered Junko a switch to a Yamataian or even a Geshrin body, those few that were left. When this still had no effect, Ami really became dedicated to finding a solution.

The release of the NH-29 with the rare "H" variant in Y.E. 29 seemed to offer this. Ami spent months petitioning, begging, pleading, cajoling, and wringing every favor from her old Star Army contacts to receive an "H" variant, and she was at last successful. However, the limited nature of the release meant that Junko could not receive the body unless she enlisted in the Star Army.

Though depressed, Junko hadn't become blind or deaf: the ferocity with which her mother had changed herself was certainly noticed, as was the effort she put into getting the "H" variant. While Junko certainly did not find the NH-29H to be the solution - quite the contrary; it represented the pinnacle of pretense - she realized that it would hurt her mother to refuse it, thus mounting the first step to lift her from her depression.

The aspect of joining the Star Army was not a deterrent; indeed, the decision seemed an obvious one, whether or not she received the body. She had always been interested in the technology - those components, tools, and blueprints were the only things, living or not, she was actually willing to be around. Moreover, she considered herself an artificial tool, along with every other "human," so it was only fitting, to her mind, that she be used up as befit a tool until spent and discarded.

Ultimately though, it was her mother's anxiety that cemented the decision. Junko knew that accepting the body and appearing to move on with her life would be the only way to set Ami's mind at ease. Though she denied, to herself, that concern for her mother was the reason, she accepted the offer, enlisting in the Star Army with feigned enthusiasm and zest for life guaranteed to make her mother smile. The irony that she was accepting a body she would have longed to have before, but now loathed

herself for taking, in order to make her mother happy, even while she claimed emotions were fake, was entirely lost upon her.

RP

Having completed basic training, Junko reported for duty aboard the [YSS Eucharis](#) just in time for [YE 30](#) to end and to join the crew in celebrating the [new year](#). A little uncomfortable with the ship at first, it being a little more social than she had expected, Junko soon settled down to business as one of two, and thus overworked, engineers aboard. The stress involved in her position was made very clear early on with a - to Junko's mind - disastrous performance from Engineering during a training exercise. However, there was no time to improve before the [Eucharis](#) was thrust into the [Second Mishhuvurthyar War](#) in an action to defend the [Fleet Depot](#) at [Nataria](#). The extreme numerical superiority of the [Mishhuvurthyar](#) forces present made it a tough fight; the inevitable damage to the [Eucharis](#) fell to Junko to fix. The wild fight to perform damage control left Junko exhausted when the [Eucharis](#) finally withdrew to [Yamatai \(Planet\)](#).

After more adventures, good and bad, Junko was transferred in mid-[YE 33](#) to the [Eucharis's](#) squadron mate, the [YSS Vesper](#), as the lead technician under [Taii Hamada Shizu](#). Over a year of service later, in late [YE 34](#), she was transferred again, this time to the newly built [Fort Minori Reserve Center](#). There, she continued in her occupation as a technician among the newly established facilities of the reclaimed [Fleet Depot](#) until one day she felt the call to return to the stars.



Rejoining the Eucharis, Junko found herself the senior NCO aboard with a crew that included many new faces to her. Still, she was delighted to be back aboard her first ship. The Eucharis completed its mission shortly after her arrival and withdrew to [Hanako's World](#) for some end-of-the-year liberty. After the Yule, the ship and crew departed for [Ether](#) to complete some training, for which Junko coordinated the space-side exercise.

Her time back aboard the Eucharis proved to be short though, as Junko was transferred to [Gemini Star Fortress](#). There she worked in new construction, an area her career had previously given her little experience with. It was a necessary and useful period for her in exposing her to an entirely new community within the engineering world, but she found herself missing the maintenance side of her career field and, of course, the Eucharis. So when she saw there was an opportunity to return, she seized it at once.

She has helped at several critical and key times in the First Fleet's mission experiences and has seen combat in missions, such as one in early [YE 40](#):

Quote from [YSS Kaiyō II] Bushido: Way of the Dying

Takeda raised her palm based weaponry and shot it out several times through her AIES and the samurai was struck by the plasma blasts. Junko could smell the searing passive subdermal armor of the samurai's body. Despite that, the plasma burst's harm was mostly stopped by the epidermis active armor of the resilient Eihei's body. The samurai, undeterred from the blasts, crushed the Minkan woman deliberately into the ground below her with the intent to strike her immediately afterwards by raising her back hand into a fist. Junko rolled with the momentum of the Eihei body coming towards her and was sure to gain some kind of small advantage on the Eihei. All she managed to do was move her upper body a half foot to her right while the lower half of the Eihei's body crushed into Takeda Junko's hips, pinning her lower legs. Instead of being attacked by the punch that had been directed at her, Junko was able to avoid that one assault, but the samurai was not done with her.

After a brief assignment on the [YSS Wakaba](#), Junko felt like she needed a change of pace. Thus she applied to enter the [Star Army Reserve](#) in [YE 43](#).

Service Record

- [YE 30](#), [YSS Eucharis](#), [Santō Hei](#)
- [YE 31](#), [YSS Eucharis](#), [Nitō Hei](#)
- [YE 31](#), [YSS Eucharis](#), [Nitō Heisho](#)
- [YE 32](#), [YSS Eucharis](#), [Ittō Heisho](#)
- [YE 33](#), [YSS Vesper](#), [Ittō Heisho](#)
- [YE 34](#), [Fort Minori Reserve Center](#), [Ittō Heisho](#)
- [YE 35](#), [YSS Eucharis](#), [Ittō Heisho](#)
- [YE 35](#), [Gemini Star Fortress](#), [Ittō Heisho](#)
- [YE 38](#), [YSS Eucharis](#), [Ittō Heisho](#)
- [YE 40](#), [YSS Kaiyō II](#), [Ittō Heisho](#)
- [YE 43](#), [YSS Wakaba](#), [Ittō Heisho](#)
- [YE 43](#), [Star Army Reserve](#), [Ittō Heisho](#)

Body Transfers

- [YE 25](#), [NH-17](#), Birth
- [YE 30](#), [NH-29](#), Enlistment
- [YE 35](#), [NH-33](#), Nekovalkyrja Upgrade Order compliance

Skills

Communication

Junko is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from other characters through headsets, starships, power armor, and shuttles in both combat and non-combat conditions. She is fluent in Nepleslian and Yamataian. She can speak and write both correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. In addition,

being a Nekoalkyrja, she is capable of telepathic communication.

Fighting

Junko received hand-to-hand combat training, followed up with a rigorous training program. She is skilled and experienced in combat both in Yamatai-like conditions and in zero-gravity, with and without weapons. Weapons she is trained in include energy pistols, knives, and power armor. In addition, as an enlisted soldier, she is proficient in the use of grenades and energy rifles.

Junko has started to learn to relax by learning [Sora Mai](#). She is proficient with swords and grappling.

Technology Operation

Junko is capable of operating any computer system that uses the Kessaku OS, found on all Star Army starships. She is proficient in entering and/or searching for information. In addition, Junko is highly capable with the sorts of tools and systems used for maintenance, repair, and engineering projects, due to her extensive use of civilian models at home.

Mathematics

Junko received basic mathematics training, including algebra and trigonometry. She was not originally a big fan of mathematics in general, but she slowly realized that she had come to be very good at the sort of practical mathematics every technician or engineer has to comfortable with. That in mind, she pursued higher level mathematical education, including high level geometry and calculus, needed to work with engineering problems in a more abstract sense.

Maintenance and Repair

Junko is highly proficient in maintenance and repair duties. Her abiding interest and passion has been the study of military equipment since her earliest months. Her study has been extensive; though by no means complete, she has a very broad base to draw from when it comes to adapting to new systems. In addition, hundreds if not thousands of hours spent working with all manner of components in her workshop at home has left Junko with a level of practical experience that has well prepared her for working on systems she is familiar with and for becoming acquainted with new ones.

Engineering

Junko, similar to her aptitude with maintenance and repair, is quite proficient with engineering, at least in a theoretical sense. She has certainly made many little devices in her workshop at home, but Junko has never really had the opportunity to try out making something new. On the other hand, she has made countless different imaginary projects with the thanks to engineering software; given a chance, Junko

would likely be able to translate this experience and interest into tangible and successful results.

Knowledge

Junko has quite a head for all manner of information related to her interest in Star Army ships and equipment. She would frequently request highly technical manuals as presents and then spend days buried in them, memorizing every statistic, weakness, strength, test, and review she could. The majority of her interest has been focused on the warships of the Star Army, but she has spent a good deal of time examining the myriad subsystems, weapon systems, powered armors, and miscellanea to be found aboard any given ship.

Inventory

Standard Uniforms and Items

Qty.	Item	Color/Pattern	Notes
2 sets	Star Army Duty Uniform, Type 42		Includes jacket, cargo pants, boots
2 sets	Star Army Duty Uniform, Type 35	Regal Blue	Includes jacket & pants or skirt and tights , and 1 pair shoes
1	Star Army Cap, Type 32	Regal Blue	
5	Star Army Undershirt	Regal Blue	
1	Star Army Duffel Bag	RIKUPAT	
1	Star Army Butt Pack, Type 29	RIKUPAT	Includes 2 waterproof bags
1 kit	Star Army Survival Kit, Type 31A	RIKUPAT	Includes backpack
1 set	Star Army Environmental Suit, Type 28 (AMES)	Cadet Blue	Complete set
1 pair	Utility gloves, Type 21	Jet black	
1	Star Army Coat, Type 32	Black	Weather gear
1 pair	Gloves, Type 32	Cadet blue	Weather gear
1	Star Army Utility Belt, Type 32 (for working uniform)	Cadet Blue	
2 sets	Star Army Exercise Uniform, Type 40	see page	Includes sports shoes, black
1 kit	Star Army Undergarments	see page	Includes Socks , underwear, bras if applicable
1 kit	Star Army Toiletry Kit	Black	
1	Star Army Belt, Type 35 (for duty uniform)	Jet black	
1	Star Army Communicator, Type 36	Black	
1	Nekovalkyrja Service Pistol, Type 33	Gunmetal	Includes 1 BR-28 Series Battery Magazine

Other Clothing

- 1 yukata (cotton robe), white, with navy blue print of various silhouettes of Star Army starships.

- 1 black sash for yukata
- 1 pair black sandals
- 1 pair leather gloves, dark gray
- 1 [scarf](#), occupational color.

Civilian Clothing

- 1 blazer
- 1 formal blouse
- 2 casual blouses
- 1 formal skirt
- 1 dress
- 2 pair casual trousers
- 2 pairs dress shoes
- 1 pair casual shoes

Other Items

- [Type 34 MFB](#)
- Survival knife, solid diamond with rubberized grip and lanyard, in dark gray belt sheath
- Earplugs with belt case
- Field Bandage with belt case
- Wooden jewelry box with red velvet interior (for medals)

Item	Description	Reason	Date
	Star Army Service Award	YSS Eucharis Missions 4,5,6,7.1/ YSS Hana mission 2/YSS Kaiyo II Mission 10	YE 31
	Star Army Notable Career Award		YE 33
	Distinguished Career Award		YE 35
	Second Mishhuvurthyar War Service Ribbon		YE 41
	Kuvexian War Service Ribbon		YE 41

Finances

Junko is currently an [Ittô Heisho](#) in the Star Army of Yamatai. She receives a monthly salary of 1328 KS.

Pay Records

[Santô Hei](#): 12.30.30 - 02.21.31 (50 KS per week) [Nitô Hei](#): 02.21.31 - 05.24.31 (75 KS per week) [Nitô Heisho](#): 05.24.31 - 06.10.32 [Ittô Heisho](#): 06.10.32 - Ongoing

Total Savings	Addition	Subtraction	Reason
3000 KS			Starting Funds
3200 KS	200 KS		12.30.30 - 01.30.31
3350 KS	150 KS		01.30.31 - 02.21.31
3650 KS	300 KS		02.21.31 - 03.21.31
4325 KS	675 KS		03.21.31 - 05.24.31
9325 KS	5000 KS		<i>Anonymous deposit</i>
10575 KS	1250 KS		05.24.31 - 06.27.31
11575 KS	1000 KS		06.27.31 - 07.25.31
16575 KS	5000 KS		07.26.31 - 12.15.31
17825 KS	1250 KS		05.08.32
23360 KS	5535 KS		05.10.32 - 06.10.32
40624 KS	17264 KS		06.10.32 - 09.13.32
43280 KS	2656 KS		02.05.33 - 04.05.33
45936 KS	2656 KS		04.05.33 - 06.08.33
47264 KS	1328 KS		10.03.35 - 11.03.35
42989 KS		4275 KS	11.23.35 Shinjuku Market shopping
45645 KS	2656 KS		11.03.35 - 01.03.36
49629 KS	3984 KS		01.03.36 - 04.03.36

OOO Notes

Approved by [Wes here](#)

Character Data	
Character Name	Takeda Junko
Character Owner	Demibear
Character Status	Active Player Character
Star Army Personnel Database	
SAOY Career Status	Reserve
SAOY Rank	Ittô Heisho
SAOY Occupation	Star Army Technician
SAOY Assignment	Fort Tokyo
SAOY Entry Year	YE 30
DOR Year	YE 32
DOR Month	1
Orders	Orders
Government & Politics of the Yamatai Star Empire	
District	Tatiana
Political Party	Independent

1)

<https://starmy.com/roleplay-forum/threads/takeda-junko.58826/>

2)

<https://stararmy.com/roleplay-forum/threads/takeda-junko.66854/>

3)

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