

# Toidorno Sejgui

Toidorno Sejgui is a [Qaktoro](#) of the [Poku Saeruo Degonjo](#). He was created by [Nashoba](#) for his [Yome](#) plotship, and was first mentioned on-site in December of 2013.<sup>1)</sup> Toidorno was adopted by [Hollander](#) on 22 February 2024.<sup>2)</sup>

| Toidorno Sejgui  |   |
|--|---|
|  |   |
| Species:   | <a href="#">Qaktoro</a>                             |
| Gender:  | Male  |
| Organization:  | <a href="#">Poku Saeruo Degonjo</a>                 |
| Occupation:  | <a href="#">Poku-Rya'ta (Ambassador)</a>            |
| Rank:  | <a href="#">Sasâvyjo'ka</a>                         |
| Sect:  | <a href="#">Otâmovi Wiy Jael (Silver Moon Sect)</a> |
| House:   | <a href="#">Ruoka Sinloa</a>                        |
| Current Placement:   | Reikan Park, Yamatai                                |

## Physical Description

Toidorno Sejgui is 208 centimeters tall, which is approximately six feet and ten inches. He is decently athletic, more swift than strong. His sandy-brown fur is striped with gray and is well-groomed, and his skin is black; this can be seen where his skin is exposed on his lips, around his eyes, and on his scars. He has 🐼 [heterochromia](#); his right eye is a bright and vivid green, and his left eye is an aqua blue.

Toidorno has earned a number of scars in combat, and in [dueling bouts](#) with other [Qaktoro](#). He has a scar that cuts above and below over his right eye, one across his left cheek, one over the bridge of his nose, one that gouged through his left bicep, one over his right forearm, a quartet of scars over his abdomen, two bullet-hole scars in his right thigh, and a variety of other smaller scars obscured by his fur.

Toidorno has a deep baritone voice, sometimes described as sounding 'heavy'.

## Personality

Toidorno is a hard-working, no-nonsense member of the Poku Saeruo Dejongo. He enjoys machinery, particularly mechs, but he also likes to cooperate with others and accomplish tasks as part of a team. In his more mature current age, he has learned much about leadership and about socializing with alien species, and he is now more liberally-minded when it comes to aspects of his native culture than he was in his youth.

During his first few months as a Ship's Second, Toidorno was harsh with subordinates who were late to their assignments, going so far as to berate them publicly; in Clan culture, this leaves a stressful mark of shame on the recipient of the reprimands. He also held the traditional, if bigoted, tendency to overlook members of the [Tula](#) species, even those who were crewmembers. These behaviors softened over time thanks to the guidance of his more open-minded friend and Captain of the Yome, Qaedal, as well as Toidorno's experiences with aliens and with his crew.

Toidorno is not a man who wastes time; once he expresses his expectations of his subordinates, he holds them as accountable as he holds himself. When his orders are improperly questioned, he is known to respond with abrupt reprimands, correcting the behavior on the spot. He does, however, exhibit the Clan cultural trait of accepting apologies; if an offending subordinate apologized, it was accepted, and the matter was not brought up again.

## History

Quick Run-Down: Started career as a mech-pilot, helped his Sect design new Clan Mechs, led Mech teams. Became First Officer to the Captain of [Nashoba's Yome](#) plotship for a little over 8 years. After that, spent time working with the [Scientific Studies Service \(SSS\)](#) station orbiting a Clan colony. After that, worked with the [Niko Yârme](#) for a while. Became temporary acting Ambassador to Yamatai in place of Tesgi, a Nashoba NPC, attended the YE 46 IRC.

## Early Years

Toidorno was born into House [Sinloa](#), and upon passing his [Baqnor \(move from youth\)](#), joined the [Otâmovi Wiy Jael \(Silver Moon Sect\)](#). He took on the role of a [Ismâo'a \(Seeker\)](#), and lived on ships that patrolled the outer edges of the [Lumujo Saei \(Territory\)](#). Since his youth, Toidorno had exhibited an affinity for the Ultra-light construction-oriented mechs of the Clan; now aboard these ships, one of his primary early roles was that of a mech pilot. Piloting Clan mechs, called [Stakos](#), Toidorno took part in scouting missions, and in occasional battles with pirates and interlopers who dared cross into Hidden Sun Clan space. In these early years, he came to know a [Qakla Âdornorpa'a \(Pilot\)](#) named [Qaedal Aaeas](#), and they became close friends, remaining in communication even when they served on separate ships.

## Mech Pilot

Both Toidorno and Qaedal took on positions of leadership as they became available; Qaedal became a [Tin-To'a \(Ship Second\)](#) on a [HS-SS2-1a Ytaqo'a \(Gatherer\) - Class Ship](#), and Toidorno became a leader of a squad of Stako pilots investigating derelict ships and planetary bodies. As he was also a member of the technically-inclined [Otâmovi Wiy Jael \(Silver Moon Sect\)](#), Toidorno consulted on the design and development of new Stakos which began in earnest in [YE 33](#). He even helped to test the [Goa'ismâ \(Scout\) Stako Yanuto](#) in [YE 34](#) a year before it was fully released to the clan. Usage data and feedback from Stako pilots like Toidorno also contributed to the design and construction of the [Matu'dahoka \(Battle Bear\) Stako Yanuto](#).

## The Searching Hawk



[WAP Yome Ismâopate](#)

In [As YE 35](#) dawned, the Clan was assembling a crew for the newly-christened [Yome Nuiqai \(Wings of Hawk\) Class Ship](#), the [WAP Yome Ismâopate](#). They had groomed and selected Qaedal Aaeas of House Sinloa for Captain, and one of Qaedal's first acts was to request Toidorno as his [Tin-To'a \(Ship Second\)](#). Toidorno accepted, and though his breaking-in period was not without its initial roughness, he quickly became a thoughtful and effective First Officer.

When the Yome conducted a scouting mission of the planet [Âmuar \(Dream\)](#), Toidorno was leading one of two Stako teams. Both teams unexpectedly engaged with hidden [Mishhuvurthyar](#) forces on the planet; no crew of the Yome were lost in the ensuing battle. Toidorno and the rest of the away team helped to

contact and recover a small population of [NMX Nekovalkyrja](#) who had rebelled against their masters; these Nekos were to become the [Niko Yârme](#).<sup>3)</sup>

In a later mission, Toidorno prioritized the lives of Clan children who had been left alive on a derelict Clan ship, the Âmuso Ibâka; Toidorno and his crew were successful in rescuing them, and finding them a new adopted family.

As the First Officer of the Yome, Toidorno helped to supervise a unit of six members of the [Niko Yârme](#) who temporarily joined the crew in [YE 37](#). In that same year, under the direction of Captain Qaedal, Toidorno briefed the crew on a mission to deal with a hostile, illegal settlement of [Qakto](#) on a planet in the [Âyemovi \(End of Space\)](#) system. He also led one of three mech teams that were deployed the surface; his team's task was to secure the settlement's hangar to prevent their ships from launching.<sup>4)</sup> Despite his team's best efforts, two fighter ships were able to launch, but were dealt with by the other two teams. The settlement was ultimately subdued.

With his captain, Qaedal, Toidorno coordinated frequently with the [Scientific Studies Service \(SSS\)](#) vessel, the [YSS Genshō](#). The Gensho supported Clan archaeological studies of the ruins found on one of the colony worlds within the Clan's [Lumujo Saei \(Territory\)](#).

He was heavily involved in meetings with Star Army personnel, including crew of the [YSS Aeon](#), at the [2XF's Libra Star Fortress](#) in [YE 39](#).<sup>5)</sup>

## After the Searching Hawk

In time, the mission of the Yome shifted, and Toidorno and Qaedal, who had been serving together on the Yome for nearly a decade, parted ways. Toidorno had been the [Tin-To'a \(Ship Second\)](#) for the Yome for eight years, and it was time to move on to new tasks. In [YE 43](#), Qaedal and the Yome flew without Toidorno, taking on strange and exciting new missions without him. He returned to the World Station and to his House, bringing home tales of his recent adventures. He spent the next few years applying himself to one of the House's projects, one which appealed to him, given his past. He worked with the World Station's population of [Niko Yârme](#), the Free Neko who were former NMX soldiers. By [YE 43](#), they'd spent eight years among the Hidden Sun Clan, and all had passed the [Baqnor \(move from youth\)](#) and were full citizens. Just the same, even eight years was not enough to help anyone deal with the difficult upbringing they had had, nor their experiences being bombed on [Âmuar \(Dream\)](#), or the struggles of rebelling against their masters. Toidorno had been there on the Yome when they had been rescued, and had served with several of their number on multiple combat missions. He spent several years working closely with them, helping them continue to integrate into their society, and to find new ways to be productive and to work through their difficult, sometimes traumatic past.

## Acting Ambassador to Yamatai

Authorities in the Clan, having received years of reports of Toidorno's ability to work well with the Clan's trusted allies in the Yamatai Star Empire, urged the current [Vonai-Rya'ka \(Emissary\)](#) to consider him for a temporary position as an [Poku-Rya'ta \(Ambassador\)](#) to the Empire, particularly with another International

Relations Conference soon occurring in [YE 46](#). It was in this new position that Toidorno was picked up by the [YSS Resurgence](#), to be ferried to Yamatai for the conference.

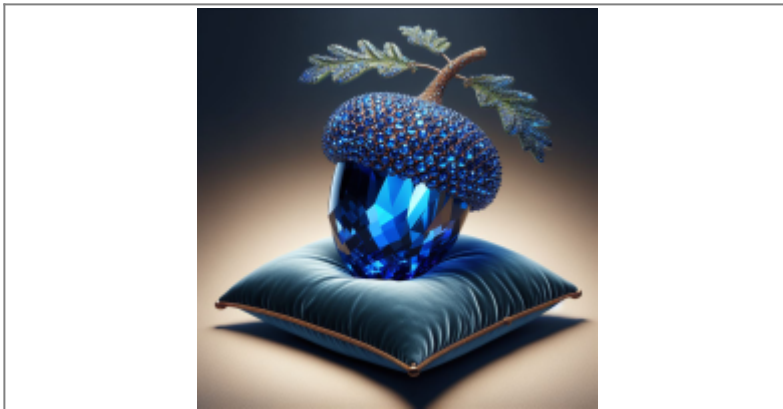
The Resurgence stopped in the [Koenic](#) system, visiting the desert-like planet in that system which was populated by [Delsaurians](#). The Resurgence's [Captain Aoba](#) accepted Toidorno's offer to join the away team heading to the planet, acting as a political attache. The away team was unexpectedly ambushed by violent political dissidents aligned with the [NMX](#). Toidorno and the team survived two battles with the NMX, and escaped the planet wounded but intact. He remained aboard the vessel as the team returned to the planet without him, studying the Yamataigo language and crafting gifts to give to his friends once he left their company for the IRC of YE 46.

## IRC of YE 46

Toidorno attended the [International Relations Conference Of YE 46<sup>6\)</sup>](#) in the context of his role as acting Ambassador to Yamatai, meeting new friends and enjoying challenging philosophical debates.

On the first day, he met and spoke with [Shurista](#) Diplomat and Governor [Khelas Nascen](#), Doctor [Dusali Kharras](#), and Taii [Aliset Kōun](#), learning about [Senti](#) culture, practices and policies. A collaboration to attempt to revitalize a special Senti tea plant was also discussed.<sup>7)</sup>

He enjoyed a hunt and a dinner with [Alice Sursilvan](#), Ambassador of the [Mining Guild](#).<sup>8)</sup> Alice gave Toidorno a gift that he treasures: a crystalline acorn, pictured below.



**Above: Image of crystal acorn generated by [Charaa](#).**

He partnered with [Ema Himari](#), the [Senator](#) of the [Anisa System](#) to establish a working group to build a Hunting Reserve on Anisa III.<sup>9)</sup>

He also participated in the [Hanami](#) Festival of [YE 46<sup>10\)</sup>](#).

## Social Connections

- Close Friend - [Qaedal Aaeas](#), a [Qakla](#) and Toidorno's former superior officer aboard the [WAP Yome Ismâopate](#).
- Diplomatic Colleague, Potential Baqnor Recipient - [Alice Sursilvan](#)

- Colleague - [Ema Himari](#)
- Senti Contacts - Governor [Khelas Nascen](#), Doctor [Dusali Kharras](#), and Taii [Aliset Kōun](#)
- Briefly Met - Crew of the [YSS Resurgence](#)
- Colleague - [Vasati Akhai](#)

## Inventory & Finance

### Clothing

#### Casual

These items will be either generic or may have the individuals [Punla \(Family\)](#) colors and crests

- 1 Lapur (belt)
- 1 pr Bapaumati (sandals)
- 1 pr Bapawotai (boots)
- 2 [Umatli \(Kilt\)](#)
- 2 Umatsai (robes)
- 2 Hodiwota (trousers)
- 3 Jendomu (tunic)
- 5 Niomse (underwear)

#### Work

The following specific items a member of the clan will have for performing their [Kâbo'kai \(Occupations\)](#).

- Lapur (belt) utility to hold tools or weapons.
- Moqbapa (footwear) depends on the job, or task.
  - Bapaumati (sandals)
  - Bapawotai (boots) worn when foot protection is required.
- [Umatli \(Kilt\)](#) worn by all members
- Hapuwotai (gloves) are used in some professions to protect the hand.
- Jendomu (tunic) Normally worn to distinguish ranking members, from lower echelon. Rank is worn on the left side, and the house and family on the right.

#### Formal

All clan members will have the following for wearing to special events.

- 1 Jendomu (tunic) in [Jaeli \(Sects\)](#) or [Ruoka \(House\)](#) colors, with the [Jaeli \(Sects\)](#) and [Punla \(Family\)](#) symbols on the left segment and the family [Afirmugaly \(Heraldry\)](#) on the right.
- 1 Umatsa (robe) worn when participating in the ceremony directly. Color would be either [Jaeli](#)

(Sects), [Ruoka \(House\)](#), or [Family](#) Sect symbol, family heraldry, worn or part of.

- 1 Umatli (kilt) worn when present at an event as a spectator. Typically worn in [Ruoka \(House\)](#) colors without adornments
- 1 Lapur (belt) ornate and in some events are essential as well as symbolic.

## Equipment

- [HS-PC-1a Wunyasa Voname \(Personal container\)](#)
- Personal [Kâbo Veltin \(Task Blade\)](#)
- [HS-PE4-1a Mako'sa Kyn \(Data Pad\)](#)
- [HS-PE2-1a Vonata'te Tio \(Personal Communicator\)](#)
- Personal grooming
  - Body Brush
  - Hand and face soap
  - Body soap
  - 2 Towels large
  - 2 Towels small
- Oral
  - Mouth cleaner
  - Tooth paste
  - Tooth brush

## OOC notes

- Character created by [Nashoba](#). Art by the artist nicoyguevarra on Deviantart, commissioned by [Nashoba](#). Adopted by [Hollander](#) on 22 February 2024.<sup>11)</sup>
- Toidorno's speech color is Goldenrod: daa520

| Character Data       |                                  |
|----------------------|----------------------------------|
| Character Name       | Toidorno Sejgui                  |
| Character Owner      | <a href="#">Hollander</a>        |
| Character Status     | Active Player Character          |
| Character's Pronouns | he/him                           |
| Current Location     | <a href="#">Yamatai (Planet)</a> |
| Harm Limit           | injury or death                  |

1)

<https://stararmy.com/roleplay-forum/threads/mission-1-0-whom-fortune-favors-prologue.14780/>

2) 11)

<https://stararmy.com/roleplay-forum/threads/toidorno-sejgui.71666/post-445316>

3)

<https://stararmy.com/roleplay-forum/threads/mission-1-1-whom-fortune-favors-recon.15181/>

4)

<https://stararmy.com/roleplay-forum/threads/mission-3-0-%E2%80%93-avenging-the-betrayed-pilajo-yleg%E2%80%99te.17353/post-258094>

5)

<https://stararmy.com/roleplay-forum/threads/mission-10-0-new-beginnings.53896/>

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6)

<https://stararmy.com/roleplay-forum/threads/international-relations-conference-of-ye-46.71713/post-446296>

7)

<https://stararmy.com/roleplay-forum/threads/irc-of-ye-46-a-meeting-of-cultures.71820/>

8)

<https://stararmy.com/roleplay-forum/threads/k%C5%8Dzan-kaisha-no-shiten-no-hajimari.71845/post-446819>

9)

<https://stararmy.com/roleplay-forum/threads/hunting-preserve-developing-at-anisa-system.71897/>

10)

<https://stararmy.com/roleplay-forum/threads/open-rp-the-hanami-festival-of-ye-46.71821/>

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