

Tacho

Tacho Ortau is a [Game Master NPC](#) played by [Andrew](#). She is unaware of the [Arrival of the Norians](#). Currently in the Open Roleplaying Plot - [Iron and Blood Reactivated](#).

Tacho Ortau	
	
Ais air air byr paer, caer myrol. ¹⁾	
	
Date of Birth:	YE 22
Species	Norian

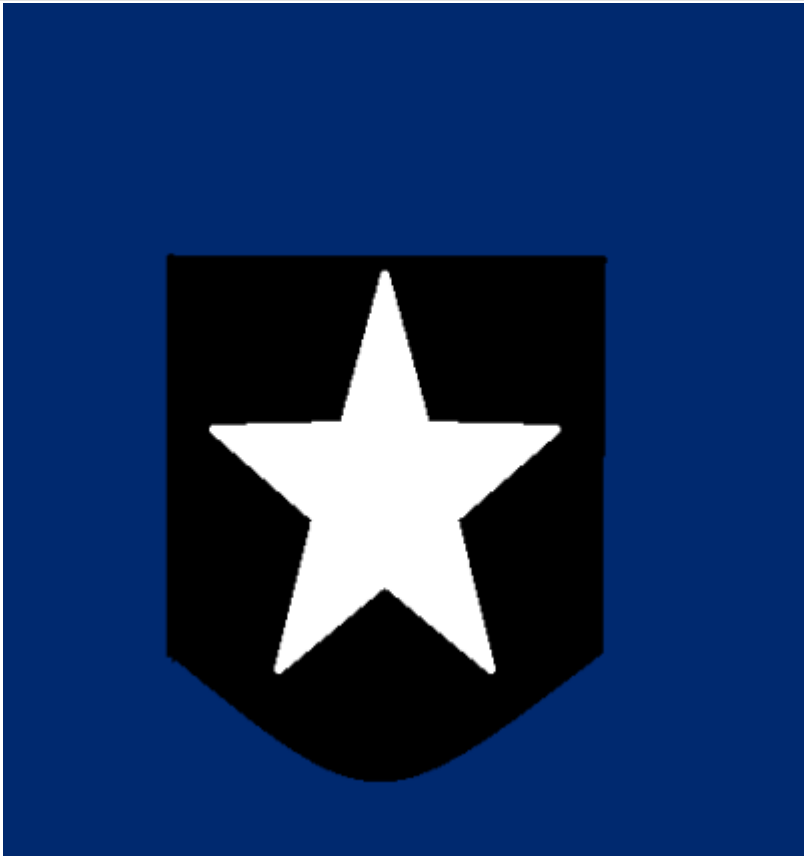
Tacho Ortau	
	
<i>Ais air air byr paer, caer myrol.</i> ¹⁾	
	
Gender	Female
Height	152 cm

Tacho Ortau	
	
<i>Ais air air byr paer, caer myrol.</i> ¹⁾	
	
Weight	45kg
Faction	Independent

Tacho Ortau



*Ais air air byr paer, caer myrol.*¹⁾



Organization	Iron Company
Occupation	 Mercenary

Tacho Ortau	
	
<i>Ais air air byr paer, caer myrol.</i> ¹⁾	
	
Rank	Cultural Exchange Officer
Current Placement	Unknown Planet, Galactic-South Kikyo Sector

Physical Description

Tacho is an atypical [Norian](#), she is 152cm tall weighing 45kg, and has black hair and blue eyes. She has a pale doll-like complexion with a series of [Human](#) tattoos on her flesh. The first tattoo is the words, "Cultural Exchange Bitch", which have been tattooed on the right side of her neck in a plain [🖤 gothic-font](#). The second is the logo of the [Iron Company](#) on her right upper arm, and the third is positioned just above the private area, which says "Beware the Darkness Within, Go Back!" along with some detailed tentacles. Although the generally rugged choice in civilian clothing, she cleans up rather well not that she would admit it.

Specifications	
Height:	152cm
Mass:	45kg
Build and Skin Color:	Athletic, Pale White
Eye Color:	Blue
Hair Color:	Black

Personality

Tacho's is a [IFSP^{2\)}](#) personality, however, her behavior and personality have been greatly impacted by her joining the [Iron Company](#). She is an adventurer by nature, but has developed a commanding foul-mouth demeanor as a result of her placement with her [Human](#) comrades. She is very open-minded and free-spirited but has learned through experience to hold her own. The brief trip to the [Iron Company](#)'s home universe left a definite impact that filled her with an unquenchable fire for violence and combat. She has a definite sense of humor, and although she often picks on the other members of her unit she cares a great deal for their well-being. In terms of intimacy, she often reminds the men of the [Iron Company](#) the unlikely chances they will visit her bunk, it is unclear if any have actually been there.

History and Background

Tacho was born in [YE 22](#), just after the [Chaos Hive War](#). She grew up on the [Norian](#) capital world of Lorenz as an orphan, her parents which she never met died in the [Chaos Hive War](#) while fighting on [Ayenee](#). At some point during her late teen years, she made up the [Ysi](#) name of "Ortau" which means "Warrior" in [Nira'las](#). Being an orphan without many options she attended the Norian Defense Education School and graduated as a cadet in [YE 40](#). The [Craethel War](#) started the year after she entered service.

In [YE 42](#), while on a training rotation with a MERN (Minatu Empire Royal Navy) Special Operations unit, she met [Albert Steiner](#) of the [Iron Company](#) during a mission to clear [Craethel](#) and [Asune Dimensional Creatures](#) from an underground city on the planet Orab. At the end of the planetary clearing, she was offered to join the [Iron Company](#) as a Cultural Exchange Officer, and accepted.

In [YE 43](#), she briefly visited the [Iron Company](#)'s home universe. During her time there, fighting alongside her [Iron Company](#) comrades she underwent many personal trials and changes as she tried to adapt to

the [Human](#) culture not to mention the prejudice of her being an outsider. Rather than crying and whining about her situation, Tacho took the opportunity to gain a “thick skin” when it came to her interactions with the [humans](#). The more punishment they dished her way, the more she threw back on them. Be it out of fear or respect, or maybe a little of both she eventually was accepted in her place within the [Iron Company](#).

The [Iron Company](#) returned to the [Kikyo Sector](#) in early [YE 44](#), and Tacho was called into service again by [Albert Steiner](#) to join an expeditionary mission in the southern region of the sector. During that same time, Tacho lost touch with home, and she silently began to accept that her own people were probably dead. At this time she has no information regarding the [Arrival of the Norians](#) in the [Kikyo Sector](#), and she is rather occupied killing [Mishhuvurthyar](#).³⁾ Later that year, and into the next, she learned of the [Arrival of the Norians](#) and the [United Norian Imperium](#) and has no intention to return home.

Reactivated

Tacho's history in [Reactivated](#), [YE 44](#):

Mission One:Initial Engagement

On the scorching desert world of [Sandraker](#) in [YE 44](#), the [Iron Company](#), a formidable group of Valhallan mercenaries, engaged in a heated battle against the enigmatic [NMX](#) forces. Amidst the chaos, Tacho displayed resourcefulness in safeguarding her team and valuable equipment, including a damaged [tank](#). Exceptional sharpshooters “Rabbit” and [Mike](#) showcased their precision and tactics, while [Auli'i](#), an adept engineer aboard the mobile base, ensured its functionality despite a relentless sandstorm. The mission unveiled the unsettling existence of squid-like creatures released by the NMX, raising concerns about their capabilities. Amid flirtatious camaraderie, the Valhallan mercenaries demonstrated unwavering resilience, resourcefulness, and unity in the face of daunting adversity.⁴⁾

Mission Two:Recon

The aftermath of the devastating first battle left its scars, with casualties and losses weighing heavily on her battle-hardened shoulders. [Grandmaster Steiner's](#) call to transition from defense to offense signified a pivotal moment, with Tacho's unorthodox wisdom guiding the way. A new recruit, [Auli'i](#), joined their tight-knit ranks, fostering a sense of unity. Amidst deliberations on [Mike's](#) role, Tacho emphasized the importance of frontline firepower. The mission, etched into their shared history, demanded the gathering of vital intel and enemy disruption, beckoning them to confront their formidable adversary. Through adversity and uncertainty, the [Iron Company's](#) history embodied determination and unity, as they prepared for a mission where success was their sole choice.⁵⁾

Skills Learned

- Power Armor - Her v9 Kyrasis-Crixa Prototype Power Armor⁶⁾ and all of its systems and functions are

fully understood.

- Communication - Tacho can communicate in [Nira'las, Trade \(language\)](#).
- Starship Operations - Tacho can effectively operate [Starships](#), but has mastered the use of [Leviathan Technology](#) and mindhive symbiosis.
- Slyph Combat - Tacho can remotely operate in symbiosis link with a bonded Slyph for use in combat operations. Her Slyph however died prior to her joining the [Iron Company](#).
- Storytelling - Tacho is a great storyteller. She often entertains her comrades in the [Iron Company](#) with stories of her [Norian](#) past, whether any of it is true or not is another matter, but she is great at keeping an audience.
- Engineering - Tacho has been forced to be creative in designing workarounds, substitutions, and modifications for her v9 Kysis-Crixa Prototype Power Armor and often rigs solutions on the fly.
- Drinking - She has become a competitive consumer of adult beverages. She often uses her ability to tolerate booze in large quantities to win bets and challenges.
- Gambling - She has learned to master the [human](#) game of poker, much to the disappointment of others within the [Iron Company](#).

Social Connections

People that Tacho is connected to:

- [Albert Steiner](#) - The Boss.
- The men of the [Iron Company](#) - The Knuckleheads.
- Aphelion Caeyara - Former Commanding Officer.

Inventory and Finance

Tacho owns the following:

- 5x [Iron Company Standard Uniform](#)
- [Kysis Crixa Prototype Armor](#)
- Assorted Tools
- Several Civilian Outfits
- A pile of scrap

OOO Information

This article was created on 2022/10/29 00:54 using the namespace template.

Tacho is a one-off, one of the few Norians who has no idea what is going on with Tsenlan or the Norian Arrival.

- Art is done by Midjourney Bot, made by [Andrew](#).
- Approved by [Wes](#) on 2022/10/29.⁷⁾

In the case andrew becomes inactive:

- Can this character be used as an NPC by a GM or FM? NO
- Can this character be [adopted](#) after I've been gone for a year? NO
- See [Andrew's Star Army Will](#) for more details.

Old Picture



Character Data	
Character Name	Tacho Oratu
Character Owner	Andrew
Character Status	NPC In Use By GM or FM
Plots	Reactivated
Approval Thread URL	stararmy.com/...

1)

"If it is not dead keep shooting" in [Nira'las](#)

2)

<https://www.16personalities.com/isfp-personality>

3)

<https://stararmy.com/roleplay-forum/threads/iron-and-blood-reactivated.68731/>

4)

<https://stararmy.com/roleplay-forum/threads/reactivated-m1-blood-on-the-sand.70659/>

5)

<https://stararmy.com/roleplay-forum/threads/reactivated-m2-reconnoiter.70911/>

6)

This is a one-off, only one in the [Kikyo Sector](#) and still in existence

7)

<https://starmy.com/roleplay-forum/threads/tacho.69474/#post-430318>

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