

Amber Ormaund

Amber Ormaund is a [player character](#) played by [Wolfe Whitehorn](#).

Amber Ormaund



Species:	Nepleslian
Gender:	Female
Age:	25
Height:	1.6764 Meters / 5' 6"

Amber Ormaund	
Weight:	62.14kg / 137lbs.
Organization:	Star Military of the Democratic Imperium of Nepleslia
Occupation:	Space Marine
Rank:	P3C
Current Placement:	

Preferred Plots:

- [Cirrus Station](#)
- [4th AASP Fleet](#)

Physical Characteristics

- Height: 1.6764 Meters / 5' 6"
- Mass: 62.14kg / 137lbs.
- Measurements: 35C-26-40.

Build and Skin Color: Standing in at 5'6" Amber takes a more athletic build, working constantly to maintain it. She normally maintains a medium-tanned caucasian skin tone, though over periods of long voyages she seems to revert to a paler skin tone rather quickly.

Eyes and Facial Features: Amber was named for the stark amber eyes she had at birth, though over her first couple of years and two experimental trauma incidents her eyes shifted from amber to brown, then from brown to green. Her current eyes are cybernetics coloured her original Amber tone. The only other remarkable feature besides her eyes would be her lips, naturally tinted a soft rose color.

Ears: Amber's ears are simple, traditional human ears, slightly peaked at the top. This is a natural development, no surgery or prosthesis has been applied.

Hair Color and Style: Amber keeps her auburn hair cropped at a fair five inches, even then she keeps it 'up', rolling her hair back into her patrol cap. The back and sides are kept trim to remain off of her ears and neck.

Distinguishing Features: Amber has a tattoo on her inner left forearm of a cross and scales, with the seed syllables of the Buddhist mantra of Perfect Wisdom and Great compassion at their respective centers.

Psychological Characteristics

Personality: Dominant, Realistic, oftentimes viewed as hedonistic. Amber has come up in a time and world where women were hidden away from the public view and rarely ever allowed to serve in the armed forces, in large part due to the ID-SOL initiative and the Super-Y they provided. She grew up the tomboy, but found herself doing things outside of the realm of prudence that many other young women

she knew came up in. To her, her body was a thing to be flaunted, but also a tool to be used and honed. Her father being a soldier instilled a deep sense of pride and eventually a drive to dominate the things that tried to control her. Over time the combination of these facts lead her from one source of trouble into another, though she always made sure to maintain an arm's length between herself and the gangs. Never one to end up a sex-slave or a mindless thug she instead pushed herself into books and the net and when she wanted something more intimate, she took it. Read "Hit it and Quit it."

- **Likes:** The cold precision of firearms, machines, and the vast knowledge at one's fingertips. A good book. A good 'intimacy'. Putting people and objects in their proper places, or a good armbar.
- **Dislikes:** Pimps, whores, gang-bangers (Keep your head out of the gutter on this one), she dislikes being expectant to be the 'submissive woman'.
- **Goals:** To advance herself, her station, and to prove to the boys that she can do it too, and better than they ever dreamt.

History

Family

Wolfram Travis Ormaund (Non-Biological Father, not that he knows this) -Davis Ormaund (Biological Father, Brother to Wolfram) Jacquelina Nicole Ormaund (Maiden; Gilbert, Mother)

Jacqueline Credle (Maiden; Ormaund, Sister) Dennovan Ormaund (Brother) Kristinna Ormaund (Sister) Mark Ormaund (Brother-Deceased)

Pre-RP

Born the middle child of five she often found herself left to her own devices when it came to the most mundane of issues. Her childhood was largely unspectacular, a marine for a father, a simple housewife mother, and siblings, both older and younger. Sharing an apartment complex with seventeen other families isn't exactly a rare thing in the world we live in now, being within a stone's throw of the industrial sector isn't either. Growing up around gun-toting fanatics and syndicates is the one thing she can boast over the more civilized Yamataians and Elysians, and she is just fine to view it that way.

From birth she was marked for something different, born with and named for her Amber eyes, so stark in contrast to the dark room around her and her mother she seemed to have a brilliant future. But being the third child of a family down on its luck and with a father who views expenditures without his consent as a mortal sin (as it was his income keeping the family afloat) her mother wasn't too ashamed to set her child up into experimental procedures, insured by the hospitals that sponsored them, for a little spending cash. Had she have died Jacquelina still would have had two other children to love at the time. Over the course of the procedures Amber's eyes eventually faded and then darkened to brown, before a radical procedure left her with green eyes instead, far from the intended result. As she viewed things, she grew up being a playtoy to the doctors. Instead as she began her years in school she found a sense of independence and adventure, albeit with a slight sense of trepidation about doctors.

She had been left to her own devices and studied her siblings almost religiously to learn how to fend for herself when her mother was too busy out making money or following fathers' orders. The fifth and sixth years saw her beginning to progress in a tomboyish nature. Girls at her school and around her home were almost zealously safeguarded, the propagation of the ID-SOL had supposedly almost wiped out the females of their race (A fact that even years later affected the day-to-day perspective of her community), or so she learned. She had always seen less women than men in the world, so she figured it was just the way of the world and accepted this without a second blink. Though the idea that her own people had almost lead to their own downfall was something of interest, and so the young girl began to study history, sciences, and then ultimately war. She wanted to grow up to be like the sturdy men and women in these writings, strong, independent, without peer, not living among those simply expecting her to lay back and bear children.

Middle school, boys beginning to notice her, girls shy and being sheltered from the boys by being separated in all manners as their parents dictated. Wouldn't have it. Amber followed her own mind and her own two feet where she wanted to go, and though in middle school this lead to many fights, it eventually lead her to something more. When she confided to her father that she had come to hate society as it was and the fact that the boys though they could take whatever they wanted he wasn't sure how to react, but one week after having to retrieve her from school due to several fights, in which two young men left the school with broken arms or missing teeth he knew what path to take.

Military school. This was an unlikely place to find a female in Nepleslian society, yet here she ended up for her upper educational years. She excelled in the firm yet fair placement, the rigid social structure, and ultimately in taking command of those who were too afraid to lead in the mock army the school created of the students. She was realistic in her goals and knew just how far she would press the boundaries imposed by societal needs. Command structure, hand-to-hand combat, and in her final years instruction on the shooting ranges all came naturally to her, as naturally to her as it had become to her father in years with the Green's Army.

This was where she belonged.

Following her final years in this institution she more than gladly pressed herself forward under her own initiative, working for a short time with an undisclosed weapons manufacturer, and ultimately signed up to join the [NSMC](#). Surpassing expectations and exceeding her class, although a few years older than a fair bunch of them. Coming now to join the NSMC she awaits assignment into her future role.

Skill Areas

Communication :

Amber is familiar with basic radio operation and procedures and can make transmissions to and receive transmissions from other characters through headsets, ships, ground vehicles, power armor, and shuttles in both combat and non-combat conditions. She is fluent in Nepleslian. She can speak and write it correctly and efficiently and can write reports, fill forms, issue orders under fire, etc. The character is skilled in field communications and is proficient in all rudimentary forms of communication (hand signals, flashing lights, etc). Atop these basic requirements, Amber is also a fluent translator of the Yamataian

language, though she often keeps this fact a secret from those she does not directly work with.

Fighting :

P3C Ormaund received intensive hand-to-hand combat training (primarily focused on disabling and/or killing opponents) and has followed up that knowledge with a rigorous training program, continued to this day. Weapons she is trained in include pistols of all types, knives, grenades (and other forms of explosive weaponry) and rifles of all kinds. Amber is in excellent physical shape and has considerable endurance. She is also able to pilot land-based power armors, with ease, but must rely on the suit's A.I. to do anything too advanced.

Survival:

The character knows how to survive in hostile environments. She can build shelters, hunt and forage for food, build a fire, etc. P3C Ormaund can also camouflage herself and is familiar with guerrilla warfare tactics.

Strategy (Tactics/discipline):

P3C Amber Ormaund can understand and give out tactical commands and work with her troop to follow those commands efficiently. She knows the importance of teamwork on the battlefield, has been intensively trained in discipline and morale, and is able to recognize the command structure even while under extreme pressure (combat, etc). She is able to recognize ambush points, knows basic, and advanced, math in order to calculate distances, etc, and can use a tactical map.

Engineering:

During her time in Funky City Boot Camp and later in the NAM Proving Grounds Amber became a pivotal part in the upkeep of her own machine, unwilling to allow anyone else to work on her machine without the command of a direct superior, above the person claiming rights to work on the machine. This largely came into existence as she had a personal fear that the men of the company were out to make her fail, to 'show her her place' as she so often reminded them she would never be below them.

Physical

As a young, agile woman, Amber has always dedicated a fair amount of her time to taking care of her body, physically. Setting and improving on a standard regimen since her middle-school years, she has preferred to keep herself muscular and lean, instead of 'bulking up' to make herself seem more imposing.

Rogue:

Coming up in the material excess that was her home city, and seeing how simply men reacted to the slightest bits of charm she ever produces Amber learned how to make these very things her own weapons. Using both the streetwise she had learned to survive on top of her own feminine wiles, she has begun to make a seductive ploy out of herself to get what she wants, only to come out on top when others came for the bait of putting her on the cold floor. After all, what man could resist the possibility of being the one to tame the shrew?

Inventory

Amber Ormaund has the following items:

Clothing

Uniform

- 2 Pullover shirt, green, with rank patches on shoulder pads and name plate
- 4 [T-Shirts](#), white
- 4 underwear, white
- 2 Khaki cargo pants
- 1 [Beret, green, with flash patch](#)
- 1 [NSMC Field Cap, Type 33](#)
- 1 pair gloves, leather, black
- 1 pair [Boots](#), black (or khaki)
- 6 pair boot [Socks](#), white
- 1 Belt, dark brown
- 1 [Nepleslian Dress Uniform \(YE 33\)](#) (full outfit with white pistol belt, gloves, pants, and [Boots](#))

Bunkwear

- 2 Tank tops, green, with fleet number on the right chest
- 2 Pairs of ankle length pajama pants, khaki
- 1 Pair of slip-on flexi-shoes, black

Workout/Swim

- 2 Short-sleeved mocks with fleet number on the right chest, Green
- 2 Work-out shorts, khaki
- Depends on gender and preference:
 - 1 Pair of trunks, green, fleet number on right leg

- 1 Speedo, green, fleet number on right cheek
- 1 One-piece bathing suit, green, fleet number on right breast
- 1 Bikini, green, fleet number on right breast.

Weapons and Weapon Accessories

- 1 Rifle Kit
- 1 [Utility Combat Knife M01A](#)
- 1 [Marine Combat Axe Model 01c](#)
- 1 Pistol, [Styrling Silver Special .45 Caliber](#), with 2 extra magazines(comes with brown pistol belt)

Accessories

- 1 pair identification tags, metal, with name and hometown
- 1 [Canteen](#), 1 quart
- 1 [AwesomeCorp DataJockey](#)
- 1 Wallet with the Marine Corps Insignia plated on it.
- Starting pay of: 6000 DA

Finances

Amber Ormaund is currently a P3C in the [Star Military of the Democratic Imperium of Nepleslia](#).

Total Savings	Addition	Subtraction	Reason
6,000DA			Starting Funds

OOC Discussion

I feel I've progressed much better in the creation of this character than in the creation of my original.

Character Data	
Character Name	Amber Ormaund
Character Owner	Wolfe Whitehorn
Character Status	Inactive Player Character
Approval Thread URL	stararmy.com/...
Nepleslian Personnel Database System	
Career Status	Active Duty
Branch	NSMC
Rank	Private

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