

Fennel



Ey/Em

Stat	Modifier
Daring	+0
Grace	+2
Heart	+1
Wit	+0
Spirit	+2



Biography

Fennel hails from the lush agricultural world of Veridia, where ey grew up amidst sprawling meadows and towering forests. Ey was born into a long line of botanists and green witches who had served the local communities for generations. Growing up, ey learned the secrets of Veridian soil and nurtured a deep bond with the land and its flora.

Fennel's parents, the esteemed botanists Ash and Saffron, encouraged em to follow in their footsteps. As ey watched them cultivate vast gardens and heal sickened trees, ey realized that ey had inherited their affinity for nature. From an early age, Fennel was shown the connection between the land, the people, and the greater cosmic balance. Fennel realized ey had a gift for growing and nurturing life, and it wasn't long before ey could sprout flowers from seeds with just a touch of eir hand and a whispered word.

When ey was 16, the planet fell into a prolonged drought that threatened the once verdant ecosystem. With the very essence of Veridia at risk, Fennel sprung into action. Using eir gift, ey managed to bring forth life from the parched soil, turning barren fields into blooming gardens, securing eir place as the next in line of Veridia's nature witches.

In the years that followed, Fennel left Veridia, seeking to expand eir knowledge and understand the plants of other planets and cultures. This quest for botanical wisdom brought Fennel to The Haven. Ey found it to be a place that truly valued the importance of green spaces, and ey has spent the past decade ensuring these spaces thrive and offer peace to The Haven's inhabitants.

Fennel's reputation as a caring and reliable friend made em a beloved figure among the Havenites. Ey shares a particularly close bond with Sigrid "Siggy" Ironheart, the two of them frequently found sharing laughter in The Haven's gardens. On the other hand, Fennel's gentle and pacifist nature sometimes clashes with the more headstrong and aggressive Flint Rockjaw, although the two share a mutual respect and camaraderie. The wooden sword with the embedded emerald that Fennel carries was a gift from eir parents on eir departure from Veridia, a token of love and a reminder of the bond between ey and the home planet.

Whether it's maintaining the park's verdant beauty or bringing a wilted plant back to life, Fennel approaches each task with a deep sense of care and dedication. Ey is a testament to the power of nurturing growth, proving that not all heroes need to wield a blazing sword or a destructive spell; sometimes, all it takes is a gentle touch and a kind word.

Misc.

- Botanist
- Gentle
- Wooden sword with an emerald and vines growing out of it

Items.

- Bio-booster seeds

Bio-engineered seeds custom designed by Fennel. They can be used to heal a broken bone or heart. (+1 to Daring or +1 to Heart)



Oriel

He/Him

Stat	Modifier
Daring	+0
Grace	+1
Heart	+2
Wit	+2
Spirit	+0



Biography

Oriel was born on the intellectual hub world of Athenia. His family, known for their scholarly pursuits, lived in the planet's grand capital city, Libraria, which boasted of the most extensive libraries in the quadrant. As a child, Oriel would lose himself for hours among the labyrinthine stacks of ancient texts, captivated by the rich tapestry of history and culture contained within the pages. It was there that his passion for ancient alien civilizations began.

At 19, Oriel's thirst for knowledge took him to the most prestigious university on Athenia, where he excelled in his studies, particularly history and xenoculture. However, academia felt limiting to Oriel - he didn't want to just study history; he wanted to experience it firsthand. This desire propelled him to join interstellar archaeological expeditions, uncovering artifacts and piecing together histories of civilizations long gone.

Despite his reserved demeanor, Oriel's extraordinary intellect did not go unnoticed. His path took a turn when he discovered an ancient artifact - a silver sword adorned with glyphs, thought to be a legend. The sword, as per the myths, belonged to a Chosen one. To everyone's surprise, Oriel could wield the sword, indicating he was the Chosen. The implications of this discovery were far-reaching, and Oriel found himself with a weighty destiny he hadn't asked for.

Relocating to The Haven, Oriel now serves as the resident historian. His deep knowledge of alien cultures and civilizations, as well as his status as the Chosen, make him a respected figure. Despite his newfound status, he remains humble and dedicated to his pursuit of knowledge.

Oriel shares a close friendship with Pippin "Pip" Fleetfoot, often engrossed in lengthy debates about alien cultures. They both share a fascination with the unknown and unexplored. Fennel, with his nature-focused knowledge, often intrigues Oriel, and he regularly consults Fennel about civilizations that lived in harmony with nature.

Lucian "Lu" Fireheart often baffles Oriel with his impulsive behavior, but Oriel admires Lu's bravery and natural leadership. He is also intrigued by Thistle Windrider's shadowy past and has tried, albeit unsuccessfully, to learn more about it.

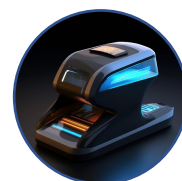
Misc.

- Meticulous
- Holds an intricate silver sword adorned with ancient glyphs.

Items.

- Multifaceted Scanner

A machine which can scan for many things, habitability, health, emotional state.



Orion



He/They

Stat	Modifier
Daring	+2
Grace	+1
Heart	+0
Wit	+1
Spirit	+1



Biography

Orion was born into a nomadic space-faring clan, The Cosmo Drifters. Raised on a spaceship, the vast expanse of the galaxy was his playground. Navigational charts and star maps took the place of picture books, and he learned to chart a course through the stars before he could write. Orion's innate talent for navigating the cosmos made him a valuable asset to his clan.

When he was a teenager, a tragedy struck. A sudden spatial anomaly resulted in the loss of their spaceship and the demise of many clan members, including his parents. Stranded on the remote planet of Solara, Orion had to rely on his wit and resourcefulness to survive. He made a living by offering his services as a navigator and pilot to passing-by ships. His stoicism was both a shield and weapon during these tough times.

After several years on Solara, Orion was offered a position as a navigator on a merchant ship headed for The Haven. Seeing an opportunity for a stable life, he took the offer. In The Haven, his expertise was immediately recognized, and he quickly rose to become the chief navigator.

Orion's aesthetic is influenced by his upbringing. His attire is utilitarian, and his shaved head is adorned with intricate tattoos - a homage to his clan's traditions. His tattoos are constellations and navigational markers, serving both as a reminder of his roots and a useful tool in his navigation.

Orion's past experiences and the loss he has endured make him a relatively closed-off person. However, he has found kinship in Nix, sharing her affinity for the outer fringes and a similar, if not darker, past. His respect for Fennel's peace-loving nature is considerable, and Orion finds comfort in the green spaces that Fennel tends to. Despite their vastly different temperaments, Orion and Lucian "Lu" Fireheart share a mutual respect for each other's skills. Orion is curious about Lu's quick reflexes and unorthodox tactics, while Lu values Orion's calm in a crisis and his unrivaled navigational skills.

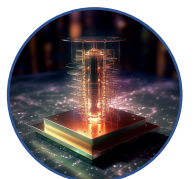
Misc.

- The Seeker
- Curious
- Utilitarian

Items.

- Quantum Transmitter

A device which can be used to send and receive messages from anywhere in the universe to the Haven



Puck



They/Them

Stat	Modifier
Daring	+2
Grace	+2
Heart	+0
Wit	+0
Spirit	+1



The Scoundrel

Biography

Born on the bustling metropolis of Trillia, Puck was an orphan who grew up navigating the city's intricate maze of streets and alleyways. They quickly learned that information was more valuable than gold in the galaxy's underbelly, and they turned their uncanny ability to blend into crowds and eavesdrop on conversations into a survival skill.

As a teenager, Puck stumbled upon an underground network of information brokers. Recognizing the kid's potential, the network's mysterious leader, codenamed "The Raven," took Puck under their wing. Puck thrived in this new environment, proving themselves to be an exceptionally talented spy with a flair for staying undetected and a knack for acquiring the most confidential secrets. They also developed a reputation for being a bit of a trickster, often leaving a small trinket as a calling card after successfully infiltrating an establishment.

After The Raven's unexpected demise, Puck decided to strike out on their own. Their travels eventually led them to The Haven, where their skills were immediately recognized and put to good use. Now, they serve as a spy for The Haven, slipping in and out of enemy lines to gather crucial information.

Puck's fashion sense is sleek and minimalistic, enabling them to blend into any crowd or slip into the shadows unnoticed. Their most prized possession is a retractable sword with a mirrored finish, perfect for close-quarters combat and handy for checking around corners.

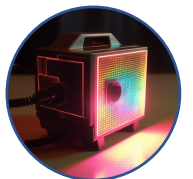
Puck shares a unique bond with Orion. They see a kindred spirit in the navigator's stoic demeanor and similarly secretive past. Puck's playful banter often gets a smile out of even the stoic Orion. They've also developed a friendly rivalry with Lucian "Lu" Fireheart, often engaging in good-natured teasing and occasionally competing in harmless contests of skill. Puck finds Nix fascinating, with her knowledge of fringe worlds often proving useful in their assignments. Meanwhile, they have a deep respect for Oriel's vast knowledge, often consulting with him before embarking on complex missions.

Misc.

- Charismatic
- Sleek
- Minimalist
- Holds a retractable sword with a mirror finish

Items.

- Handheld holo-disguise projector
An advanced holo-projector which can mimic the appearance (but not the voice) of anyone whom it has seen / imaged (+1 Grade +1 Spirit when used)



Salix

They/Them

Stat	Modifier
Daring	+2
Grace	+1
Heart	+1
Wit	+0
Spirit	+1



Biography

Salix was born on Felinius C, a planet known for its densely forested landscapes and magnificent wildlife. They were part of the proud and resilient Catfolk, living in a close-knit community nestled deep in the emerald green woods. Raised by a family of hunters, Salix was taught to blend in with their surroundings, move silently, and strike decisively, their panther-like tail an extension of their heightened senses.

Their tranquil life, however, was disrupted when the Void Legion invaded. The invaders took control of Felinius C, subjugating the Catfolk and exploiting the planet's resources. In these dark times, Salix found their calling. Using their natural agility and stealth, they became a thorn in the side of the Void Legion, disrupting their operations and aiding their fellow Catfolk in evading capture.

When a chance for escape came, Salix took it, stowing away on a Void Legion ship heading towards the Haven. Once there, they revealed themselves, offering their skills in exchange for a chance to fight against the Void Legion. The Haven, recognizing their potential, welcomed Salix with open arms. Salix now works as a scout and infiltrator, their intimate knowledge of the Void Legion's tactics proving invaluable in the ongoing conflict.

Their choice of clothing reflects the gritty aesthetic of their past, a blend of cyberpunk attire and elements from their cultural heritage. The sleek black blade they wield is a work of art, sharp as a razor and imbued with a mysterious glow under moonlight, just like their catfolk's nocturnal eyes.

Salix shares a unique camaraderie with Puck, the Haven's spy. The two often collaborate on stealth missions, their styles complementing each other. Salix admires Fennel's love for nature and their commitment to maintaining Haven's green spaces. They find comfort in Oriel's vast knowledge and often seek his counsel when troubled. Salix's connection with the Haven's Speakers, Alura, Thalia, and Dorian, is somewhat complicated. They respect their leadership but are wary of the political intricacies of the Haven.

Misc.

- Sleek
- Grey Sword which glows under the moon
- Cyberpunk attire

Items.

- Survival Kit
A versatile kit with survival equipment. Open to reveal what is inside (contains rope, a knife, a fire starter, a blade sharpener, and cheese)



Seraphine

She/Her



Stat	Modifier
Daring	+2
Grace	+2
Heart	+0
Wit	+0
Spirit	+1

Biography

Seraphine comes from a lineage of diplomats in The Haven, her parents having served as peaceful negotiators during their time. She is known for her charm and captivating presence, the kind of charisma that commands rooms and disarms adversaries. With her strikingly androgynous features and brilliant green eyes that seem to see into one's soul, she effortlessly draws the attention of any who meet her.

While her natural charisma has always been an asset, it was during a crisis negotiation early in her career that she truly demonstrated her talent. As a young diplomat sent to resolve a heated trade dispute with a volatile alien species, Seraphine showed remarkable resolve, taking a stand despite the threats leveled against her. Her daring and grace under pressure won the day, not only resolving the conflict but also cementing her reputation as a brilliant negotiator.

She carries a bright steel sword with a hilt that's an artistic marvel, decorated intricately with symbols and insignias of her ancestry and her service to The Haven. Its gleam is a symbol of her unyielding spirit and determination. Her aesthetic leans towards military casual, comfortable yet functional and with an undeniable authority that matches her commanding persona.

Seraphine's relationships within The Haven are varied and complex. Her connection with Orion, the chief navigator, runs deep. They've shared countless missions together, their combined skills meshing well to overcome whatever obstacles they face. With Fennel, the nature witch, Seraphine shares a mutual respect and admiration, their shared understanding of the importance of preserving and nurturing life forming a strong bond between them.

There's a playful rivalry with Puck, Haven's spy. Their roles often overlap, and they frequently engage in friendly competition, pushing each other to perform better. She also has a longstanding friendship with Oriiel, the historian, their shared love for The Haven's past bringing them closer.

As a leader, Seraphine finds herself working closely with the Haven's Speakers, Alura, Thalia, and Dorian. Her respect for them is evident, though she often struggles with their decisions, trying to reconcile her personal feelings with the demands of her duty. As a potential love interest, her charisma and passion make her an intriguing prospect, though her dedication to her role often complicates matters.

Misc.

- Determined
- Holds a bright steel military long sword

Items.

- The spirit compass
 - A highly classified compass which will always point towards strong emotional sources. Guides holder to strings



Vega

Ve/Vir



Stat	Modifier
Daring	+2
Grace	+0
Heart	+1
Wit	+2
Spirit	+0

Biography

Vega was always a prodigy when it came to technology. Born and raised in The Haven, ve always had a knack for understanding the intricate workings of machines and codes, even as a child. But it was a serious accident that truly shaped Vega's path. As a teenager, ve lost vir arm in an explosion caused by a rogue AI system. With vir own ingenuity and help from The Haven's tech team, Vega designed and built a state-of-the-art cybernetic arm to replace the one ve lost.

Embracing vir identity as a cybernetic individual, Vega dyed vir hair neon-blue as a symbol of vir connection to the tech world. Ve emerged from the tragedy not just resilient but stronger, quickly making a name for virself as a hacker and tech expert. Vega's cybernetic arm isn't just a replacement; it's a tech toolbox, housing various devices that aid in vir hacking and other tech-related exploits.

Vega carries a unique, tech-augmented sword with an electric edge, symbolic of vir expertise and vir role in the team. Its brilliant electric glow not only intimidates foes but also serves as a source of light in the dark corridors of cyberspace where Vega often ventures.

In terms of aesthetics, Vega leans heavily into Futuristic Goth. Ve is often seen in dark, fitted clothing with a distinctively futuristic flare – think metallic accents, LED-infused accessories, and lots of angular, asymmetrical designs. This style is reflective of Vega's personality – resourceful, innovative, and a bit edgy.

Vega has a close-knit relationship with Puck, Haven's spy. The two often collaborate on information gathering missions, with Vega hacking into systems and Puck being the field operative. There's a mutual respect and friendship between them that is heartening to see. On the other hand, Vega and Orion, the chief navigator, have a more complicated dynamic. Both highly intelligent and integral to The Haven's operations, they often find themselves at odds, their perspectives clashing as often as they align. Despite vir reputation as a notorious hacker, Vega has a surprisingly warm relationship with the peace-loving Fennel. The botanist's tranquil nature provides a soothing presence that Vega finds comforting amidst vir chaotic, tech-driven life.

As a potential love interest, Vega's complex personality, compelling backstory, and vir role as The Haven's tech expert make ve an intriguing choice. Ve's relationship with other characters, whether it's the teasing camaraderie with Puck, the respectful friction with Orion, or the unlikely friendship with Fennel, adds depth and complexity to vir character, promising an interesting dynamic for future storylines.

Misc.

- Resourceful
- Future Goth
- Holds a tech-augmented sword with a vibrating edge

Items.

- **Cybernetic Repair Kit**
This kit may be used to repair any broken item a maximum of one time. It can also be used to modify technology. Use based on a Wit roll



Lark



Ze/Hir

Spooky Witch



Stat	Modifier
Daring	+0
Grace	+1
Heart	+1
Wit	+1
Spirit	+2

Biography

Lark was born on Elara, a small fringe colony renowned for its strong spiritual heritage. The Elaran people were known to gaze at the cosmos, drawing upon its mysteries to make sense of life's challenges. Lark, even as a young child, was particularly sensitive to this celestial resonance, experiencing visions and flashes of insight that were eerily accurate.

As ze grew older, hir connection to the cosmos deepened, but so did hir curiosity about the vast universe beyond Elara. It was then that ze decided to venture out, seeking to understand the true extent of hir abilities and their link to the cosmos. Ze boarded a trade ship and began a journey that would take hir to the farthest reaches of the galaxy, experiencing cultures and spiritual practices vastly different from Elara. This journey was not just about exploration, but also a journey of self-discovery, as Lark sought to understand the intricacies of hir own connection with the cosmos.

On hir travels, Lark encountered The Haven. Its peaceful demeanor, rich diversity, and emphasis on individual freedoms resonated with hir. It reminded hir of hir home but also represented the unity in diversity that ze had come to appreciate in hir travels. Ze decided to stay, offering hir wisdom and spiritual insight in service of its citizens.

In The Haven, Lark took on the role of the community mystic, guiding its people in personal and collective spiritual matters. Ze uses hir insights not to dictate but to advise, always emphasizing individual agency within the cosmic scheme.

Lark's past is known only to a select few, and ze prefers it that way. There's always a veil of enigma around hir, which makes hir both intriguing and elusive. This aura, coupled with hir genuine desire to help, has led many in The Haven to seek hir counsel. Even though ze is seen as a spiritual guide, ze shies away from the limelight, preferring to observe and guide from the background.

Lark has formed strong connections with several residents of The Haven. Ze and Fennel often spend hours in the lush green spaces of The Haven, exploring the intersection of the physical and spiritual worlds. Orion, The Haven's chief navigator, often debates with Lark about the value of spirituality in navigation and the nature of destiny. Their debates, while heated, are marked by mutual respect and a shared love for exploration. Seraphine, one of the leaders of The Haven, values Lark's insights and often consults hir before making critical decisions.

Misc.

- Resourceful
- Future Goth
- Holds a tech-augmented sword with a vibrating edge

Items.

- The Hermetic Scroll

This ancient scroll, when read can be used to gain insight into an unknown field (+1 Wit when used)



Speakers

N/A



Stat	Modifier
Daring	+0
Grace	+0
Heart	+3
Wit	+3
Spirit	+3

Biography

Arcturus (He/Him):

Born into a lineage of astrologers, Arcturus was drawn to the skies from a young age. His knack for physics and his fascination with the cosmos led him to become an astrophysicist. Arcturus always believed in the interconnectedness of the universe, and he joined the Speakership to bring unity in Haven through his academic wisdom and peaceful ideologies. He strongly advocates for the importance of science and education in shaping Haven's future.

Seraphina (She/Her):

Seraphina grew up among diplomats, as her parents were ambassadors from Haven. Exposed to the art of negotiation and the importance of understanding different cultures, she adopted diplomacy and language studies. Seraphina's natural charisma and empathy made her a successful diplomat, and her passion for promoting peace and unity led her to the Speakership. She pushes policies emphasizing diplomacy, cultural exchange, and diversity.

Thorne (They/Them):

Thorne's brilliance in engineering and technology came from a desire to innovate for the betterment of Haven. The youngest among the three, Thorne was born during a time of rapid technological advancement. They rose through the ranks with their innovative designs and strategic thinking, eventually leading to their position in the Speakership. Thorne drives policies that support innovation, sustainability, and technological advancement.

Meeting and Falling in Love:

Arcturus, Seraphina, and Thorne first met during a galactic conference, each representing different sectors of Haven's interests. Despite their diverse backgrounds, they found common ground in their shared vision for Haven. Their professional admiration slowly deepened into personal affection as they spent more time together.

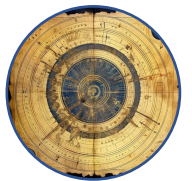
Arcturus was drawn to Seraphina's warmth and her passion for unity and diversity. Seraphina, in turn, was moved by Arcturus's wisdom and his unwavering belief in the interconnectedness of all beings. Thorne found both Arcturus's peaceful demeanor and Seraphina's passionate spirit appealing and was drawn to their shared vision of a better future for Haven.

The bond between them deepened into love, resulting in a polyamorous relationship that has become a symbol of the unity and diversity they strive for in Haven. Their relationship exemplifies the unity in diversity that Haven represents, and their governance style reflects this harmony.

Items.

- The Astral Map

A small parchment map which can describe the location of everything in the galaxy in real time.



- The Stardust Amulet

A complex clockwork device which grants good luck to anyone wearing it (+1 Spirit +1 Grace)

