

The following is canon reference material for the Iridescence storyline.

MAJOR NATIONS

Ashur

A. General Information

The eastern half of the largest continent, Ashur is known for their advanced technology. The largest nation in terms of land area, they have several major cities. The most notable of these is Eden, their capital city housing several million of their citizens as well as businesses such as Vantage International, Global Energy, and numerous other large entities. It is also noted for being the seat of their government and housing a large military base in the region.

B. Population

The population of the Ashurian nation is approximately three hundred million sentient individuals. They are known for their advanced technology and industrialization.

Heavily involved in international trade and commerce they have a significant economic footprint in other parts of the world.

Their military is of a significant size with numerous bases positioned throughout their nation.

C. Government

A President who serves with a cabinet of advisors leads the Ashurian people. The Senate supports him on the lawmaking side while a group of Judges assists on the other side.

D. Military

Ashur has an extensive military with a large amount of bases and a vast airship fleet.

E. Religion

The religion of Ashur is monotheistic, focused around a single god.

F. Economy

The primary unit of currency is the dollar. The Ashurian economy is strongly based on their technology and advanced weapons. Despite their strong trade with other nations their energy crisis has forced shortages and driven prices on certain goods upwards.

Talwyn Nation

A. General Information

The Talwyn nation occupies the western half of the largest continent. Sharing a border between Ashur on the east and Sedona on the northeast, they are mostly

peaceful. Their capital is the city of Vanskar, home of the Tower where the Talwyn masters base their operations. It is also the location of the Academy where they train the users of Talwyn crystals.

B. Population

The population of the Talwyn is approximately two hundred million people of various species. Most of the population does not use the craft in their daily lives though it is common enough that everyone is aware of it. While thirty percent of their citizens live in the eight large cities that make up the Talwyn nation, several smaller towns and populated areas spread out more than half of the population.

Approximately twenty five percent of the Talwyn nation are craft users. Most of these are crystal users with only the Talwyn masters being able to draw on the source directly. Many citizens in the Talwyn nation do not use the craft but many do have professions dealing with them, such as crystal vendors.

The Talwyn are generally peaceful people with a large agricultural foundation. Their technology is crystal based with numerous industries.

C. Government

An elected President, currently Lisa Evans, governs the Talwyn. A Vice President as well as a cabinet of advisors supports her. Under normal circumstances each president serves four to eight years.

Five elected individuals represent each major section of the country. They are primarily responsible for crafting the laws.

The craft and its users are governed by the Council, a group of the twelve Talwyn masters that report directly to the office of the president. They are mostly autonomous, allowed to carry out their affairs as they see fit. Many of their affairs dovetail with the military. Due to the various natures of their abilities and the purposes to which they are put they are a multifunctional arm of the government.

D. Military

The military consists of three major divisions. An airship fleet, presently commanded by Colonel Paul Hastings, a ground division, responsible for all base facilities, border patrols, and ground action, and a naval division responsible for maintaining and operating a naval fleet on their various borders and protecting trade. All three divisions report directly to President Lisa Evans.

E. Religion

There is no single religion in the Talwyn nation.

F. Economy

The primary unit of currency is the credit. The Talwyn nation has a strong trade in food and other natural resources. They do not sell the crystals outside of their nation, though the black market for them does. The capital city of Vanskar is the primary place where business is conducted among the larger companies.

Sedona**A. General Information**

A mostly island subcontinent with a section of mainland that shares borders with both Ashur and the Talwyn nation, they have been plagued with civil war for some time.

B. Population

The population of Sedona is one hundred forty million citizens. Some of them have unusual abilities of their own, though it is not similar to the craft. Many of them are gathered on various coastal cities. Many of their citizens derive their living from the ocean.

C. Government

Sedona is currently split between the Alliance and the League. Both governments are ruled by a president.

D. Military

Sedona is divided between two major governments vying for power and at the present time has two separate militias that occupy different parts of their nation.

E. Religion

Their religion appears to have many connections to the ocean as the source of their faith.

F. Economy

Their economy is in turmoil at the moment, with one faction using metal coins and the other paper money.

Etasca**A. General Information****B. Population****C. Government****D. Military****E. Religion**

F. Economy

MAJOR CITIES

Ardis – A small town near the Talwyn/Ashurian border. It is known for its crystal refinery. It is home to Nathan Frost and his wife Marla, the pre war Talwyn master of shadow. With a population of a couple thousand citizens it is considered a quiet town.

Eden – The Ashurian capital city. It is home to the seat of their government as well as major corporations like Vantage International and Global Energy. Their technology is extremely advanced. The Ashurian military operates a base within the city.

Vanskar – The Talwyn capital city. The Tower is housed here as is the Academy and one of the primary Talwyn military bases. Known as the home of the craft, many businesses that rely on it can be found here. At any given time approximately half of the Talwyn masters live and operate out of this city.

Cearnach - Cearnach is a friendly and open city. The city gates are never closed except in times of war, and while outsiders may be a source of curiosity they are welcomed with open arms so long as they are not openly hostile. There are many shops, taverns and stables to cater to any taste or budget arranged around the city wall and along the sides of the broad main street that leads up to Cearnach Castle itself.

There is a somewhat military feel to the city. Owing to the many wars that been fought in recent history, almost everyone over the age of twenty has served in the army in some capacity. This has helped foster a sense of loyalty and camaraderie among the general population that is rare in such a large city. Many people wear daggers for self defense, though it is illegal for anyone who is not an active soldier to carry more than an arming sword. This law isn't particularly well enforced, however, as long as someone is known to be trustworthy.

MAJOR BUILDINGS

The Tower – One of the tallest buildings in the Talwyn capital city of Vanskar and the home of the Talwyn masters, also known as the Council. At any given time at least half of the Talwyn masters usually hold a residence in the building. It is both their command center and training facility.

It is fully equipped with medical facilities, food services, training areas, and tactical equipment. Some of the more sensitive artifacts are kept in the vault on one of the upper floors.

The Tower also contains a library with a wealth of Talwyn history and information.

The Academy – The place where all Talwyn crystal users training begins. It is a school primarily assigned to train its people in the use and applications of the craft. A large facility capable of handling thousands of students, it is capable of handling all aspects of the training process as well as educational areas and medical facilities on site.

The first year of training is theoretical. Users are taught about the twelve known types of crystals and their functions. They are taught of the legal consequences of using a Talwyn crystal inappropriately or in the commission of a crime. Incidental uses such as heating ones tea with fire is generally allowed, while using it to injure another person is treated the same as using a knife or firearm. Students at this level are prohibited from owning a crystal without parental consent.

The second year is spent allowing the students to test and use the various types. They are trained in basic uses and allowed to experiment to determine what style best suits their personality and intended career. They are allowed to change types as often as they wish during this period. Their instructors are determined by the style of craft they choose.

The third year is when a student is requested to select a single type and lock in their choice. They are taught advanced techniques and uses of the craft, as well as given practical skills they may use in various careers.

The fourth and final year is determined by the student's choice of career. If they wish to join the military they will receive hands on training in practical settings. Most of the students are not sent on active combat missions but more various domestic settings such as serving on bases and carrying out mercy missions. If a student desires to become a Talwyn master or serve in the Tower to support them, they join the Tower's training program. They are given specialized training and if chosen by an outgoing Talwyn master, they are put through the required tests and the other masters must verify their choice before the power transfer can occur. Upon graduation they will take a position in the Tower or one of the various craft related careers.

The Spire –

Vantage International – One of the largest corporations in the Ashurian nation they are primarily responsible for providing the military with all of their expertise on the Talwyn and their capabilities. With state of the art labs and excellent equipment they have been responsible for most of the Ashurian breakthroughs on Talwyn crystals and their technology, as well as being the home of the elite unit known as the Guardians. The team of soldiers trained to deal with Talwyn threats is housed on a floor in this building and sent on missions on the behest of the government.

TYPE	PREWAR MASTER	POSTWAR MASTER
Water	Lucas	Lauren Rivers
Healing	Lynn Everett	Chris Hartley
Light	??	Paul Hastings

Lightning	??	Unknown
Ice	??	Isabelle Sheridan
Wind	??	Rowan Hunter
Teleport	??	Holly Bell
Fire	??	Derek Alvers
Magnetism	Leaven Woods	Leaven Woods
Shadow	Nathan Frost	Unknown
Barrier	??	Michael Warren
Gravity	??	Bennett Walsh
Time	Caspian	
Space	Aaron	

Note: Space no longer exists as a Talwyn discipline after being split into the twelve known types.

TIME ARTIFACTS

1. Stolen from the Tower. (Caspian) **Prequel Comic**
2. Owned by Sir Walter Mathis. **Final Arc**
3. Found on the sunken submarine and is in Ashurian hands. **Quantum Fracture**
4. Buried beneath Viridis and now in Caspian's hands. **Blue Symphony**
5. Status unknown

AIRSHIPS AND OTHER CRAFT

Prometheus

General Information

The *Prometheus* is the Valkyrie class military flagship and the largest in the Talwyn fleet. One of the seven Talwyn ships to survive the war it leads what is left of the Talwyn military airships.

Commander – Colonel Paul Hastings.

Crew Complement – 400

Tactical Description – The most advanced battleship in the Talwyn fleet, she is more than 650 feet long with a sleek and capable design. Armed with numerous crystal-based weapons it is protected by shields generated from Talwyn crystals and armed with weapons based on that same technology. One of the few ships of it's class to survive the war, she is the pinnacle of Talwyn tactical technology.

Vesta

General Information

The *Vesta* is an advanced Ashurian research vessel assigned to retrieve artifacts from the ocean. During a mission in the first year of the Talwyn/Ashurian War, the ship went down without explanation during the Quantum Fracture incident. She is reported destroyed/lost. With a crew complement of one hundred, more than half of them scientists and engineers, it was considered a technical marvel.

Crew Complement - 100
Known Crew – Commander Noah Baker

MAJOR CHARACTERS

Lauren Rivers is a female zebra with black hair and a signature blue on either side. As a young child Madeleine Rivers of the Talwyn nation adopted her. A bright young zebra, she was raised by the single mare until she expressed interest in joining the Academy. At 17 she was accepted into the Tower's training program. She gained Lucas as a mentor and was groomed by him to be his eventual successor as the Talwyn master of water.

At 21 she accepted his position and it was a short time later that the war began. Lauren was a primary figure in the war effort until the city fell on the final day of the war. Afterwards Lauren went underground in her efforts to free her people from the Ashurian occupation.

Her skills in water are known for being unconventional, often finding new ways to make use of the style. She prefers to avoid violence and will not kill unless forced to do so, preferring to use reason and logic when possible. Her hesitation to use lethal force has gotten her in danger at times. Her abilities include the creation and manipulation of water.

Topaz Everett is a former Talwyn student and the daughter of Captain David Everett and Lynn Everett. She has an older brother named Starr. At 12 she was taught by her father about the Talwyn crystals, and entered the Academy at 14. At 15 Nathan Frost and a review committee accepted her into the Tower's training program.

After her mother's death on the final day of the war, Topaz entered the custody of Christopher Hartley and Kyle Simon. She became an active member of the resistance.

Intelligent and curious, Topaz has an interest in all forms of technology.

Christopher Hartley is a former Sergeant Major in the Talwyn military until the occupation begins. He is a ram and lifelong friends with Kyle Simon whom he met when he enlisted in the military.

He serves in a unit under Captain David Everett until the end of the war. On the final day of the Talwyn/Ashurian war, he encountered Lynn Everett, and assumed her role as the Talwyn master of healing at her request as well as custody of her daughter.

Fiercely protective of Topaz, he and Kyle lead the resistance against the Ashurians.

His abilities include the ability to heal minor wounds and illnesses. He is also capable of healing stronger injuries short of mortal injuries with focus and time.

Kyle Simon is a former Master Sergeant in the Talwyn military and a trained sniper. Often assigned to the same unit as Christopher Hartley the two are friends in and out of the military. Kyle is a male giraffe.

Having met Chris the day they enlisted the two had an instant bond and formed a well-balanced team.

Isabelle Sheridan is a female arctic fox with blonde hair to her shoulders. Graduating at the same time as Lauren she assumed the position of the Talwyn master of ice. She is skilled in ice techniques and the use of ice weapons.

More aggressive and combat oriented than Lauren, she often advises a more direct approach to various situations. She dresses in light blue and black as her style's colors.

Driven at a young age she entered the Academy and the Tower's training program with a strong focus. Determined to become a Talwyn master she prepared for the position for most of her life. When the war occurred she often went on missions with Lauren.

Arandis Scott is a female cream-colored rabbit with blonde hair that often covers her left eye. She is the head of Vantage International, a company that contracts with the Ashurian government to provide them specialized soldiers in the Guardians. Their purpose is to combat Talwyn abilities and personnel more capably than a standard soldier.

As a woman and a prey species Arandis needed to be twice as focused and determined to earn the respect of her peers and rise to the position of president of her company. She is often seen in an attractive red dress and matching shoes.

Kathris Reinhardt is a male tiger with black hair and a ponytail he has dyed blonde. The first formal recruit to the Guardians, Kathris is Sir Walter Mathis's second in command. Well trained in combat he is experienced in anticipating Talwyn abilities.

Disciplined and capable he is loyal to Arandis Scott and while doubtful at first develops a friendship with Doctor Lyndon Brennan.

Doctor Lyndon Brennan is a male elephant and 34 years of age. He is the foremost Ashurian expert on Talwyn technology and culture. At a young age he found an interest in the other culture that most of his people largely ignored, and he began his research into their crystals and other abilities.

This research caught the attention of Arandis Scott, who recruited him to Vantage International's scientific team. He is extremely intelligent but he is not a fighter. He avoids violence preferring to use his mind to solve problems.

His research is largely driven by pure curiosity. He is not a supporter of his government's agenda and actively dislikes Senator William Lynch.

RECURRING CHARACTERS

TALWYN

Rowan Hunter is a female cow and the Talwyn master of Wind. She is mostly cream colored with a black and white left leg and right forearm. She has brown hair to her shoulders. She dresses in a rust brown Talwyn robe.

During the war she is assigned with Holly Bell to defend their last hidden mountain stronghold. Capable of controlling the wind in the area she ensures that curious airships do not wander close to the facility without their permission.

She is a kind and generous woman. Her wind abilities enable her to cast gusts of wind as well as allow a limited amount of levitation and controlled descent.

Holly Bell is a female black bear with dark red hair. She is the Talwyn master of teleportation. Along with Rowan Hunter, she guards the last mountain stronghold of the Talwyn.

Capable of creating portals from one point to another that resemble tears in the air or swirling rips into nothing, the distance these portals can cover is largely a matter of practice, though the range is generally less than five miles at the most.

She is a commanding and dominant woman with a strong personality. She is loaned to me as a guest of Redneckfur.

Bennett Walsh is a blonde haired male jaguar and the Talwyn master of gravity. He wears the colors of dark and light gray and is frequently seen at the Tower before the war. Bennett is somewhat impulsive.

He travels with Lauren and her party to the island of Viridis in “**Blue Symphony**”.

His abilities include generating gravity fields and altering the effects of gravity on existing objects.

Derek Alvers is a male armadillo and the Talwyn master of fire. Historically the Talwyn fire masters have been fiery personalities and Derek is no exception. Little is known of the current fire master as many of his missions have kept him out of contact with the Tower for long periods of time.

His abilities include fireballs and various fire attacks, as well as heating up various materials and related skills.

Leaven Woods is a male raccoon and the Talwyn master of magnetism. Leaven is one of the older masters and has been rogue since before the war. For reasons unknown

Leaven disappeared from the Tower on the same day that Lauren was chosen to succeed Lucas as the master of water.

He has been rogue ever since. Lauren and Isabelle attempted to bring him in during “**Relativity**” but failed to return him to the Talwyn nation. His current whereabouts are unknown.

His abilities include manipulating metal and creating magnetic fields. He often carries coins and small metal objects as weapons.

Nathan Frost is the pre-war Talwyn master of Shadow. A male rhinoceros in his late thirties, he is 5’10”. He resides in Ardis with his wife Marla. He has light blonde hair and wears the shadow colors of dark blue, black highlights, and a dark gray layer underneath. He resides in the Talwyn Manor, a large home in the center of the isolated town that was the original headquarters of the Council.

He operates from his home, assisting in missions in the area and training students in his residence.

His abilities include hiding in shadows, gliding along them, making his appearance difficult to see, and various shadow projectile attacks.

Marla Frost is a female rhinoceros and Nathan’s wife. She lives with him in the Talwyn Manor in Ardis. She is gentle and friendly and serves in support of her husband.

Captain David Everett is a male red haired Siamese cat and the husband of Lynn Everett. He is the father of both Starr and Topaz. Assigned to a unit that serves directly under Colonel Paul Hastings the eight-man unit he leads is often sent on various missions. He provided Topaz her first lesson on using the Talwyn crystals.

Specialist Blair is a blonde hyena who wears her hair in a ponytail. She is a soldier in the Talwyn military and their technical expert. She is familiar with both their own technology and the Ashurian technology insofar as their people are familiar with it. She is one of the longstanding members of Captain David Everett’s unit.

Private Martin is a black bear and a soldier in the Talwyn military. He was wounded on the mission to the crystal refinery but recovered afterwards. He returned to full duty afterwards and remained in the unit.

Private Sorrento is a young blonde lapine soldier in the Talwyn military. The young rabbit is the newest member to the unit and the replacement to the wolf soldier killed in “**Zenith**”.

Sergeant Papadakis is a brown owl and a soldier in Captain David Everett’s unit of the Talwyn military.

Corporal Perez is a female gray furred mouse and a soldier in the Talwyn military.

Lucas is a male ferret and the former Talwyn Master of Water. Serving during the years directly preceding the Talwyn/Ashurian War, he mentored and trained Lauren Rivers as his hand picked replacement. He is well mannered and takes a personal interest in his zebra protégé even after she replaces him in his position. Lucas is as close to a father as Lauren has ever had, having grown up with a single mother. After the war he continues to be her ally.

Lynn Everett is Captain David Everett's wife and mother to Topaz and Starr Everett. She is a Siamese cat with sandy brown hair and the master of the healing discipline. A gentle woman, she cares for her children and is often a calm measured voice among the Council. She was initially hesitant at Lucas's selection of Lauren Rivers to be his successor but has since changed her mind.

Susan is a young skunk who is training to be accepted into the Tower's training program. She is one of four students sent on an exercise with Nathan Frost to assess her candidacy. She has white hair and has expressed interest in the water and ice styles.

Logan Meers is a male badger with dark hair. His file indicates he has issues with controlling his temper and he has gotten into numerous documented incidents with his fellow students. He has expressed an interest in the healing style.

Mack is a young gray wolf with an exceptional knack for using the craft in the field, though he seems to have a hard time getting along with other students. He is interested in training in the fire style. He was considered once before for the Tower's Training program but was rejected due to his attitude.

Starr Everett is a young Siamese cat and Topaz's brother. His parents are Captain David Everett and Lynn Everett of the Talwyn masters. He follows in his father's pawprints entering the military and being assigned to the *Prometheus* under Colonel Paul Hastings.

A young soldier with a disciplined mind he is more serious than his younger sister. He is barely pressed into service when the war begins and serves with the colonel on several missions. He is part of the crew of the *Prometheus*.

ASHURIAN

Sir Walter Mathis is a zebra/giraffe hybrid and the leader of the Guardians. His fur pattern has zebra markings with giraffe colors due to his hybrid parentage. Coming from one of the better established families in Ashur he was trained from a young age in swordplay and combat arts.

After a few tours in the military he was recruited by Arandis Scott to head up a new security unit she was developing to combat Talwyn abilities and their agents. He

assumed command of the brand new unit and set about recruiting his first member, Kathris Reinhardt.

He is determined and a skilled strategist.

Lilah Terrance is a female clouded leopard and the second recruit to the Guardians. She joins in the “**Sierra Point**” mission along with the others. She is the second combat oriented member along with Kathris, whom she is directly under in the chain of command.

Quinn Allen is a male quoll with brown hair typically tied back in a ponytail and one of the newer members of the Guardians. He joins the group in “**Sierra Point**” as one of their more technically oriented soldiers.

Kevin Bell is a zebra/fox hybrid with a fox tail and mostly zebra features. One of the newer members of the Guardians he is brought on as additional tactical support to back up Kathris and Lilah on field missions.

Doctor Calais Brightpaw is a short mouse with brown hair. The medical officer assigned to the Guardians it is her duty to monitor the health of the rest of the team, as well as advise on medical matters the group encounters. She is businesslike and logical, always carrying her medical kit with her.

Commander Noah Baker is a corsac fox assigned to the *Vesta*. After his ship retrieved a supply of Talwyn artifacts, he went insane and killed the entire crew of the Ashurian submarine. He is encountered by the Guardians in “**Quantum Fracture.**”

Senator William Lynch is a male okapi and a member of the Ashurian Senate. For reasons unknown he has long been a vocal opponent of the Talwyn nation. He is considered to be a strong frontrunner for the office of the President and is the strongest proponent of continued aggression against the Talwyn.

One of the strongest voices in the war he was the driving force to advise using Talwyn crystals as a source of energy to address their energy crisis. He works closely with Sophie Park and Arandis Scott in furthering his agenda.

He keeps his emotions closely guarded and keeps many secrets.

Sophie Park is a female rat with red braided hair. She is the assistant to Senator William Lynch and is a meek and quiet woman.

Efficient in her work, she carries out Senator Lynch’s orders.

VIRIDIS - Note, Viridis and all of its characters are due to the generous permission of Megan Bryar.

Queen Ciara Lohan is a swift fox/red fox hybrid. She is 30 years old. She is affectionately referred to as Ciara the Bastard out of her hearing. Hailed as the Protector of the City, Ciara is Cearnach's newest queen and quite possibly its most reluctant, though she tries her best not to let her people see that. On the whole, she is much more comfortable working at her forge than sitting on the throne, but now she has the job she is determined to be the best monarch the city ever had. She cares deeply about her people, and she has spent the whole of her adult life trying to bring some kind of peace and order to the island of Viridis. She has strong ties to Oseille, the rabbit kingdom, and she is both the first fox on the island to marry someone of another species, and the first monarch to forge a stable alliance with either of the other kingdoms. She can be a bit hot-headed and impulsive, and she likes to be in the thick of things even when her Generals beg her to show a bit more caution.

Like most of the Kings and Queens of Cearnach before her, Ciara does not go in for too much frippery. Her castle and throne room are fairly spartan and her throne is a fairly plain wooden chair on a low dais. She almost always wears the same red tunic and black trousers that are the uniform of every soldier of the city, and she rarely wears a crown. Her usual badges of office are a gold star pin, as described above, and an arming sword with a few rubies set in the hilt. Cearnach is by no means a poor kingdom, but she prefers that its money goes to practical matters of city upkeep, improvement and defense, rather than wasting it on baubles.

Niamh Lohan is a Cottontail/English Spot rabbit hybrid. She is 28 years old and is Ciara's wife and her closest friend. She and Ciara have known each other since childhood, and Niamh would follow her wife to Hell itself and will always fight by her side when the need arises. She is also an accomplished healer, and has helped patch Ciara back up more times than she likes to think about. She has no actual political power in Cearnach, but as Ciara's wife and as the younger sister of the ruler of Oseille, she is at least respected by the foxes around her. She is more even tempered than Ciara, and she often has her hands full trying to stop Ciara from trying to save the world single-handed.

Alexandra "Bleu" is a 30-year-old gray wolffess. Bleu originally came to the island as something of a refugee. She is the last surviving member of the Southern Alliance, a loose coalition of wolf clans that once existed on the neighboring mainland. The Alliance was wiped out by a rival faction only five years ago and Bleu is reluctant to say much about the matter. She tends to be suspicious of any other wolf she doesn't know, fearing that any one of them might be a member of her enemy, but she remains willing to give them a chance. She is tiny for a wolf, standing at a mere 5'0", which she tends to compensate for by being boisterous and outgoing. She's playful and can be rather silly at times. Like Ciara before her, it took her a little while to adjust to living among rabbits, but she has become quite fond of what she considers to be her new clan and she uses her playful nature to help put them at ease around her.

This isn't to say she can't be serious when the need arises. She was a soldier of the Alliance, obtaining the rank of Captain in the regular army shortly before it was destroyed. She is skilled with a sword, okay with a bow and has a fairly decent grasp of tactics. Along with Deirdre she has helped to form the Oseille militia in order to help defend the city. At present, the militia only has a handful of members, rabbits not being particularly inclined toward fighting, but she remains optimistic.

She is Fiachra's partner (she finds "girlfriend" a rather juvenile term), and, while they do each take the occasional playmate, is fiercely loyal to her. She has an equal fondness for Ciara, who rescued her from drowning shortly after she arrived on the island and who was the first person of a different species that Bleu actually met. If she has a flaw, it's a tendency to react harshly to anyone who mistreats her friends.

She prefers to be called "Bleu" rather than by her first name, and in spite of her fondness for dressing up in ridiculously impractical chain-mail bikinis for a laugh, she wears far more practical armor if she actually expects to go into real combat.

Brigit Cearnach is Ciara's younger half-sister. She is 9 years old. She and Ciara are, respectively, the youngest and eldest of five sisters, but they are the only ones who survived their infancy. Brigit was born nine months after her father's death in battle, and so the only family she has ever known has been her mother, Fithir, and her sister Ciara. Going by the timeline of my current project, Fithir was also killed in battle a little over a month ago, leaving Brigit in Ciara's care as her ward.

The sisters have always been quite close. Even before Fithir's death, Ciara spent a lot of time looking after Brigit and seeing to her education and her general happiness. They first met when Brigit was only a year old, when she was kidnapped by the lynx queen Sabia. Sabia had lost her daughter in the same conflict in which Connor, Ciara and Brigit's father, was killed and, half-mad with grief, she took Brigit with the idea she could raise the child as a replacement for her daughter. She actually took good care of Brigit while the child was in her possession, except that she docked Brigit's tail to try to make Brigit look more like a lynx. Ciara did her best to rescue Brigit without any more fuss than could be helped, but the kidnapping of a member of Cearnach's royal family sparked another war between the foxes and lynxes that cost Sabia her life and has paved the way to the events of my current project. I suppose most of this is irrelevant to your project, but the incident has made Ciara extremely protective of her little sister.

Brigit looks more or less like an ordinary red fox, except for her docked tail and three white star-shaped markings on her forehead and on both shoulders. She is an intelligent child with a strong sense of curiosity and a desire to learn everything she can. She is a bit shy of strangers, and has had limited experience with other species, but she is always happy to make new friends. She's a little sensitive about her tail, and can get embarrassed or upset if people call too much attention to it. In public, she tends to stick close to either Ciara or Niamh, and she is generally shy with adults she doesn't know. She is rather fond of Niamh's half-brother, Seán, looking up to him as a kind of big brother.

Ciara sometimes calls her Pup as an affectionate nickname, but she doesn't like for anyone else to call her that.

Though she has never said so, Brigit is secretly relieved that Ciara took the throne instead of leaving it to her. Princesses get to have more fun, and she wants to be an adventurer when she grows up. To her sister's horror, Brigit is already somewhat skilled in self-defense and is quite capable with a dagger.

Distinguishing features include a pattern of three white stars on her forehead and on each shoulder, and her tail, which is a mere lynx-like stub following an incident where she lost most of it when she was a year old.

Fiachra O'Malley is an Eastern cottontail/English Spot rabbit hybrid. She is 33 years old. Fiachra is the queen of the rabbit city-state of Oseille. Much like Ciara, she is fairly new to the position, having recently taken over from her maternal grandmother Saoirse, though Saoirse only decided it was time to retire and is still very much alive. Unlike most monarchs, Fiachra doesn't have a castle or a fortress, but has her official office in a centrally located town hall. She is assisted by an elected council who advise her and which can govern the city in her absence if need be. Oseille is a baby-step closer to a constitutional monarchy than is typical on the island.

As to personal history, Fiachra is the elder daughter of the O'Malley clan, which was the family that founded the city-state of Oseille. She and her younger half-sister Niamh (Ciara's wife) were raised by Saoirse after their mother was murdered, and she has a very strong sense of family. She's everyone's big sister, which means anyone can go to her for advice or comfort, but also means that she has a bad habit of offering advice unsolicited. She's generally friendly and outgoing, and is often among the first to greet visitors to the city. She has always carried a bit of a torch for Ciara and is quick to give her pretty much anything she wants.

Fiachra's transformation from male to female caused something of a stir on the island, and particularly in Oseille. It has caused a bit of friction among certain factions in the city, meaning there are those who oppose everything she tries to do out of spite. For the most part, however, she is popular as a queen and as a person, and more people support her than oppose her. This is no doubt helped by the fact that she is about the most modest queen you can find. She wears no crown and has no throne or fancy jewelry and she prefers for people to address her by name.

General Nessa is a 39-year-old red fox and head of the army. A rather taciturn vixen, Nessa's whole life revolves around the army and defending her city from any possible threats. She can seem cold and even hostile to outsiders, but she is devoted to her queen and if there's any chink in her armor it's the young princess Brigit, who she adores.

Captain Ivers is a 29-year-old red fox. She is Captain of the Queen's personal bodyguard. Like Nessa, she is devoted to her job, but she is considerably friendlier and

she has an intense curiosity about anything to do with the world outside of her city. She is a competent fighter, but her demeanor is often that of someone ten years younger.

Siobhan McCaffrey is a cream colored rabbit in the Oseille militia. A new recruit, she is in the process of training under Bleu. She is blonde and of slight build. Siobhan is training in sword use and archery. Assigned to guard Bennett when he is taken into custody, she carried out that duty until his escape.

Tess Sullivan – A crimson haired doe with a streak of black hair on one side. Wearing armor designed to allow for freedom of motion, she is charismatic, sultry, and witty. A criminal, her activities often land her in conflict with the law of whatever kingdom she inhabits.

Sean Donovan – A corsac fox, he wears simple leather armor and carries a sword. He killed Connor Cearnach in battle and is known for being a soldier of fortune. Traditionally fighting for anyone with the coin to pay, he is not known for loyalty to anyone but himself.

Ellis Greene – A male kangaroo. He dresses in loose pants and a vest. His hands and feet are wrapped, and he is an expert in knife throwing and hand-to-hand combat. An excellent jumper, he is another criminal on Viridis, known for assassinations and theft.

TIMELINE