



Intro

This is an info sheet on characters, places and factions for [Galactic High](#) that I will be updating when I have the time. It will be barebones by design, to allow you the reader to add your theories and data as the story progresses as comments to this Google Doc. Some information I provide may be unreliable, based only on what you, the reader, know so far. If you think I'm missing something please let me know!

Don't forget to subscribe to my [Youtube Channel](#)

I have Patreon as NetNarrator but not as an author to this HFY series. If you wish to support my many hours of writing and preparing this, [please consider buying me a ko-fi!](#)

If you want to add a comment, highlight the text in the relevant area and hit the blue icon that appears on the side. This will enable you to add things to the side of the main body of text. For the sake of easy reading, please don't try and grammar nazi this unless you get permission from myself!

Also no posting spoilers regarding the current status of characters!

Characters

‘The Group’:

Jack Frost



Species: Human

Class: Unknown (Heavily speculated by readers to be ‘Barbarian’)

Alignment: Neutral Good

Appearance: Caucasian, mid-length messy brown hair, brown eyes. Favours dark clothing, most notably a black hoodie.

Strengths: Survivor, Fortitude, Tactical

Flaws: Hero Complex, Depression, Willing to go out with a bang

Known Wargear:

1x Dominator Photon-Class Handgun - Looted from the Prefect’s Lockup.

~~1x Plasma Rifle (With strap) - Gifted by Nika. Has dropped it more than once.~~

~~1x Axe - Gifted By Nika~~

1x Mastercraft Hoduth Battle axe - Gifted by Ivar Bharzum to replace the one he broke

~~1x Bracer of Shielding - Looted from Xharl during the Oracle Run.~~

1x Shades of Seeing - Looted from The Sister during the Pallid Pit Run.

1x Gauntlet of Flame - Looted from The Brother during the Pallid Pit Run. Partially combined with the BoS

1x Ring of Lesser Restoration - Alleviates the symptoms of fatigue

2x Enchanted Bracers - Reward from Clan Bharzum, possess multiple abilities

1x Heavy Plasma Rifle + Grenade Launcher attachment - Reward from Clan Bharzum

1x Ring of the Berzerker - Reward from Clan Bharzum, unknown abilities

Known Special Abilities:

‘Overcharge’ - A powerful shot of photon energy. Fucks shit up.

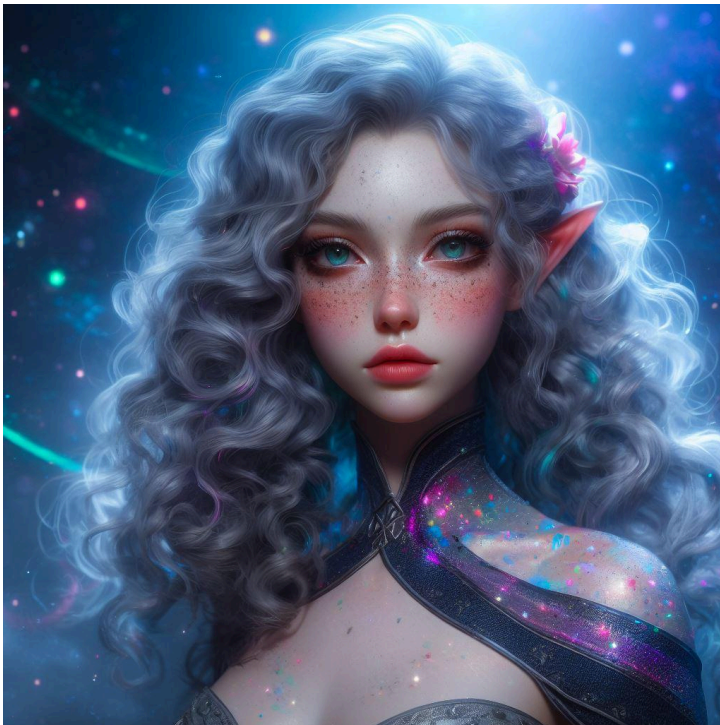
‘Aegis’ - Command word to active Jack’s Bracer of Shielding.

‘Agni’ - Command word to activate Jack’s Gantlet of Flame.

‘Caltrops’ - Command word to summon a handful of caltrops he can use that won’t harm his allies

- Too angry to fall in battle.

Alora Glenphyranix



Species: Eladrie

Class: Cleric (Flame, Light & Life Spheres). Confirmed to worship the Mother Tree and Quemos

Alignment: Lawful Good

Appearance: Light-grey moonlight skin, tall, slender, elfin, light grey, long curly hair with freckles that subtly changes colour.

Strengths: Leadership, Team Mum

Flaws: Honourable

Known Wargear:

Basic clerical gear

2x Wands

1x Ring of Fire Absorption - Looted from Kralk during the Oracle Run.

Known Special Abilities:

'Fireball' - Several varieties, including 'Delayed Fireball'

'Firesnake' - A streak of fire that only hits desired targets.

'Shield of Faith' - Primary defensive spell that shields the caster in a protective sphere. Can be enhanced based on affinity.

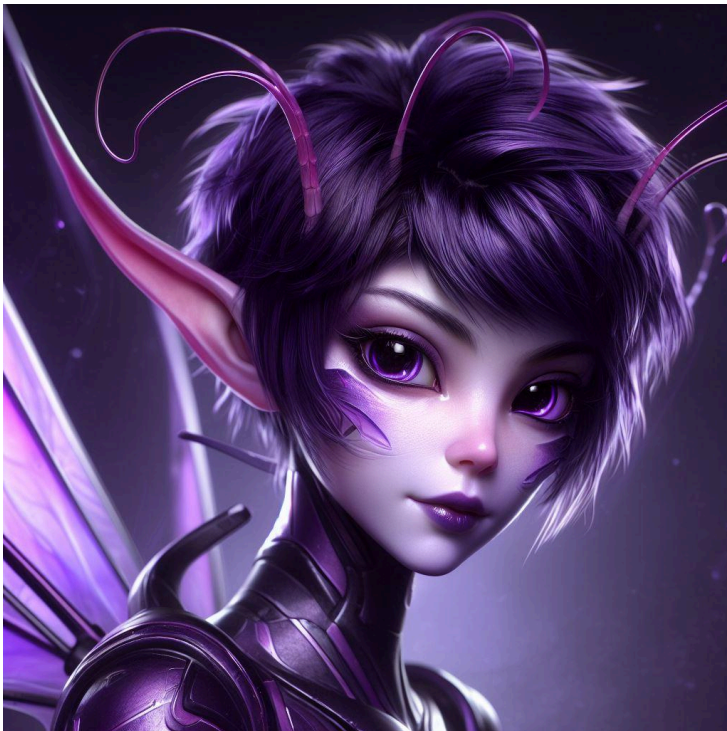
'Levitate' - Float in the air.

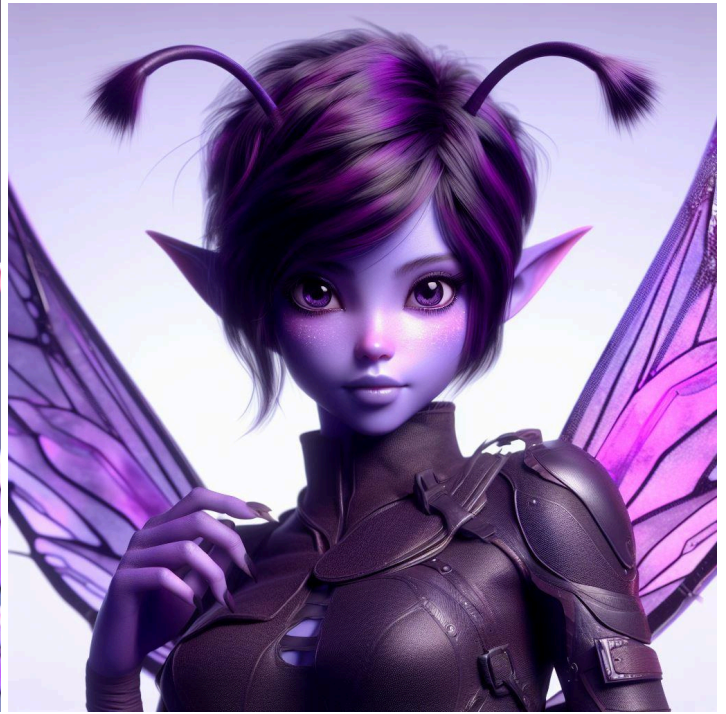
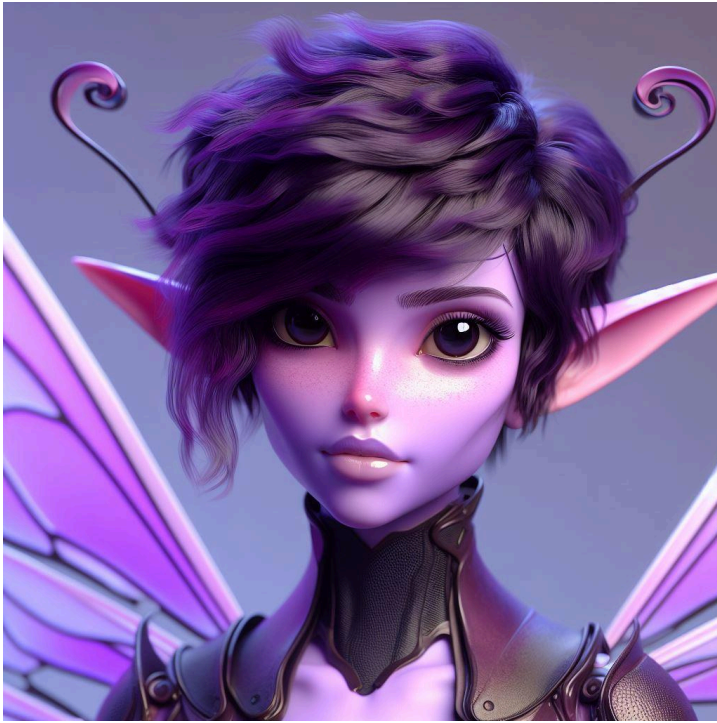
'Plant Control' - Can manipulate plantlife.

'Chains of Light' - Magically shackles an opponent.

'Glitterdust' - Shoots adhesive particles of light that can reveal invisible or concealed foes. Or troll people.

Sephirina 'Sephy' Hawker





Species: Skritta

Class: Infiltrator

Alignment: Chaotic Good

Appearance: Purple skin, light purple translucent wings, large black pupiless eyes, thin antennae curling around dark purple hair in a pixie haircut. Noted to look like a pixie. [More Sephy Art](#) (Thanks kingdomcatfish for the AI!)

Strengths: Loyalty, Tech expert.

Flaws: Greed

Known Wargear:

~~2x Laser-sighted plasma pistols~~

Several Overwatch Drones

1x Smartlinked Plasma Burst Rifle, reduced weight - Reward for coming to the rescue of the Greenwardens during the Oracle Run.

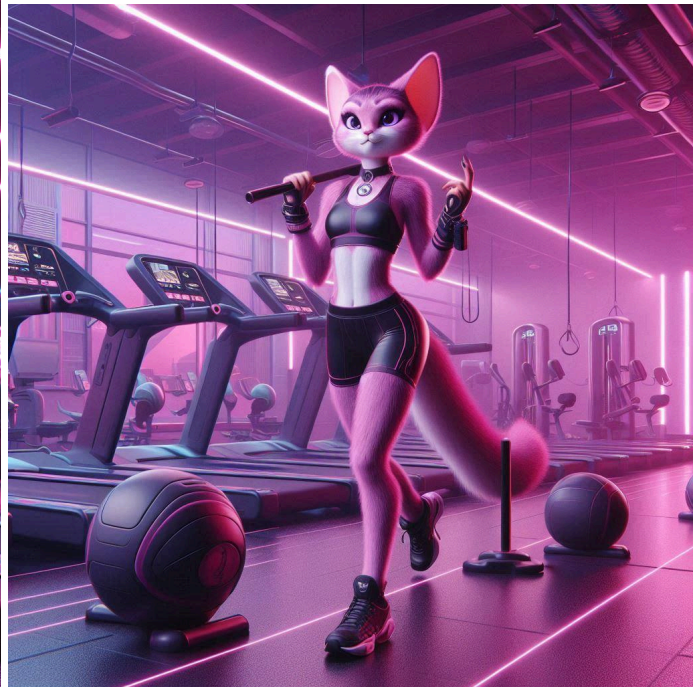
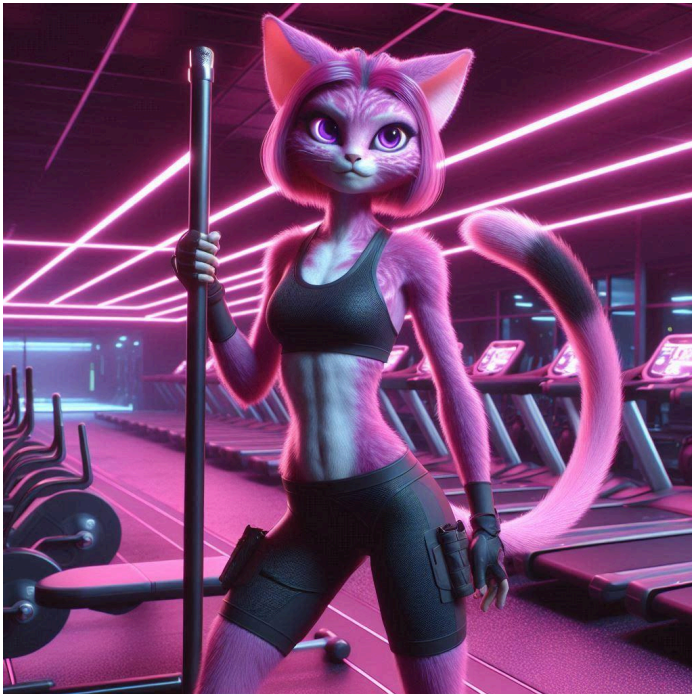
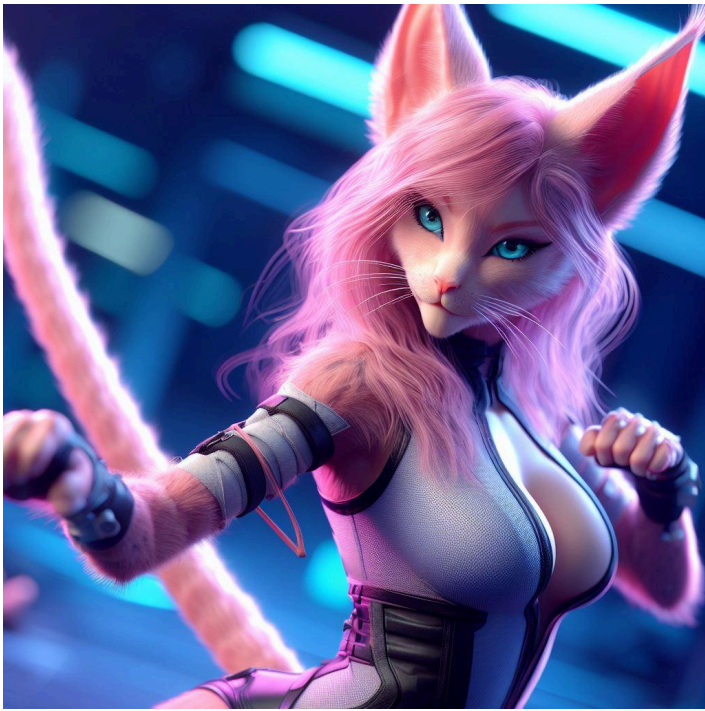
1x Coat of Stealth Camouflage - Looted from The Trickster during the Pallid Pit Run.

2x Ricocheting Plasma Pistols - Looted from The Trickster during the Pallid Pit Run.

Known Special Abilities:

- Able to 'slice' into electronic systems
- Able to 'Cloak' thanks to the Coat of Stealth Camouflage.
- Can more securely shoot from cover thanks to the Smartlinked Rifle, and the Ricocheting Plasma Pistols

Nika Falos



Species: Kizun

Class: Soldier

Alignment: Neutral Good?

Appearance: Pink fur, sharp pointed ears, shortest of the group, long tail. Tempered muscles. Part catgirl, part kangaroo.

Strengths: Always has the back of her friends, Rock of the group

Flaws: Need to prove themselves, Vengeful.

Known Wargear:

1x Collapsable energy-based shotgun

1x Plasma Rifle
1x Plasma Sniper
1x Collapsible bo-staff
1x Exoskeleton
1x Gatling Laser - Looted from Kralk during the Oracle Run.

Known Special Abilities:

- Excellent close-combat specialist

Chiyo Dhasii



Species: Ilithii

Class: Psion

Alignment: Lawful Good

Appearance: Pale blue skin, silvery grey hair and thick glasses, small crystal in her forehead like a bindi in Hindu culture.

Strengths: Knowledgeable

Flaws: Likes unhealthy food.

Known Wargear:

1x Ilithii Psyblade - Gifted to Chiyo before the start of the story by her parents for her Ilithkahl. Potent cutting ability, but runs off intense psionic power.

1x Orb Of Primal Essence - Claimed by Chiyo during the Pallid Pit Run, nothing is known, and it needs to be studied

Known Special Abilities:

'Telekinesis' - Vast ability to move objects and people with a thought.

'Telepathy' - Communicates with her mind.

'Astral Sight' - Can view people's auras in the astral realm.

'Astral Projection' - Can leave her body, move as a disembodied spirit and enter a shared mindscape with another person.

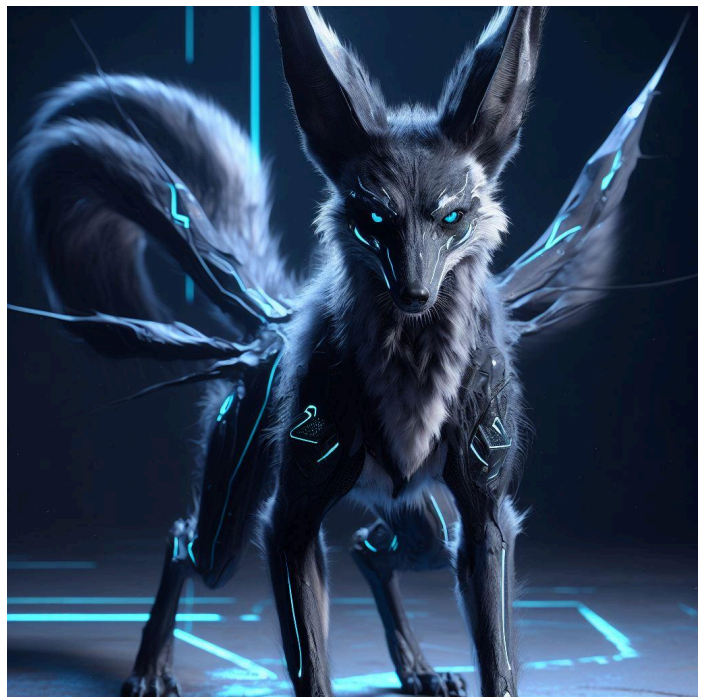
'Parallel Processing' - Can split her consciousness and multitask.

'Psychic Link' - Can forge a mental link with other people

'Water Affinity' - Can infuse her telekinesis with water-based abilities

Dante

(First appears in Chapter 21)



Species: 'Dog'? 'Astartae'?

Class: ?????

Alignment: Neutral Good

Appearance: Knee-height, dark grey mottled fur, twin waggy tails, long pointy ears, neon blue markings when in a combative state.

Strengths: Good boy.

Flaws: Fucking hates Carrow. Pushes himself far too much for those he loves.

Known Wargear:

1x Collar fitted to allow a standard shield generator.

Known Special Abilities:

'Lightning Affinity' - Has demonstrated multiple spell-like abilities focused on lightning.

'Danger Detection' - Knows when shit is about to hit the fan.

'Alarm' - Ability to warn others of danger at a supernaturally long distance.

'Elemental Shield' - Can summon a electrical-based bubble around the group that can resist incoming attacks

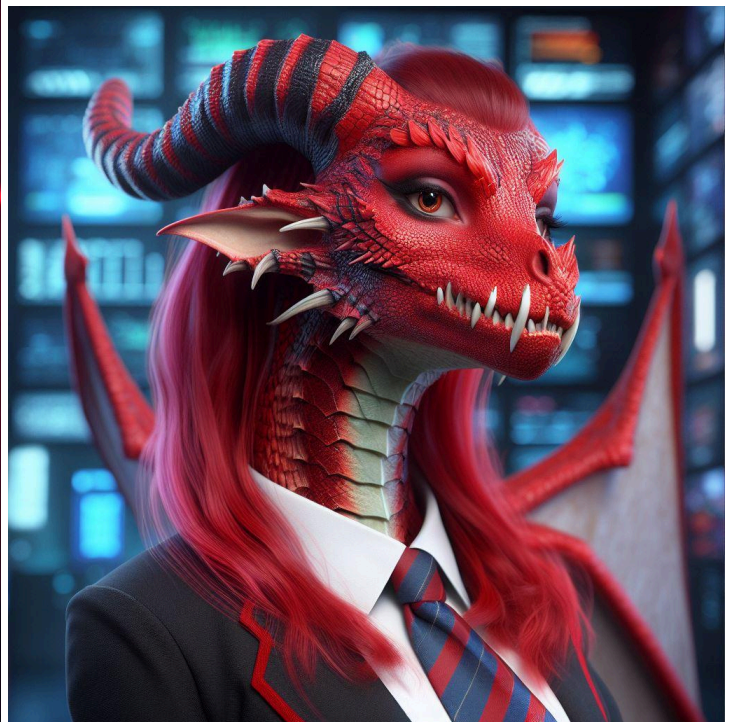
'Tesla Coil' - Can drop an electrical orb that lashes out against attackers that get too close.

- Joined the group during the Oracle Run, continuing to appear multiple times until he officially joined.

Classmates:

Luviannestixxx AKA 'Luvia'

(First appears in Chapter 6)



Species: Red Dragon

Class: ?????

Alignment: Lawful Neutral

Appearance: Rich crimson scales, with a snout, pointy teeth, two large horns and bright red hair. Can change between a humanoid form and her full dragon form.

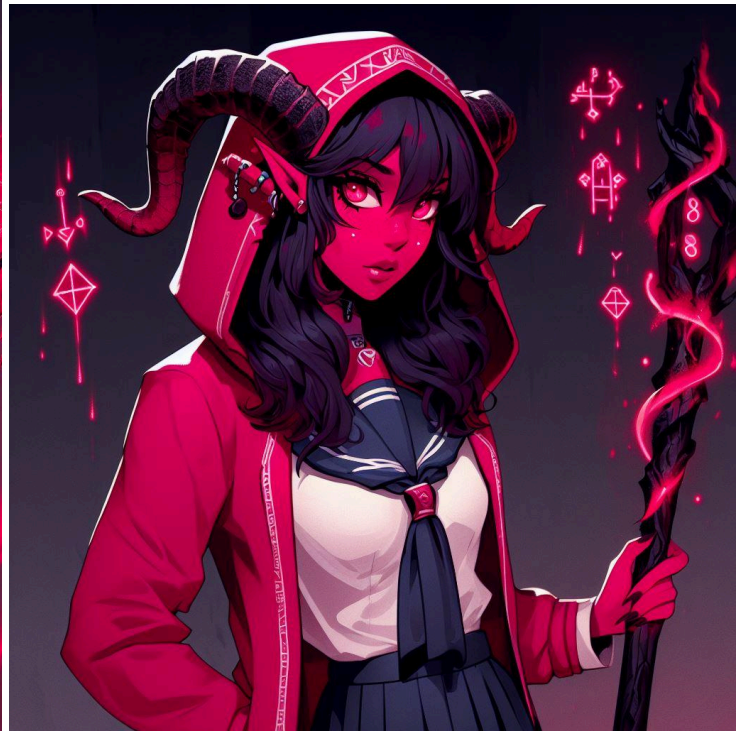
Strengths: Commanding Presence

Flaws: Haughty, Covetous

- Affiliated in a position of influence within the Red Legion
- Captains a rival Deathball team

Nya

(First appears in Chapter 7)



Species: Stygian

Class: Warlock

Alignment: Chaotic Good

Appearance: Reddish pink skin, dark hair and goat-like horns.

Strengths: Secretive

Flaws: Shy

- Summoned a Moringu Demon to derail Master Kull's hazing attempt
- Agreed to teleport the group to the Pallid Pit, no questions asked.

Kritch

(First appears in Chapter 7, by name in Chapter 9)



Species: Lizta

Class: Operative

Alignment: Chaotic Neutral

Appearance: Short, bipedal, grey furred, rat-like.

Strengths: Sneaky, Resourceful

Flaws: Hyperactive

- His clan controls and runs the Tea Garden, a district-wide cafe frequented by the group.
- Warder on the Deathball team

Crill Gwakoo

(First appears in Chapter 7, by name in Chapter 8)



Species: Squarri

Class: ?????

Alignment: ?????

Appearance: Hawk-like avian with spectacles

Strengths: Principled, Honourable

Flaws: ?????

- Protector on the Deathball team

Arlox

(First appears in Chapter 7, by name in Chapter 35)



Species: ?????

Class: ?????

Alignment: ?????

Appearance: Blue-skinned, aquatic

Strengths: ?????

Flaws: ?????

- Protector on the Deathball team

Bharzum Triplets (Sveta, Greta, Loretta)

(First appears in Chapter 7, by name in Chapter 11)



Species: Hoduth

Classes: ?????

Alignment: Lawful Neutral

Appearance: Squat, brown skinned, with blond hair. Entwines jewellery within their hair as a status symbol. Sveta is taller, Greta is chubbier and Loretta has bigger...assets.

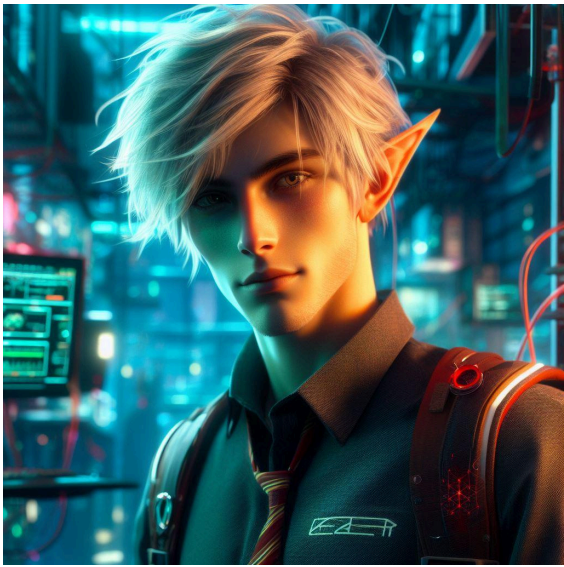
Strengths: ?????

Flaws: Lust

- Always seeking suitable matches for 'Mating Rights'

Vaal

(First appears in Chapter 8)



Species: Eladra

Class: ?????

Alignment: ?????

Appearance: Similar to an Eladrie, grey skin and elf-like without any nature motifs.

Strengths: Born Leader, Suave

Flaws: ?????

- Captain of Jack's Deathball team as a Warder
- Leader of a Red Legion aspirant squad

Plooderoo

(First appears in Chapter 8)



Species: Ploothe

Class: Vanguard

Alignment: ?????

Appearance: Hulking, aquatic, exoskeleton of coral, arms with thick armoured plates and several tentacles

Strengths: ?????

Flaws: ?????

- Keeper on the Deathball team

- Red Legion Aspirant

Kizzarith

(First appears in Chapter 8)



Species: Anicite (Leethlux Hive)

Class: ?????

Alignment: Chaotic ?????

Appearance: Insectoid, sharp pincers, barbed legs

Strengths: Joker

Flaws: Inept

- Charger on the Deathball team

- Red Legion Aspirant

Vanya Salahara

(First appears in Chapter 11)



Species: Chuna

Class: ?????

Alignment: ?????

Appearance: Thicc bunny girl, light chocolate coloured thick fur, with a long pair of floppy ears dropping behind her back.

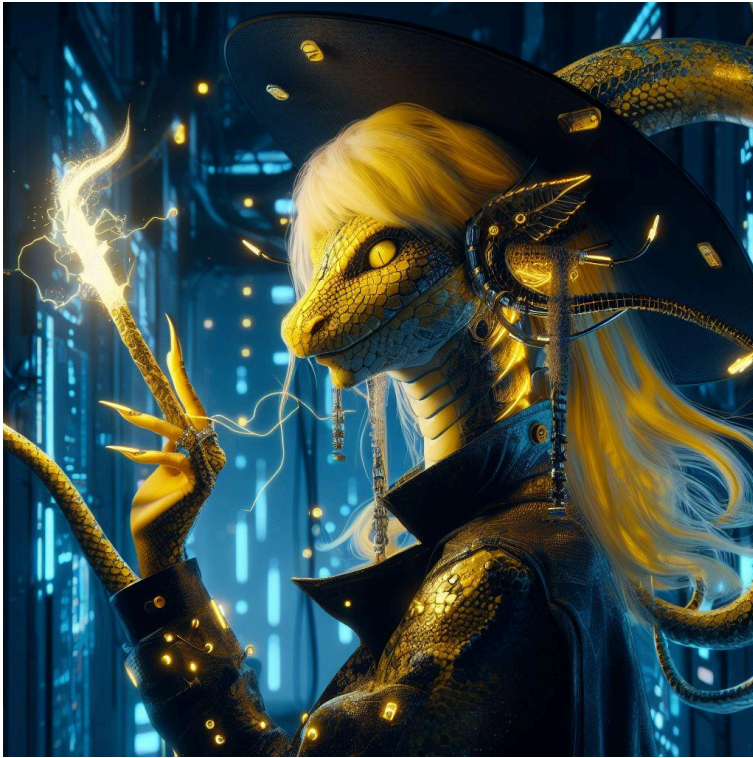
Strengths: ?????

Flaws: Lust, Lightweight

- Good friends with Svaarti
- Promising Journalist

Svaarti

(First appears in Chapter 11)



Species: Nirah

Class: Arcanist

Alignment: Neutral Good

Appearance: Yellow serpentine body, golden hair, spectacles

Strengths: ?????

Flaws: Loyal to Svaartal

Known Wargear:

1x Golden Staff of ????? (Given by Svaartal in Chapter 36, inherited from mother.)

Known Special Abilities:

‘Acid Spray’ - Racial ability of Nirah to spit a small cloud of acid.

‘Stunbolt’ - Equivalent of a basic punch...normally

‘Ward of Shielding’ - Creates a protective field with additional effects depending on friend or foe.

‘Arcane Portal’ - Creates a portal to a designated point on the same plane within a certain distance

‘Dimensional Rift’ - Ability to store and recall items in a personal demiplane.

- Has a familiar called T’Chika

- Heroically saved many during the Killer Clown’s attack on the Clan Bharzum Party at a severe cost to her own health.

Rayle

(First appears in Chapter 11)



Species: Squa'Kaar

Class: Druid

Alignment: Neutral

Appearance: Short, androgynous gecko-like biped.

Strengths: ?????

Flaws: ?????

Zayle

(First appears in Chapter 11)



Species: Squa'Kaar

Class: Shaman

Alignment: Neutral

Appearance: Short, androgynous gecko-like biped.

Strengths: ?????

Flaws: ?????

- Can summon and is attuned to multiple elemental spirits
- Can grow a penis

Rena

(First appears in Chapter 12, First mentioned in Chapter 8)



Species: Vulsta
Class: Monk
Alignment: Lawful Neutral

Appearance: Yellow fur, fox-like

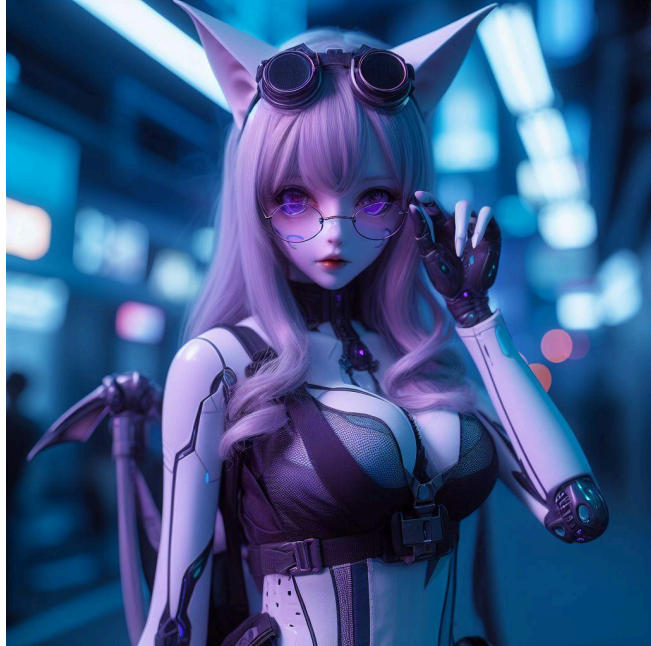
Strengths: Disciplined

Flaws: Unlikable

- Best friends with Nya

Zook

(First appears in Chapter 41, by name in Chapter 48)



Species: Strallea

Class: Unknown, but has displayed an affinity for tech

Alignment: ?????

Appearance: 'bat-like alien with goggles'

Strengths: ?????

Flaws: ?????

Klikko

(First appears in Chapter 41, by name in Chapter 48)



Species: Kunee
Class: ?????
Alignment: ?????
Appearance: Arachnid 'a bulky student on six spindly legs'
Strengths: ?????
Flaws: ?????

Pridra

(First appears in Chapter 41, by name in Chapter 48)



Species: ?????
Class: Witch (Earth Specialty)

Alignment: ?????

Appearance: ' a timid looking yellow-skinned biped who had summoned some shimmering brown robes'

Strengths: ?????

Flaws: ?????

Karzen and Bentom



Species: ?????

Class: ?????

Alignment: ?????

Appearance: '...two tough looking armadillo-like beings...'

Strengths: Can roll into a ball and move at speed.

Flaws: ?????

Obeda

(First appears in Chapter 58)



Species: ?????

Class: Sorcerer

Alignment: ?????

Appearance: *'The closest thing Jack could describe them as was some kind of feathered serpent from aztec mythology on earth, naturally floating off the ground through some aspect of their biology, likely as an offshoot of their natural affinity for sorcery'*

Strengths: Naturally strong magical combatant

Flaws: Survivor's Guilt, Depression

Hessia



Species: ?????

Class: ?????

Alignment: ?????

Appearance: *'a shorter insectoid being, with slightly iridescent green chitin, six eyes and long, spindly arms that easily reached to the ground, allowing her to walk like a gorilla.'*

Strengths: Skilled and enthusiastic seamstress

Flaws: Civilian

Antagonists:

Svaartal

(First appears in Chapter 6, by name in Chapter 7)



Species: Nirah

Class: Magus

Alignment: Neutral Evil?

Appearance: A yellow serpent, with golden hair, and spindly arms.

Strengths: Will to Power

Flaws: Hateful, Paranoid, Trauma

Known Wargear:

1x Spellstriker Sword of ????? - Potent and has the ability to shoot arcs of energy with each swing

1x Sniper Rifle, with Concussive Sonic Rounds - No effect on Jack, but works on Klowns

1x Heavy Repeating Drow-Forged Crossbow - Packs a punch

1x Jetpack - Allows flight

1x Riverspray Ring - Shoots a heavy cloud of misty water

1x Ring of Featherfall - Slows down fall speed to a safe level.

1x Belt of Morphing - Can change clothing at-will.

~~1x Wand of Sleep~~

Many Knives of Disruption - Can telekinetically hone-in with a command word, either individually or all at once.

Known Special Abilities:

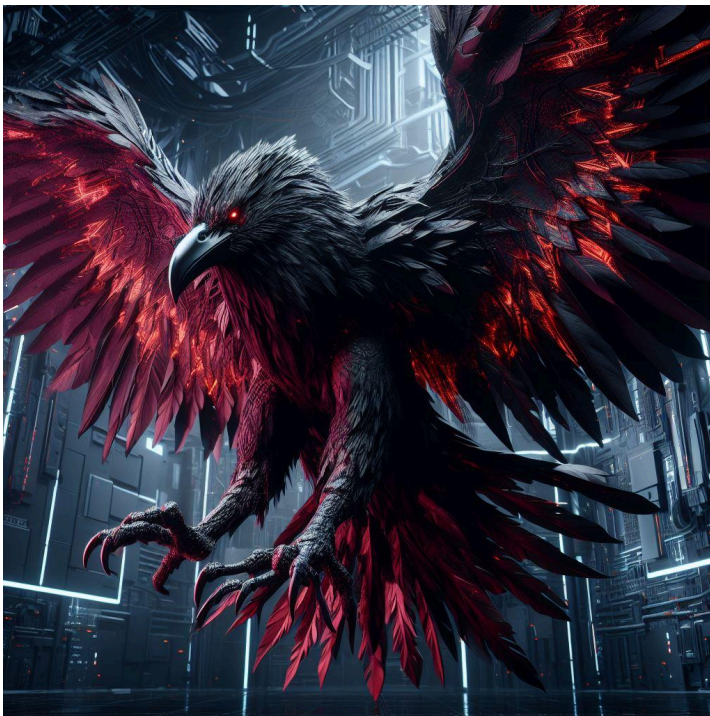
'Dimensional Rift' - Ability to store and recall items in a personal demiplane.

'Acid Spray' - Racial ability of Nirah to spit a small cloud of acid.

'Razor Tongue' - Manipulable tongue that can lash out and cut.
'Arcane Ward' - Shielding spell
'Arcane Portal' - Creates a portal to a designated point on the same plane within a certain distance/
'Sleeveash Venom' - A potent poisonous bite...to most species
'Fireball' - What do you think?
'Acid Blast' - An globe of acid that explodes when detonated
'Grease' - Cast a slippery trip-hazard that is flammable
'Mirror Image' - Creates decoys of the caster
'Cloak of Terror' - Creates an aura that causes weaker-minded foes to run away from the caster.
'Force Wall' - An invisible wall
'Invisibility' - Turns invisible
'Glitterdust' - Shoots a bright, clingy powder
'Sonic Scream' - Loud high-pitched sound that can heavily debilitate foes
'Magic Missile' - Blue bolts of light that can home in and hit with the force of a mid-strength punch
'Kinetic Shield' - Can absorb energy and release it as an attack.
'Hyper Blast' - A powerful single-target spell that smashes into a target with a mighty force.
'Horrid Wilting' - A gas that rips moisture from wherever it hits. Very lethal. Very Painful.

Carrow

(First appears in Chapter 39, by name in Chapter 49)



Species: ?????

Class: ?????

Alignment: Neutral Evil?

Appearance: *'In front of him stood a large bird-like creature, about a meter tall with obsidian feathers black as night with a red tint like burning embers, thick, powerful wings of perfect muscle, and honed, sharp talons of dark steel. With a serrated beak of razor teeth it spoke...'*

Strengths: Fanatically loyal to master.

Flaws: Fucking hates Dante. Can be knocked out of the air.

- Familiar of Svaartal

Master Kull

(First appears in Chapter 8)



Species: ?????

Class: Vanguard

Alignment: Lawful Evil

Appearance: Reptilian, huge with brown scales, jagged teeth like a sharks and covered in jagged armour, complete with actual skulls on his shoulders acting as pauldrons holding a tattered red cloak, and a red armband similar to those worn by Red Legion aspirants.

Strengths: Highly dangerous combat veteran

Flaws: Unhinged

Known Wargear:

1x Magical Hammer AKA 'The Captain'

Izadora Mal'Kar

(First appears in Chapter 12)



Species: Drow

Class: Priestess

Alignment: Lawful Evil

Appearance: Black leather armour, with dark skin, elongated ears and white hair. Shorter than her brothers, sharp, cruel features, hair tied back in a tight ponytail, and carrying a gnarled, dark obsidian staff.

Strengths: ?????

Flaws: ?????

- Matriarch of the holdings of House Mal'Kar on the Ring.

Kravel Mal'Kar

(First appears in Chapter 12)



Species: Drow

Class: Sorcerer

Alignment: Lawful Evil

Appearance: Black robes, with dark skin, twin to Soren, long flowing white hair. Likes to play with magical black flames.

Strengths: ?????

Flaws: Incel

- House Wizard

Soren Mal'Kar

(First appears in Chapter 12, by name in Chapter 32)



Species: Drow

Class: Slayer

Alignment: Lawful Evil

Appearance: Black leather armour, with dark skin, elongated ears. Handsome, twin to Kravel, long flowing white hair. Likes his whip and other weapons.

Strengths: Effective leader

Flaws: ?????

- Raid Leader

Dextra Mal'Kar

(First appears in Chapter 60, by name in Chapter 61)



Species: Drow

Class: Technomancer

Alignment: Chaotic Evil?

Appearance: ...despite the slim, athletic build similar to most of the other Drow, Jack could see several school uniform violations, with the thin, high-collared black leather-like jacket, with interwoven silvery circuitry that appeared functional being the most blatant, and several dyed strands of light purple amongst her naturally white long hair... and Jack saw the traces of several neon circuitry designs peek up from the collar of her school uniform....

Strengths: ?????

Flaws: Undisciplined

- Refers to Izadora as 'Chief Queef'

Ull Mal'Kar

(First appears in Chapter 12, by name in Chapter 33)



Species: Drow

Class: ?????

Alignment: ????? Evil

Appearance: A muscled hulking brute with short flat topped hair, carries an assortment of weapons

Strengths: ?????

Flaws: ?????

Vaetrix Mal'Kar

(First appears in Chapter 78, by name in Chapter 77)



Species: Drow

Class: Solarian

Alignment: ????? Evil

Appearance: *'...piercing red eyes...'* *'Though Svaartal knew Izadora was in command, Vaetrix looked every part the superior of the two, garbed in a set of intricately woven spiked obsidian plate armour that clung to her body like a second skin.'*

Strengths: ?????

Flaws: ?????

Jizziell Mal'Kar

Species: Drow

Class: ?????

Alignment: Lawful Evil

Appearance: *'...a thin, lanky male in a brown hood, twin chakrams within easy reach at his waist...'*

Strengths: ?????

Flaws: ?????

- Promising officer of House Mal'Kar

The Killer Clown

(First appears in Chapter 15)



Species: ?????

Class: ?????

Alignment: Chaotic Evil

Appearance: Insanely massive and obese, floppy brown shoes, a pair of trousers with all manner of patchwork adorning them, a tattered purple and yellow polkadot shirt and blazer combo, a top hat, white-powdered face and the widest blood-dripping grin of sharp teeth

Strengths: ?????

Flaws: ?????

- Holy fuck lol
- Speaks **entirely** in rhyming verse
- Currently the 8th highest bounty on Hive Station Bastilla

(An interpretation of The Killer Clown! Thanks LeeGS3!)



The Butcher



Species: Balnath

Class: Berserker

Alignment: Chaotic Evil

Appearance: *'...a hulking reptilian with natural bone spikes that had clearly been artificially sharpened to a point. The thick, heavy armour they wore looked like corroded scrap, and the painted burning skull on the chestplate was a dead giveaway that they belonged to the Cult of the Destroyer.'*

Strengths: ?????

Flaws: ?????

- Cultist of The Destroyer
- Attempted to kill Jack during the Pallid Pit run.

The Trickster



Species: ????? Wight (Undead)

Class: Gunslinger

Alignment: Chaotic Evil

Appearance: *'The pale, gaunt face of the undead woman with long white hair effortlessly spun her heavy pistols in her hands with an evil grin, her tattered blue coat swaying with the slight breeze of the Gloom Paths.'*

Strengths: Has a phylactery that enables them to escape death, effectively making them immortal while it exists.

Flaws: ?????

- Cultist of The Destroyer
- Attempted to kill Sephy and Nika during the Pallid Pit run.

The Prophet



Species: Stygian

Class: Oracle of The Destroyer

Alignment: Chaotic Evil

Appearance: *'...marked with vicious scars and burns, with several chunks of their body missing altogether.'* The missing parts were changed for cybernetics

Strengths: Manipulative, deceptive

Flaws: Deluded

- Cultist of The Destroyer
- Associate of Malakiel

Dubakuu



Species: ?????
Class: Necromancer
Alignment: Chaotic Evil
Appearance: Hateful toad-like being.
Strengths: ?????
Flaws: ?????

~~4x Gloom Cauldron~~ Claimed by the group.

Malakiel

Species: ????? (Believed to be an AI)
Class: ?????
Alignment: ????? Evil
Appearance: ?????
Strengths: ?????
Flaws: ?????

- The group has encountered many of their minions...
- Currently the 6th highest bounty on Hive Station Bastilla

Dr Reyazz Grine



Species: ?????
Class: Alchemist
Alignment: Neutral Evil

Appearance: *'Shorter than he was and covered in dirty leathers and rags, the Vivisectionist had a sharp, angular, heavily scarred face twisted into an evil scowl, with pale white skin like a corpse amplifying his hateful yellow eyes and unkept, bright-red hair.'*

Strengths: High level of intelligence. Many fear him.

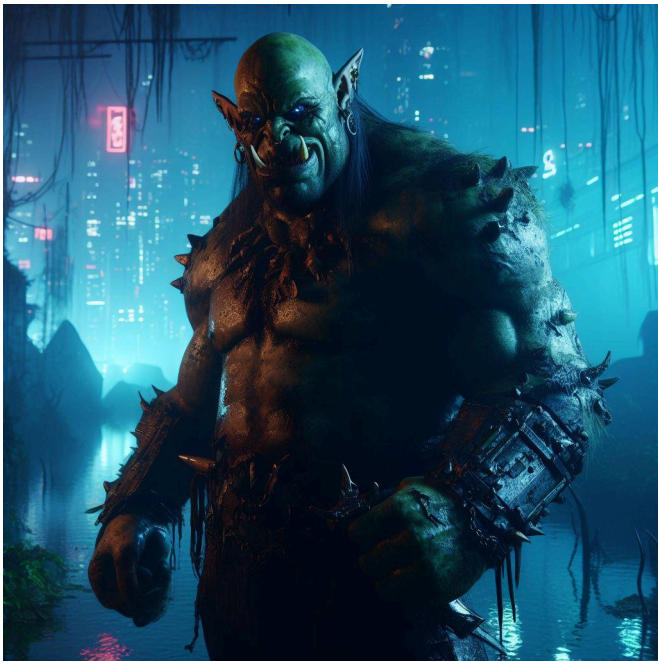
Flaws: ?????

- Fought Jack and escaped
- 'List of main offences include body-snatching, torture by way of vivisection and mass murder, including that of children.'
- One fucked-up dude

(Herolab fan-made creation. Thanks LeeGS3!)



The Laird



Species: Ogar

Class: ?????

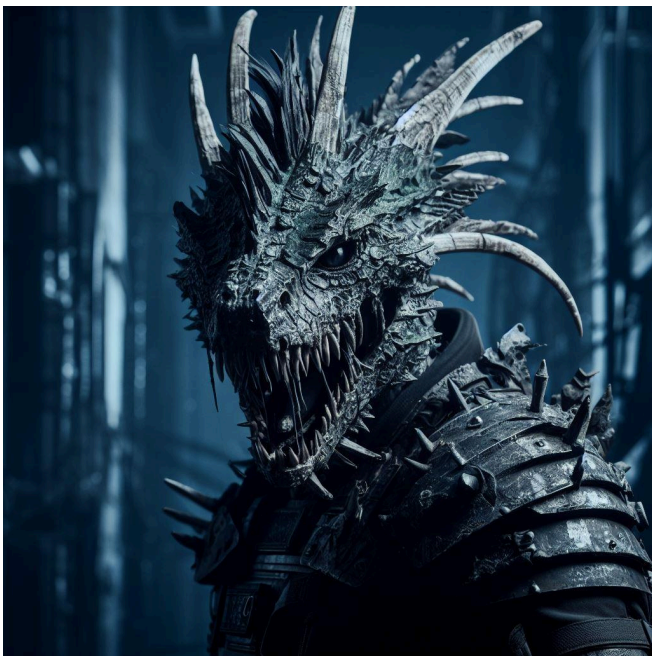
Alignment: Neutral Evil

Appearance: Green-skinned hulking giant.

Strengths: MAXIMUM OGRELOAD!!!!!!

Flaws: Easily tricked,paranoia

Braska



Species: Balnath

Class: Berserker

Alignment: Chaotic Evil

Appearance: *'Confidently striding in, wearing thick, heavy combat armour walked a hulking reptilian being, a head taller than Svaartal with bone spikes that had been sharpened to wicked points. Her scales were covered with an assortment of scars, burns and tattoos of questionable quality. A large and powerful plasma rifle was slung on her shoulders, but Svaartal knew that it could be brought to bear at a moment's notice.'*

Strengths: A powerful juggernaut in battle

Flaws: Heavy dependency on drugs

The Redeemer (The Actual One)



Species: Ogar

Class: ?????

Alignment: Lawful Evil

Appearance: *'A large, tan-skinned, bare-chested figure stomped into view. As they grabbed the camera with a powerful, meaty fist and brought it to their stern face, Jack could see that it was an Ogar, with a beard that almost reminded him of Gerard Butler's Leonidas.'*

Strengths: ?????

Flaws: ?????

Yixx



Species: ?????

Class: Gunslinger

Alignment: Chaotic Evil

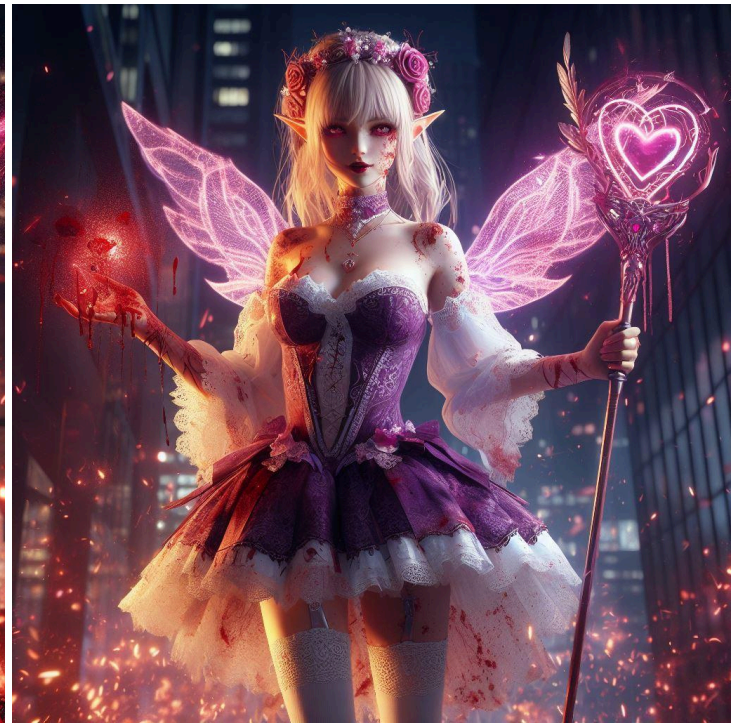
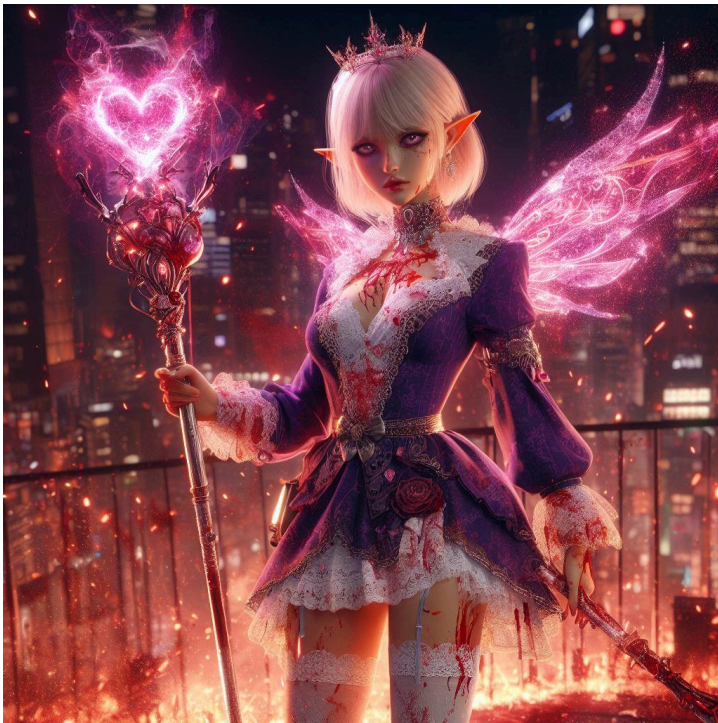
Appearance: Standing in the middle of a host of dead bodies like an avatar of slaughter, the cackling figure was bipedal and pale-grey skinned, with blue markings along their body that could have been natural for their species or tribal tattoos, the same colour at the bundle of faded blue dreadlocks that draped off the ground behind them as they advanced forward, seemingly uncaring as she let loose with a hailfire of rounds from her twin rapid-fire plasma sprayers. Wearing a loose patchwork of leathers with a half-metal faceplate, they did not appear particularly capable of taking hits.

Strengths: ?????

Flaws: Lack of situational awareness, Insane

- Associate of Braska

Cecily 'Slaughtergal' Corvin



Species: ?????

Class: Magical Girl

Alignment: Chaotic Evil. God Help You.

Appearance: ...Wearing a tiara, purple cocktail dress and white stockings, Fotonato had always assumed the figure to be an Eladrie, but up close saw that this didn't seem to be the case. The well-groomed hair of the girl was more blond, the fair skin was nowhere near pale enough, and that wicked grin had no place on the mouth of any Eladrie she had ever met...

Strengths: ?????

Flaws: ?????

- A resident 'superhero' of Corvin Enterprises

Skitterdeath



Species: ?????

Class: Slaughterer

Alignment: Chaotic Evil

Appearance: *'...a hulking figure emerged from the newly gathered. The grotesque, rat-like monster with matted, oily black fur was a tower of thick, scarred muscle and gruesomely effective cybernetics that sneered down at The Trickster with glowing crimson cyber-optics...'*

Strengths: ?????

Flaws: ?????

- A powerful combatant within the Cult of the Destroyer

Lameth



Species: ?????

Class: ?????

Alignment: Neutral Evil

Appearance: *'...his form shifted back into its true appearance, his robes fell to the side alongside the dripping grey ichor of his transformation, falling to be washed away by the waves. Floating with potent telekinetic power, his large serpentine, tentacled form lazily moved forward, malevolent eyes gleaming like moonlight before diving deep...'*

Strengths: Supernaturally potent shapeshifting and deception

Flaws: ?????

- Has some kind of allegiance with Malakiel, and with the Cult of the Destroyer

Notable Characters:

High Priestess Cornelia



Species: Vriwul

Class: Paladin of Astara

Alignment: Neutral Good

Appearance: About 4 feet tall covered in short, thick brown fur that is visibly turning grey with age. Wolf-Like.

Strengths: ?????

Flaws: ?????

- 1st friendly sentient non-human Jack met, rescuing him when he first arrived in the Pallid Pit.
- Head of the Church of Astara on the Ring.

Inquisitor Faegleal



Species: ?????

Class: Inquisitor of Astara

Alignment: ????? Good

Appearance: Honey badger looking woman

Strengths: ?????

Flaws: ?????

- Head of the Church of Astara's Covert Ops and Investigation on the Ring.

The Headmaster



Species: Lich

Class: Archmage

Alignment: Lawful Neutral

Appearance: ...a stern skeletal looking creature that towered over him and seemed to hate and talk down to everybody...

Strengths: Can talk for hours, very powerful wizard

Flaws: Boring

Mr Sparrel



Species: Squarri

Class: ?????

Alignment: Neutral Good

Appearance: Hawk-like avian with spectacles, with brown feathers that were turning grey, dressed in finery with a broadsword strapped to his hip.

Strengths: ?????

Flaws: ?????

- History Teacher
- The Group's favourite teacher
- Used to be a Starseeker
- Told Jack about the Oracle

Mrs Shlart



Species: Vivren

Class: ?????

Alignment: Lawful Neutral

Appearance: Lanky, White scaled.

Strengths: ?????

Flaws: ?????

- The groups Form Teacher.
- Likes to give DETENTION!

Devil's Daughter

(First appears in Chapter 15)



Species: Stygian

Class: Warlock

Alignment: Chaotic Good

Appearance: A tall, red-skinned goat-horned woman in flowing black robes wielding a black staff.

Strengths: ?????

Flaws: ?????

- Local, highly respected vigilante
- Repelled the Killer Clown's 1st attack on the city.
- Falsely believed to be targeting Jack before the Pallid Pit Run.
- Assisted the group during the Pallid Pit Run.
- Her identity has been revealed to the readers...

Sentinel Zhill



Species: ?????

Class: ?????

Alignment: Neutral ?????

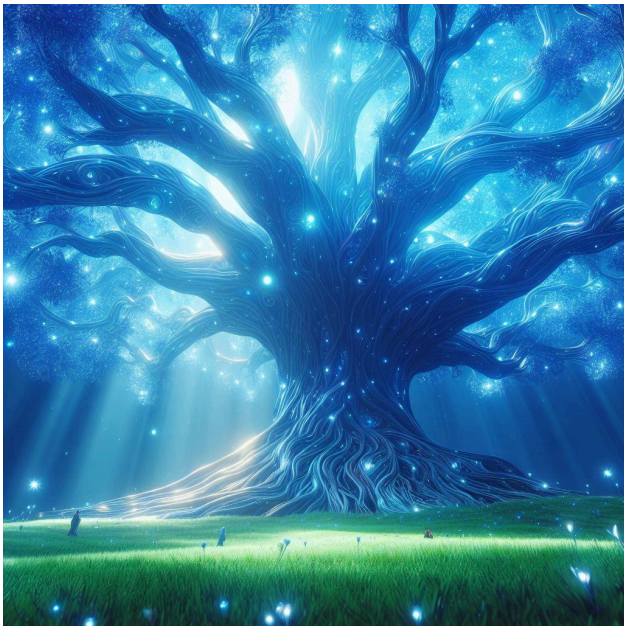
Appearance: Moth-like alien

Strengths: ?????

Flaws: ?????

- Surviving ranking Greenwarden at the Oracle's Enclave after Dubakuu's Assault.

The Oracle



Species: Elder Tree

Class: ?????

Alignment: True Neutral

Appearance: A huge, bountiful tree with bright blue leaves that lights up the entire chamber they reside in

Strengths: ?????

Flaws: ?????

- Thoroughly corrupted by an unknown and powerful third party before Jack and Dubakuu arrived.
- Unable to provide Jack with answers

Killer Kush

Species: Dresqox

Class: Dervish

Alignment: Chaotic Neutral

Appearance: Kermit the Frog with two samurai swords smoking a blunt

Strengths: Can survive against all odds, or even return from the dead!

Flaws: ?????

- Real name is Ke'Ritte Grenwa'Cha
- ~~- Killed when Jack threw him out of a high storey window during a Deathball game in Chapter 41~~
- ~~- "IS THAT KERMIT THE FROG WITH TWO SAMURAI SWORDS SMOKING A BLUNT?!?"~~
- Broooooooooooooo
- ~~- Killed by Dr Grine during the Klown assault on Outpost Khundohr during the party.~~
- Recently had an unsuccessful job interview with House Mal'Kar

(Picture For Reference)



(And Something Else from the discord! Thanks Uncle Iroh!)



Grandmaster Ilvella



Species: Stygian

Class: Monk

Alignment: Lawful ?????

Appearance: ?????

Strengths: ?????

Flaws: ?????

Vetch Ashtail

(First appears in Chapter 20, by name in Chapter 66)



Species: Lizta
Class: ?????
Alignment: ????? Neutral
Appearance: Elderly ratfolk/skaven
Strengths: ?????
Flaws: ?????

Sable Krynn

Species: ?????
Class: ?????
Alignment: ?????
Appearance: ?????
Strengths: One of the best private detectives on the Ring
Flaws: ?????

- Famous Starseeker with an interest in Jack

Commander Cocaine

(First appears in Chapter 75)



Species: ?????

Class: Paragon

Alignment: Chaotic Neutral

Appearance: *'The camera zoomed in on a large biped walking to the podium. With greenish grey skin and several bone plates protecting their maw, the mean-looking, aquatic-looking warrior was wearing a full set of lithe combat armour that hugged his large frame, with an oversized pair of goggles and a plain white bandana.'*

Strengths: Cocaine

Flaws: Cocaine

HashBash

(First appears in Chapter 94)



Species: ?????

Class: Barbarian

Alignment: Chaotic Neutral

Appearance: *'...a huge, hulking green brute carrying some kind of gigantic club...'*

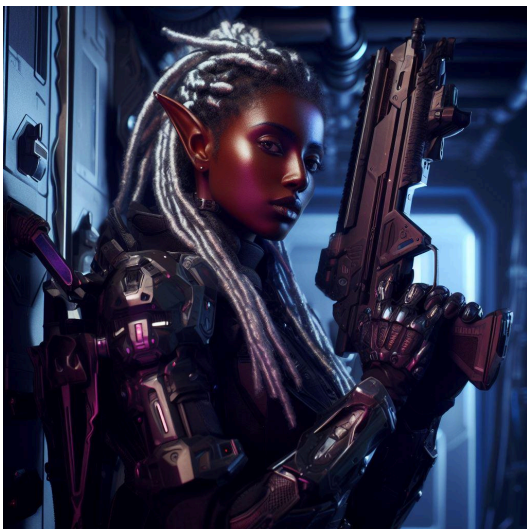
Strengths: ?????

Flaws: ?????

- Cocaine Crusader Officer

Sigrin Bharzum

(First appears in Chapter 48, by name in Chapter 52)



Species: Hoduth

Class: Envoy

Alignment: Lawful Neutral

Appearance: Young adult Hoduth, wearing a cloak with Clan Bharzum's sigil

Strengths: Natural leader

Flaws: On the young side

- Older sister to the triplets
- Acting Elder of Clan Bharzum

Ivar Bharzum



Species: Hoduth

Class: Soldier

Alignment: Lawful Neutral

Appearance: Male Hoduth officer

Strengths: Experienced in the field and a good commander

Flaws: ?????

- Captain of a High Threat Response Team

'Tagrilla'



Species: Lizta

Class: Code Slicer

Alignment: True Neutral

Appearance: Unusually tall for his species

Strengths: Well Established and Connected

Flaws: Treacherous

- Likes Energy Drinks

Kobrah



Species: ?????

Class: ?????

Alignment: ?????

Appearance: ...a shiny green alien with bulging muscles, wearing nothing but a thin beige t-shirt and black trousers. As he approached Jack, he looked at the human emotionlessly from behind a large, thick pair of sunglasses, before wiping a bead of sweat off their bald head and pulling out a large cigar, lighting it and taking a smoke.

Strengths: ?????

Flaws: ?????

- Some kind of trafficker

Others:

(This covers the basic lore of other characters mentioned in the story but not appearing or having a major presence currently in the story.)

Svaarvali

Species: Nirah

Class: Magus

Alignment: Neutral Good

Appearance: ?????

Strengths: Legendary Hero

Flaws: ?????

- Mother of Svaartal and Svaarti
- Died in the Demonfire War

- Left quite the inheritance for her children, but was claimed by their father.

Svaarzhul

(First mentioned in Chapter 39)

Species: Nirah

Class: ?????

Alignment: ?????

Appearance: ?????

Strengths: ?????

Flaws: ?????

- Mentioned in Svaarvali's letter as Svaartal's uncle.

Zhal Han the Magic Man

Species: ?????

Class: 'Monk'

Alignment: Neutral Evil

Appearance: ?????

Strengths: 'Believes in himself...'

Flaws: Utterly useless in an actual fight

- Fake martial artist that tried to claim Jack's bounty during the Oracle Run.
- Ass thoroughly and publicly kicked by several legitimate martial artists, most recently by Nika.

The Redeemer (The Fake One)



Species: ?????

Class: ?????

Alignment: Chaotic Evil

Appearance: Severely morbidly obese avian. Wearing ill-fitting tacti-cool gear. Carries a big stick.

Strengths: ?????

Flaws: LOOK HERE! LOOK LISTEN!

- LOOK HERE! LOOK LISTEN!

- Tried to claim Jack's bounty during the Oracle Run.

- "I REALLY WANT THIS BOUNTY MONEY MAN. I WANT IT SO FUCKIN BAD! I JUST CAN'T DO IT I CAN TAKE THIS SHIT NO MORE MAN!"

Xharl



Species: Xarak

Class: ?????

Alignment: Evil ?????

Appearance:

Strengths: Wound Regeneration

Flaws: ?????

- Tried to claim Jack's bounty during the Oracle Run.

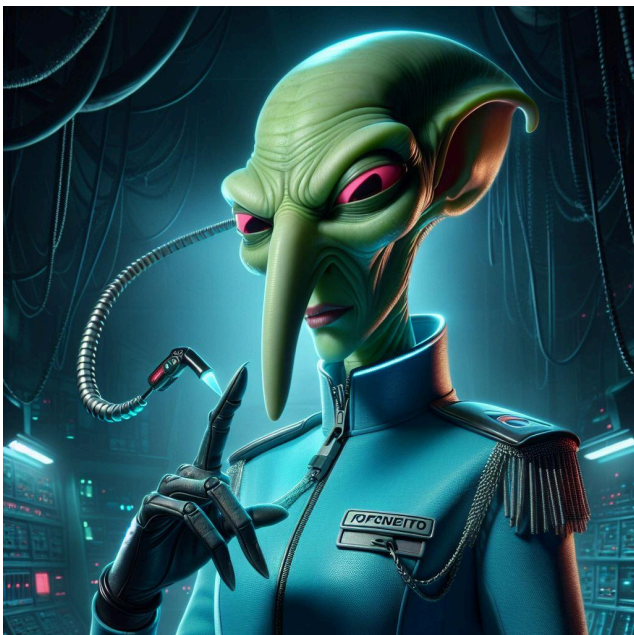
Kralk



Species: Vriwul
Class: ?????
Alignment: Evil ?????
Appearance: Cyber-wolf
Strengths: ?????
Flaws: ?????

- Tried to claim Jack's bounty during the Oracle Run.

Fotonato



A district manager for Shaskasaki Cybertronics

Death Triangle

A famed adventurer group.

Raven, Lord of the Flock

A Demon Lord that led the hostile Galactic Power known as 'The Flock'

Sable, Lord of the Sands

A Demon Lord involved in a war in the Obal System

Azazel, Lord of Torment

A much hated Demon Lord involved in the Demonfire War against the Red Legion and defeated by a Red Legion hero able to destroy his core. Creator of the Stygian race.

Khassu Quickfeather

A Squarri hero of Kwark, God of Birds, who led a decisive battle against The Flock.

Lucian Vile

A figure within the Vile Fleet, speculated to have used the powerful magical ritual known as 'Blightfire' against the Red Legion.

Sentinel Captain Joole

Ranking Greenwarden leader of the Oracle's Enclave before Dubakuu's Assault. Fell in the Assault.

The Skinsaw Slasher

- Gruesome serial killer that uses a sawtooth blade.
- Makes macabre art near the scene of their crimes.
- Believed to be affiliated with the Cult of the Destroyer
- Actually multiple people controlled by Malakiel

Halvastar, the Red Death

Red Dragon, Master of the Red Legion.

Atticus Corvin

The Chairman and CEO of Corvin Enterprises

- Currently the 9th Most Wanted Bounty on Hive Station Bastilla.

Monsters

Spawn of Nekdon

Mighty, fleshy growth-like monsters infused with the unholy power of Nekdon. Possess many powerful abilities, including the spawning of minions. Believed to be rendered extinct with the death of Nekdon.

Zorn

Barely sapient, primitive sickly-yellow bipeds that primarily use dirty, basic weaponry, though elites can use advanced weaponry. Live to spread disease in the name of Gunge.

Places

Hive Station Bastilla

An artificial god-constructed ring world many, many, times the size of earth that encircles a star. Has a honeycomb structure of 'districts' separated by walls with limited ways through, and the 'Gloom Paths', a series of unmapped caverns and catacombs beneath the surface.

Naganai (The City)

The city the group resides in. There is no central authority, only various groups, corporations and factions jockeying for control over territory in a state of complete anarchy.

The School

A prestigious school founded by the decree of five gods. Receives funding from various groups and entities, many in an attempt to gain influence over the students pre and post-graduation.

The Temple of Hope

A grand temple constructed and maintained by agreement of several good-aligned gods. A powerful and influential force within the city, often looked to as a source of stability and protection.

Gladespring

A town-state to the north of the city, surrounding a grove of clear water at the top of a defensible hill. Controls several neighbouring districts used as farmland.

Nightwhisper Manor

A powerful zone of dark energy encompassing several districts, centred on the manor itself, that spontaneously spawns undead, and calls to others. More dangerous the further in you go, with very few survivors from anyone that enters the 'yellow' zone, those districts closest to the perimeter. Not to be fucked with.

The Tea Garden

Ran and resided in by a clan of Lizta, a district-wide tea garden welcoming to respectful patrons. Quickly became popular with the group.

Scion of Wyrmwalker

The local Red Legion bastion.

Cathedral of Merriment

Grand temple dedicated to Dilanna, the Goddess of Alcohol and Celebration.

Factions

The Temple of Hope

A powerful and influential force within the city, often looked to as a source of stability and protection. Several good/law aligned faiths banded together for common cause. Both the churches of Astara and Tyrus are represented, with several others.

The School

Provides free education for those of age. Very strict and overbearing on the rules. Maintained as a feeder faction for their sponsors and backers.

The Killer Clown Kabal

The followers of the Killer Clown, an evil rampaging force that seeks to destroy all in the name of sadistic entertainment. Adds to their numbers by the gruesome process known as 'Clownification'.

The Red Legion

A Galactic Power with a minor presence on the Ring. Led by Halvatar, the Red Death.

Drow Concordance

A Galactic Power, the combined force of the Drow people, split into many Noble Houses. Several houses have a major presence on the Ring.

The Cult of the Destroyer

An evil cult that worships The Destroyer.

The Twilight Court

A Galactic Power opposed by the Red Legion.

House Mal'Kar

A powerful family of Drow nobility.

Clan Bharzum

A clan of honourable mercantile Hoduth. Mining is one of their industries.

The Greenwardens

A faction of nature-lovers often found protecting groves and animals.

The Dread Lords

A Galactic Power opposed by the Red Legion

The Flock

Composed of monstrous avian creatures, resulting in mass persecution of avian species in general. Was led by a Demon Lord known as Raven, Lord of the Flock. Suffered a devastating defeat by a Squarri hero called Khassu Quickfeather, and hasn't been a major threat since.

The Starseekers

Adventurers, investigators, explorers, mercenaries and scholars. Many of them are famous heroes that make the news. This society is particularly famous for rediscovering lost history, and discovering new worlds and sapient peoples.

The Vile Fleet

An Undead Galactic Power currently at war with the Red Legion.

The Eladrie Nations

A Galactic Power led by the Eladrie people.

Demon Lords

Originally mortal individuals chosen for a permanent symbiotic relationship by a unique, powerful demonic entity known as a Demon Core, with a bond that gets stronger over time. This grants the Demon Lord special powers and abilities, including the creation of minions.

Want to create one yourself? [Check out my video here!](#)

Sect of Esin

A faction of healers.

Clan Ashtail

A clan of Lizta that run the Tea Garden, among other things...

The Regulators

Paramilitary Orders that impose their unique vision of structure, law and order wherever they go in the galaxy. Varies depending on the order, and conflicting rivalries exist.

Corvin Enterprises

A widely feared and hated MegaCorp that have engaged in particularly unethical business practices.

- Chairman and CEO is Atticus Corvin, currently the 9th most wanted bounty on Hive Station Bastilla.

Myrodin Magitechology

A powerful MegaCorp with a huge focus on the arcane

Shaskasaki Cybertronics

A powerful MegaCorp that focus on electronics and cybernetics

Species

Nirah

Intelligent, serpentine beings with two arms. Possess fangs that can excrete a potent poison, and can spray acid as a breath weapon.

Stygians

A persecuted red skinned and horned species that were once minions of a hated Demon Lord. Often called derogatory names that were holdovers from the Demonfire War, like Devilspawn.

Lizta

Small, ratfolk with a penchant for being sneaky.

- Skaven is trademarked fuckos

Ogar

Large, green, hulking brutes. One of the smaller megafauna species.

Drow

Dark skin, elongated ears and white hair, led by various noble houses.

Hoduth

Squat, brown- skinned aliens with blond hair, and a penchant for entwining jewellery with any hair they have. Often involved in mining and refinery operations.

Korrigan

Short, grey bipeds of a very lawful bent, creating rules and laws where none exist.

Pantheon

Gods

Gods and goddesses are powerful beings who receive the worship of mortals, and to whom certain individuals can worship in order to receive spells and abilities. The most powerful of these individuals is a 'Hero', a divine champion, the powers of which manifest depending on the god they champion, and the nature of their shared bond.

Astara

- Goddess of Justice

Tyrus

- God of Order

Imera

- Goddess of Magic and Knowledge

Siros

- God of Purity

Nekdon

- God of Secrets
- Worshipped by those that seek dark knowledge
- Confirmed to be dead by the other gods
- A Spawn of Nekdon is a powerful evil monster that draws on Nekdon's divine power

Jingubash

- Evil Mad God of Entertaining Killers
- The Killer Clown is speculated to be his active 'hero'

Gunge

- God of Disease and Disfigurement
- Worshipped by the Zorn Tribes

The Mother Tree

- Living Goddess of the Eladrie

The Destroyer

- Evil God of Total Destruction.

Quemos

- Worshipped by Alora

Sora

- Goddess of Stars

Illis

- A minor goddess of travel

Kwark

- God of Birds
- Empowered the hero Khassu Quickfeather to combat The Flock.

Dilanna

- Goddess of Alcohol and Celebration
- The Cathedral of Merriment is dedicated to her

Yochashi

- Part of the Drow Pantheon

Esin

- A minor pacifist god of healing

Nulios

- The God of Penance

The Emerald King

- A mysterious entity with a cult following that has recently and rapidly appeared
- Their cultists have freely given food to the needed, and have proven to be benign...so far.

Bal-Xuthuul

- The God of Pain

Evikios

- The God of Greed

- Also known as the 'Duchess of Desire'
- Worshippers include thieves, businesspeople, the ambitious and many more...

Current Loose Ends

- Why did Jack appear?
- What happened to the Oracle?
- Malakiel is still out there...
- The Killer Clown remains at large...
- House Mal'Kar grows stronger...
- Is Jack the prophesied Hero of The Destroyer?
- Dr Grine is still out there, and part of a shadowy cabal...
- What is up with the Emerald King?
- Enemies plot and plan revenge against Jack...
-