

FFXIV Player Character Infosheet - Alaqa Spitfire

Condensed/edited from/inspired by the [WoL Character Sheet](#) by @NilNova.



<u>Overview</u>	
Name	Alaqa; Spitfire (nickname given by a Yellowjacket captain, eventually adopted as a surname); Muunokhoi (his name in the Light while spending time with the Night's Blessed, a Xaelan name meaning 'vicious dog')
Race/Clan	Au Ra - Xaela
Age	ARR: 19; HW: 20; SB: 21; ShB: 22 (or 25 if you count the three years spent in the First)
Nameday	7th Sun of the 2nd Umbral Moon, year 1558
Birthplace	Azim Steppe
Guardian Deity	None, he does not believe in deities.
Main Class/Job	Ninja (Not professionally trained, but in possession of a soulstone. He may have stolen it from a dead body in Kugane.)
Secondary Classes/Jobs	N/A
Other Careers/Talents	Culinarian, Botanist (Not professionally trained)
Grand Company	None - Alaqa has not and will not affiliate himself with any particular nation.

Free Company	Vow of the Wayfarers <VOWS>
Mount/Companion	Dinner is Alaqa's chocobo, though not entirely of his own choosing. Unlike most adventurers that gain a companion chocobo early on, Alaqa did not align with a Grand Company, and thus was not assigned one. He traveled under the power of his own two feet - and, occasionally, a borrowed chocobo - up until he and Lionnet found themselves in the settlement of Tailfeather, where wild chocobos were hunted and domesticated. Ever the one to catch his own food, Alaqa attempted and succeeded to capture one of the less wild-looking horse-birds for the purpose of eating... only to have his conscience stumble on itself, as Lionnet was attempting to accomplish things back in Tailfeather, and the hunters likely wouldn't take kindly to Lionnet's companion <i>eating</i> one of the local chocobos. He attempted to set the beast free, but the chocobo instead <i>decided</i> to follow him despite his yelling and efforts to shoo it away. Dinner is perhaps not the brightest chocobo in the stable, and his warks and warbles often sound more questioning and confused than anything, but he is a sturdy and steadfast mount nonetheless. The hunters of Tailfeather suspect he may be the mount of some poor adventurer that didn't make it, due to how domesticated he already seemed to be upon capture, but the lack of a saddle or barding could not confirm as much. He may, for all points and purposes, simply be an extremely daft and trusting bird.
Quick Profile	Once belonging to the Horo tribe - a group of Xaela that felt bigger meant better - Alaqa was born a runt, much smaller and slighter than his elder brothers. Throughout his childhood he was looked upon with suspicion and pity by the adults of his tribe, and mercilessly teased for his build by the children as he got older and puberty began to kick in for many of them. At age 12, a fight that resulted in Alaqa half-deafening another boy by breaking his horn and the subsequent lack of parental support that followed caused Alaqa to leave his home and his tribe for good, renouncing the name of Horo. Attempts to join any other tribes that he happened upon were met with laughter, failure, or defeat. Alaqa grew to resent other Xaela and took to the wilds of the Azim Steppe, living and surviving alone for five years before setting his sights on distant shores to prove himself strong. He headed first to Kugane, then to Eorzea with naught but his skills and an extremely limited understanding of the Eorzean language.

<u>Who They Are</u>	
Timeline	Alaqa has been surviving on his own since age 12, but survival can hardly be considered adventuring. His first true adventure for adventure's sake came at age 17, when he set out to get away from the Steppe, and at age 19 when he landed in Limsa Lominsa (at the beginning of ARR). He does not follow the canon MSQ line to the letter, but more weaves in and out of it from time to time.
Pre-Adventurer Backstory	<p>Alaqa's life as a child was not a happy one. He was born small and frail, a runt in comparison to his elder brothers and the other boys of the Horo tribe, earning plenty of talking behind his back by the adults of the tribe and teasing from the tribe's children. Any attempts to garner aid or support from his parents were poorly received; his father was distant and emotionally unavailable and did nothing to stop the teasing that Alaqa received from other children, and his mother made attempts, but in ways that did not actually help him and served to further isolate him from both his family and the tribe. His elder brothers were no help, as they, too, teased him mercilessly, and his younger sister kept her nose down and her mouth shut.</p> <p>In reality, the perceived unloving behaviors were simply misconceptions through the eyes of a hurting child. The snippets of conversation from other adults in the tribe were genuine concerns caught out of context. His father's emotional distance did not mean that he didn't love his third son, and his decision to not step in when Alaqa was being bullied was out of the belief that Alaqa would learn to stand up for himself and be stronger for it. His mother was truly trying her best, but could only go so far in her efforts to keep him out of trouble while still respecting her husband's beliefs. But in Alaqa's point of view, the adults in his life were unsupportive - in his times of need, he was only given the option to deal with it.</p>

At age 12, a particularly mean-spirited boy was the final straw, a year Alaqa's junior and *still* taller and beginning to gain muscle mass. His efforts to get Alaqa to return to his mother and leave the boys' chores to the boys triggered a fight resulting in Alaqa being held under the surface of the river, and before Alaqa knew what he had done, the boy was lying on the ground, screaming and cradling the stump of a horn as the rest of it lay cracked and useless in the water next to him. This earned the ire of the adults and the fear of the other children; when confronted about it, Alaqa's father did nothing, and his mother opted to try to keep him out of trouble by confining him inside the family yurt for a while. Being kept indoors and out of sight doing nothing but chores all day long was not what Alaqa wanted, and the lack of perceived support from his family shattered what little bit of love still remained for them. That night, he snuck from the yurt with minimal supplies and provisions, and took to the wilds of the Steppe, abandoning and renouncing his tribe for solitude and freedom.

Life alone on the Steppe was hard, particularly for a young boy barely beginning his journey into adulthood. Attempts were made to join tribes he came across, but either he was turned away for being weak, or he frightened livestock and was asked to leave. After a handful of attempts, he gave up entirely and decided to fend for himself. As his skills were still weak, he often had to resort to theft from other tribes, and one attempt to steal meat from the Dotharli camp resulted in a near brush with death and a large scar down the right of his back, narrowly missing his spine.





As he grew, Alaqa's survival skills grew along with him, and before long he knew how to hunt, skin, and cook his own meat, and knew which plants were edible, which were medicinal, and which to avoid at all costs. The scant diet over his formative years did nothing to help Alaqa's body become any taller or more muscular, but he survived despite the odds.


At age 17, Alaqa decided for the first time in years to attempt to parley peace with other Xaela, if only for a moment, and took furs and skins to Reunion in hopes of trading them for spices and herbs he could not easily access. Shortly after arriving, an Oroniri warrior decided to pick a fight with him, and he did not take it lightly. The resulting spat ended with the Qestir banning the both of them from Reunion, as was protocol, but Alaqa had already been deeply hurt by the response he received. Without looking back, he turned heel and fled for the coast of the Ruby Sea, opting to leave the Xaela and the Steppe behind him forever.

Slipping aboard boats was easy for someone used to sneaking about the Steppe, and after a handful of moons, he managed to make his way to Kugane. The people of Kugane scarcely saw dark-scaled Au Ra and were hesitant to accept him due to the language barrier and his temperament, though some generousities and food were offered from a scant few kind souls. Alaqa mostly slept on Kugane rooftops and hidden in alleyways, and survived off of fish that he caught himself from the canals, as well as other offerings from the occasional good samaritan. As time passed and the citizens realized he wasn't a threat, they became a bit more open with offers of errands for coin, and he was able to save up a small stash of koban for food purchases. With the better and more reliable nutrition, he became much healthier - and also began to develop keratin growths on top of his head, but unlike other Au Ra, they grew abnormally large and prominent.

It was here that he learned to speak and recognize the Hingan/Doman language, and picked up some tidbits of Eorzean from merchant ships, some on the rather *colorful* side.

After nearly a year in Kugane, Alaqa still did not feel as if he could call the place home. The people were coming around to him slowly but surely, but he couldn't feel comfortable just sitting around like one of the many stray cats in the city - life on the Steppe had honed him to be constantly on the move, and staying stationary frankly had him feeling restless. Tales of Eorzea from the western sailors sounded much more promising, heralding tales of adventurers as if it were some sort of glamorous and profitable job, though a risky one. Interest piqued, the Au Ra slipped aboard a merchant

	<p>vessel setting course for Limsa Lominsa, hiding below deck with the cargo and surviving on minimal rations of dried fish and water for the two or three weeks it took to arrive at their destination.</p>
<p>Recent Backstory</p>	<p>Since beginning his adventures in Eorzea, Alaqa's life has been much easier. In Eorzea, things such as inns, restaurants, merchants and infirmaries are much more readily available commodities than on the Steppe, and though he's received some strange looks for his appearance alone, it has overall been a far less toxic environment. Very few people care what an adventurer does so long as he does not break the law, and he's both been able to keep relatively to himself and make a good amount of coin at the same time.</p> <p>In addition to the overall environment being better, he has also met several people that he can safely say he trusts, following the first into a Free Company that opened gates to the rest. He has found a place where he truly feels he belongs, and he is not keen on giving that up any time soon.</p>
<p>Personality</p>	<p><i>A more in-depth summary of how they think, act, and feel.</i></p>
<p>Original Supporting Characters</p>	<p>Baatu - Father (1529 - ???)  A strong and stoic warrior of the Horo, Alaqa's father was not the kindest of men. Alaqa always felt as though he prized the two elder sons most of all, and had the tendency to ignore Alaqa's pleas for help in the belief that conflict would shape him into a stronger person. They had a fairly negative relationship, and Alaqa hated his father with a passion. Current living status unknown.</p> <p>Cecevigen - Mother (1534 - ???)  A quiet and shrewd woman, Alaqa's mother was not nearly as cold as her husband when it came to their youngest son, though her attempts to help him were misguided and still did more harm than good. When something went wrong, either by his doing or her husband's, she tried to redirect Alaqa into something out of the way rather than attempt to support him or stand up for him, which eventually pushed him away. Current living status unknown.</p> <p>Qatakhan - Brother (1555 - ???)  Alaqa's eldest brother. Two years his elder, Qatakhan picked up on social queues from other children in the tribe, and viciously teased and picked on his youngest brother. Qatakhan was cold and calculating, much like his father, and felt that Alaqa was a weakness the tribe could not simply carry along. Current living status unknown.</p> <p>Boroldai - Brother (1556 - ???)  Alaqa's second oldest brother. One year his elder, Boroldai also picked up social queues just as much as his older brother, Qatakhan. His teasing, however, was nowhere near as vicious, and fell more on the side of aloof disregard, which to Alaqa was just as good as siding with the rest of them. Current living status unknown.</p>

	<p>Altani - Sister (1559 - ???)</p>  <p>Alaqa's younger sister. Only barely one year his junior, Alaqa and Altani were frequently "mistaken" as twins by other children of the tribe in a rather cruel manner, referring to Alaqa's height and build as that of a girl and, subsequently, calling Altani's gender into question as well. Altani did not appreciate being dragged into the teasing, and subconsciously felt Alaqa was to blame for it, eventually screaming in his face that she wished he would just disappear. Current living status unknown.</p>
Motivations	Alaqa's motivations are purely selfish... 99% of the time. He does have a conscience, and if given the option to steal food from the Uyagir - who have very little - and the Dotharl - who have considerably more - he will choose the tribe with excess over the tribe struggling to get by. He will claim that it is for selfish reasons, but he would not feel comfortable taking from someone that is already suffering. He may come off prickly and standoffish, but deep down he has a good heart, and only wants to find a place where he can belong, and people that accept him for who he is. He will never admit this out loud, though.
Loyalties	Alaqa does not align himself with any particular nation or Grand Company. He does not care about the political affairs of Eorzea, nor does he feel intent on tying himself down to a cause, especially one that he has little to no interest in.
Class/Job	Alaqa is entirely self-taught in his style of fighting, as well as his skill in cooking and cleaning his own game and foraging for fruits and vegetables. Though his fighting style most closely resembles that of a ninja, he throws in a lot of his own variants and does not hesitate to fight dirty, whether that means kicking someone between the legs (in watching others fight, he's learned that non-Auri have unguarded genitals) or biting. He is very partial to biting.
Adventurer Activities	Primarily, Alaqa is a mercenary. He will take on small tasks for coin, but prefers not to remain in the employ of any one person for more than a quest or two.
Other Activities	Call it habit from years alone on the Steppe, but when Alaqa isn't busy doing anything else, he will hunt and forage for food that he can add to his own stores. Sometimes, this also nets furs and other non-edible animal parts that crafters seem to want dearly.

How They Look	
Character Model Differences?	First and foremost, Alaqa is male, as opposed to his in-game model (used for height and build only). His sclera are a dark gray, rather than the white that female models have. His horns are still relatively curved the same way, though they are the male model equivalent and therefore much sharper on the edges than the rounded horns he's seen with in-game. His scale pattern also follows the general male scale pattern instead of female, for the exception of his facial scales, which more or less stay the same. The only difference is that the scales at his chin jut out just a slight bit, like male models do, though not to the same extreme. There is also a long, awful-looking scar down his back, paralleling his spine on the right side from shoulder to waist, along with various other smaller scars littered across his body from fighting with both animals and other people. The second set of horns on top of his head are as shown in screenshots, but they are a keratin growth gone wild more than a set of horns intended for hearing with.
First Impressions	5' 5", slim and wiry, ambiguous leaning towards feminine, typically wearing dark colors and things that are light and easy to move in. He has an overall air of wanting to be left alone, expression hard and glaring if anyone unwanted comes near. He appears confident

	<p>bordering on aggressive, arms either at his sides and near his daggers or folded over his chest. If provoked, he will puff out his chest and posture himself as if trying to be the dominant one, despite the height of the offending party. His words are short and clipped and far from conversational.</p> <p>If not covered by an ornate feathered turban, his hair is a dark midnight blue similar to the color of his scales, scattered with pale highlights and chopped roughly in places - he very obviously cuts his hair himself. Very occasionally, he will have it pulled up into a high, uneven ponytail, which exposes more of the pale highlights underneath, but this is usually only if he is working on something or his hair is getting in the way. Dark tattoos around his eyes make the almost glowing red stand out even more, and serve to make him appear all the more intimidating (or so he believes).</p>
Second Impressions	<p>He has quite a bit of muscle definition, though it does not show from a distance and he usually keeps it covered by his clothes. Around those he is more comfortable with, he lets down his more domineering facade and grins a lot more often and in a much more genuine manner. He also speaks a bit more openly, and may joke around if he feels comfortable enough.</p>
Style of Dress	<p>For combat or for leisure, Alaqa usually wears lightweight clothing that is loose, but not so loose as to get caught on something. He does not do formal events, and therefore has no concept of what would be appropriate for one. He also has no qualms going naked, particularly in the summer when it isn't as cold outside.</p>
Combat Style/Abilities	<p>As stated before, Alaqa's fighting style is mostly that of a Ninja, but as he has not been formally trained and only has access to mudras via the soulstone he stole off of a dead Ninja in Kugane, he adds in a lot of his own spice to his style. He isn't afraid to fight dirty, and will use his environment to his advantage, luring others into slamming right into trees or rocks if he is able. He will also use his teeth and nails, highly favoring biting as a form of close-range retaliation. There is also a bit of Dragoon mixed in to his style from watching Tsensen training, and as he naturally prefers higher ground anyway, he tends to jump and stab quite a bit more than your average Ninja ever would.</p>

<u>What They've Done</u>	
Warrior of Light?	<i>What's their opinion on the WoL? Were they involved with any events or campaigns the WoL intervened in? Do you have any headcanons about a "default" WoL you use for RP?</i>
A Realm Reborn	<i>Anything notable about their actions and development during ARR's timeline; MSQ events they were involved in/connected to, what opinions they had on timeline events, etc.</i>
Heavensward	<i>Same as above, but for Heavensward.</i>
Stormblood	<i>Same as above, but for Stormblood.</i>
NPC Relationships	<p><i>Opinions on and relationships with named NPCs, factions, etc. Are they heavily invested in or disliked by specific towns or groups? Do they idolize or dislike any MSQ characters? Do they have dealings with any specific organizations or groups?</i></p> <p>Alaqa has no real opinions on any NPCs or NPC groups. To him, they are mostly background noise - he acknowledges that they are important figures in their own specific situations, but</p>
PC Relationships	<p><i>Lionnet Saletoix - Close companion and partner of ambiguous intimate relations. Lionnet is the one that Alaqa trusts the most, having been in his company nearly the</i></p>

	<p>entire time he's been in Eorzea, and Alaqa follows him wherever he may go, having no particular goal of his own other than to protect what he considers "his".</p> <p><i>Tsensen Dazkar</i> - Adoptive mother-figure despite Alaqa's denial and protests. He puts more stock in her opinion of him than he lets on. She is exactly what he's been missing in his life, and it's still hard for him to process a mother figure that cares about his wellbeing but still pushes him to be the best he can be.</p> <p><i>Riyan Kusushi</i> - Adoptive semi-father-figure in the sense that he is Tsensen's significant other. They get along relatively well, though Alaqa doesn't make it easy - despite Riyan being Raen, Alaqa is still constantly puffing up his chest at him.</p> <p><i>F'lori Fauhn</i> - The leader of VOWS, though Alaqa is not rightly sure why. F'lori is far too weak of a leader in his mind, but the people of the Free Company seem to like him regardless, so he doesn't exactly try to take control of the reins for fear of being ousted. Alaqa finds him odd, but the reactions he can get are more than worthwhile.</p>
Public Perception	<i>How do they interact with the public? Are they well-known anywhere, or very obscure? How might other adventurers come to meet them or know about them?</i>
Residence	<i>Where do they live? If you have in-game housing that's "canon", linked pictures are good.</i>

Trivia	
Likes/Dislikes	<p>Likes: Being high up; feeling like he's in a position of power; being accepted for who he is; Lionnet</p> <p>Dislikes: Being on boats, Xaela</p>
Fears	
Virtues/Strengths	
Vices/Flaws	
Habits and Quirks	
Moral Convictions/Alignment	
Regrets	
Languages	Alaqa is fluent in Xaelan and Hingan/Doman. His Eorzean is a bit lacking speech-wise, and he is fairly illiterate. He picks things up quickly, however, and while he starts off being entirely illiterate and only barely being able to speak Eorzean, by the time Stormblood comes around he can speak a bit more clearly and he can read basic words. Writing is another story entirely, as Xaelan language never really had a written equivalent, but he can copy Hingan/Doman characters from memory fairly well. His handwriting leaves something to be desired, looking more like a young child has written it.
Diet and Favorite/Least Favorite Foods	Alaqa typically eats anything he can get his hands on. He is fond of most things, but proteins - specifically meats - are his favorite. He refuses to eat anything bitter, as it makes him gag.
Voice	When speaking, Alaqa has a tendency to roll his Rs, and his tone of voice is almost always loud. His voice is definitely masculine, despite his ambiguous appearance. If Xaelan language is similar to Mongolian, he speaks with an almost

	Russian-sounding accent when speaking in Eorzean. In Eorzean, his speech is peppered with curse words, but in Xaelan and Hingan/Doman, he speaks more or less properly and with few curses.
Zodiac	Western: Aries
Personality Tests	MTBI: ESTP Enneagram: 8w5 Four Temperaments: Choleric D&D Alignment: Chaotic Neutral
Secrets	The only thing that Alaqa hides is the fact that he wants to be part of a family. Otherwise, he is too blunt to keep secrets.
Religion/Spirituality	Alaqa's perception of religion is that, if gods truly exist, they would have helped him when he needed it the most. Until such a day as he looks a god directly in the eye in person, he does not believe in them. He is not much in the way of superstitious, but he does feel that it's bad luck not to use every usable part of an animal once killed.
Education/Academics	The Steppe had nothing in the way of what Eorzeans would consider a typical education. Anything he learned is able to be applied practically while out in the wild, whether he learned it from someone else or taught himself.
Skills/Talents/Hobbies	His time alone on the Steppe has taught Alaqa how to identify native Othardian plants, as well as how to cook things to make the most of even the toughest meat. His survival skills are extremely honed, and he is able to flourish if civilization is nowhere nearby. He's an extremely quick learner, able to pick up not only languages but also battle skills simply from observing for a time.
Sexuality and Romance	Sexuality and romance never really mattered much to Alaqa, but he, like any young man, has hormones. He is not particularly picky on who he might have sexual relationships with; if there's interest, there's interest. Sometimes he takes interest first, and sometimes it's the other way around. He isn't in the habit of taking something that isn't freely given, but if his partner shows hints of interest, he will jump on it. Romantic feelings are different, however. He wouldn't <i>call</i> it romantic, but in his travels with Lionnet, they have become especially close. Unlike the other people that Alaqa has come close to and adopted as a sort of family, Lionnet is the most important to him, and the one he would follow to the ends of the earth.
Fun Facts	<i>Assorted trivia that defies categorization.</i>
External Info	<ul style="list-style-type: none"> • Alaqa on the Lodestone • Alaqa on Dreamwidth • Alaqa on Refsheet