



Name: Hearth

Race: Keaton

Gender: Female (She/Her)

Orientation: Gray Ace

Age: 100

Height: 6'2"/1.88m (in hylia form)
3'2"/0.97m (in keaton form)

Weight: 225lbs (in hylia form)
19lbs (in keaton form)

Voice Claim: Ashley Johnson's Yasha (<https://youtu.be/JAQ1izVS9mg>)

Village: Vhintl

Virtue: Power - She cherishes the strength to protect the most important things in her life.

Job: Guard - She works as an escort for those who do foraging, gathering or other activities outside the safe zones of Vhintl. (**Update: Current Job is Hunter until the start of 2024**)

Inventory

Weapons:

Rusty Shield

Rusty Broadsword

Armor:

Old Shirt

Well-Worn Trousers

Personal Effects:

- Ruby Locket - Worn around the neck, made from old silver metal and pale red stone. She was told that the locket contained a shard of heart crystal, but that was just a tale to make the fading jewelry seem more valuable.
- Hylia Stockings - These hold sentimental value only because they were a gift from the first person whom she successfully protected in Vhintl.

[Inventory Link](#)

Appearance:

Hearth is a keaton, and her body matches the typical fox-shaped appearance common across her race. However, she is a bit larger and stockier than a typical keaton is, her tails being bushier and her overall form more imposing in size - though a lot of it is just extra fluff. Her fluff is a burgundy red color, with the ends of her ears and paws becoming a darker shade. The ends of her tails all have white on the tips, paintbrush style. Her eyes usually remain closed in this form like most keatons, leaving communication to be done more so through body language and voice. She sticks to her keaton form while sleeping and while out in the wilderness where she knows people aren't keen to travel.

Her keaton form is rarer seen in comparison to her hylia disguise though, which is the form she takes while performing her duties as well as while out and about in the villages. In this form she appears to be a fully-blooded hylia, with dark skin and jade green eyes. Her hair is a matching tone to her fur, and it's no surprise that her ears and tails show in this form just as much as they do in her true form. However, she tends to tuck her ears flat against her hair to hide them, though they're still visible to a keen eye. Her hylia form inherits the sturdiness and stugness of her keaton form, being quite tall and powerful in build.

Personality:

- **Strong** - Hearth has a sense of self worth and a good head put on her shoulders, which leads to her being a difficult person to break or become distressed. She loves being a source of strength and knowing that others can rely on her in times of strife, and shyness is something she rarely (if ever) shows.
- **Protective** - It pains her to see others in distress, enough for her to act in their aid more often than not. These actions and feelings are instinctual, born out of a devotion to her younger siblings whom she spent so much time watching over previously in her life. Many times she will revert to her natural keaton form in order to comfort someone that she likes.
- **Courageous** - Have you ever tried scaring her? Yeah, good luck with that. Very few things can get her to show fear.
- **Ambitious** - She's always seeking to improve on her own talents and abilities, and won't settle for 'good enough'. She takes her self improvement very seriously, many times struggling with a 'not good enough' mindset.
- **Stubborn** - She often believes herself to be in the right, even when she's not. And she thinks she knows the best things for herself and others. It can sometimes be very difficult for her to admit when she's wrong or in over her head, especially when doing so can make her feel weak.
- **Paranoid** - She's constantly looking out for people who might recognize her from a life she left behind. It's hard for her to feel relaxed when she's in public.
- **Blunt** - Hearth doesn't understand how to put something lightly and will usually just say exactly what's on her mind, for better or for worse.
- **Closed-Off** - Hearth finds a lot of difficulty in opening up and becoming vulnerable around others. She'd much rather not have anyone see that side of her.

History:

(TL;DR at bottom)

Hearth was born into a large family with many siblings, her family being accustomed to living in seclusion in the wilds like many others of her kind. Her lifestyle was one of excitement and curiosity, with the flora underneath her paws occupying her time and thoughts just as often as the stories she'd hear of the wilderness outside of her grove home. Also common were the play-fighting and wrestling she'd do with her siblings, the fox taking naturally to the rough games. This was in part due to her father, who would frequently tell her about dealings and encounters he faced with monsters beyond the safety of the grove her family lived in. Many of the stories were just tall tales, of course - but Hearth didn't know better, and honestly was too fascinated to stop and consider this notion. She actually found the idea of fighting off great beasts to be incredibly thrilling, and many times pleaded to accompany her father on his patrols around the grove in case there was to be more fighting. He always turned her down, but she was determined. She put more effort into exercising and running, knowing that eventually her father had to notice how much hard work she was putting in! As the years drew onwards, her work began to show some noticeable results. The wrestling games she did with her siblings steadily grew more and more one-sided, and not just because she was the eldest sibling. Her hard work was paying off!

By the time she had her second tail, her father did notice these changes and had been watching for a while. She had grown out of begging him to take her on his patrols every day - but there was always that fleeting hope that he would call her name and finally allow her to join him properly. Hearth would sometimes stray close to the borders of the small grove too, hoping to catch even a glimpse of a monster herself. If something threatened the grove, perhaps that could be the perfect opportunity to show how capable she was becoming! But that never

happened. Instead, her father pulled her aside one night and remarked on her training. He wanted to train her himself, as a matter of fact. And then, when she got her third tail, he would finally let her explore beyond the grove - with his supervision, of course. But this was an opportunity Hearth wasn't going to let slide! She accepted the offer in a heartbeat, doubling down on her efforts with renewed vigor. Over the next few decades she worked even harder than she ever had before to make absolutely sure her father didn't regret that decision.

Eventually the day did come when she gained her third tail - but, unfortunately such celebrations were overshadowed by the events of the Blight Bloom. What was originally something Hearth had looked forward to for most of her life quickly became a fearful escape with the rest of her family as blighted creatures forced them to leave the grove they lived in. Many keatons were fleeing into villages created by species Hearth had never even heard of. One such village, Vhintl, became the destination for her family. Unfortunately for them, the journey was even harder than the escape. Encounters with blighted creatures were common, and this time there was no grove to protect them. Hearth had been training all her life to fight these creatures - and yet none of that work steeled her nerves the first time she properly encountered one.

Her family suffered blows at the hands of the blighted, with some of her siblings becoming infected as well as her father. As they approached Vhintl, it quickly became obvious they wouldn't let those of them who had become infected in. Her mother and other siblings made the decision to stay out of the village as well, feeling that it would be better to stay with the family even if it meant being stranded in the wild. But Hearth was terrified, seeing the condition of her father and not knowing what would become of them if they stayed in the wilderness. She was scared of what would happen to him, for sure - but more than that, she was scared of what would happen to her if *she* were to become infected.

Leaving her family behind was a rash decision made in just seconds, but the guilt has stuck with her from the very moment she stepped foot into the village. Vhintl accepted her into its humble community, leaving her safe but separated from those that she loved. It hasn't been very long since, and while she has made a modest living using her talents and training to protect others in the village, she constantly fears the knowledge that her family is still out there, resenting and plotting against her for what she did to them.

(**TL;DR:** Hearth lived with her family for most of her life, determined to follow in the steps of her father who often protected their grove against blighted monsters. During the events of the Blight Bloom, her family attempted to flee into Vhintl, though many of them became infected during the trip. They decided to take their chances with each other rather than become separated by Vhintl, but Hearth was too afraid to take that same chance. So she entered the village without them and left them to survive on their own, unable to come to terms with her own choice since.)

Likes: • Chicken (as food) • small critters (not as food) • rain and storms (the lightning and thunder are her favorite parts) • being with others • books and stories (especially ones of the adventurous, action-related variety!) • having her hair (or fluff) styled • being snuggled (she won't admit it tho) • berries • fiddling with things

Dislikes: • being examined • surprises • being bested • being alone • being doubted (especially multiple times) • having her sleep be interrupted (and her meal times) • blight (I feel like this one should be kind of obvious) • being picked up without consent

Extras:

