**Some Very Important Thing Playing Notes:**

<Nishi> You have trouble remembering who you are at times, it causes you headaches to focus too hard one way or the other. You can feel free to incorporate what you want, disarming things about everyday actions and your teammates you feel a strange dejavu about... like you know them, only something you can't remember about them.
<Nishi> What follows is just the basics of the 'old' life. Don't feel you need to follow it word for word, or even be confined by it. Please! Feel more than free to work with your teammates, or partner team or even close relations to see how your character sees them through these eyes.
<Nishi> As you guys are partial, feel free to do this as much or as little as you want

<Aeris> It's not a total overwrite, more a coexistence that doesn't NOT make sense unless you apply logic to it
<Raenef> Oh yea it's us but it's like we ate a bush full of berry
<Allen> so we know we all came there together and SHIT PILLAR let's gtfo home like normal sane rational people
<Allen> just. different identity
<Aeris> and you are on Team and you play Games and there are Caves
<Aeris> but just . . . before this, were you . . . .? :D;;;

<Raenef> Do we keep our names?
<Kururu> That is up to you! You can use real names, Sabra names, [real name], [Sabra name] or have something entirely new

<Nishi> Though it is worth mentioning that these other selves really AREN'T like separate entities, just very strong memories and personalities. It really IS like taking a huge, massively strong memory berry. It isn't really a HOSTILE TAKEOVER thing to be defeated.
<Nishi> How you want to play it and how strong it is, how well it integrates, how much you are this or that, is up to you, the biggest thing really is that it isn't something that has destroyed/overwritten YOU

For some location descriptions, check out
https://docs.google.com/document/d/1k9DYgsCQdKBj9AIs1hP-KLPZE0VcrkFJ_57G0jojYwU/edit?hl=en&authkey=CL7jlvUO#

**On Magic and Powers in OldSabra**

<Nishi> Okay guys, here's how magic goes. There's two types!
<Nishi> One is granted by the gods themselves. This is strong, almost limitless shit, miracles. RARE and usually only granted to the very, very devout and probably restricted almost exclusively to Ophi now that I'm thinking about it.
<Nishi> The other is linked to the planet itself. There is a finite amount of energy, but that energy is huge and limitless. If you pull here, something else gives a little. How it manifests is different in every culture, how it is use is very personalized. For example, a shaman of Canis, well attuned to the laws of nature may have scrolls upon scrolls of rite and ritual focusing them to the power of the land and the element they are attuned to.
<Nishi> Some scholars and mages of Cygnus may use focal items to master their power to produce the same effect every time
<Nishi> Others may just have wild talent that just HAPPENS and they have no idea how it works just that it does

<Nishi> Some may deliberately take the price out of their own energy, some may offer sacrifices, some may just have no idea that a butterfly flapped its wings in Pavo.

**HYDRACULA**

**The Basics**

**Hydra - Land of Mire and Blooms**

**(Formal: Hydranian, Hydra  Informal: Swamp rats, Serpents)**

Highly suspicious of outsiders and are very proud of how horrible and inaccessible their land is. The mountains catch most of the rainclouds and drop the water into the basin at the bottom. It is a wetland filled with some of the most bizarre plant and animal life available. The terrain is mucky and difficult, most plants and fruit are poisonous (or medicinally beneficial in the right doses), and the wildlife is more monsters than animals in a lot of cases. The villages are small and scattered with no common law between them, buildings made of wood or thatch, closer to the mountains gets actual masonry.

The capital has aspirations of a real city, boasting of a market, library and a small school, even some boarded roadways. Most villages have walled perimeters made of sharpened, wooden poles. Windows are unheard of in Hydra. The risk of some terror of the swamp crashing through the glass at night is too real and frightening for anyone to dare invite upon themselves. Instead, Hydra buildings have lookout bays barred with thick, sturdy wooden slats that can be covered with equally thick and heavy wood shutters. Richer homes or homes with the luck to have brighter residents have entire sections of wall made of planks that can swing open similar to blinds with the use of a lever.

The people themselves are stubborn, survivalist in nature and highly superstitious. Though not particularly religious, many observe the general rites and taboos of the gods not so much out of any reverence but general mistrust of the caprices of higher beings. Those who ARE devout tend to display a certain spirit or animistic based bent. Literacy is a luxury. Some have it, some don't.

## Hydra

**Concept**: Disgruntled swampy assholes

**Culture in brief**: Highly suspicious of outsiders and are very proud of how horrible and inaccessible their land is. The mountains catch most of the rainclouds and drop the water into the basin at the bottom. It is a wetland filled with some of the most bizarre plant and animal life available. The terrain is mucky and difficult, most plants and fruit are poisonous (or medicinally beneficial in the right doses), and the wildlife is more monsters than animals in a lot of cases. The villages are small and scattered with no common law between them, buildings made of wood or thatch, closer to the mountains gets actual masonry.

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**HOW THE MODS ENVISION IT WITH THE HELP OF GOOGLE IMAGE SEARCH:**
http://coolvibe.com/wp-content/uploads/2010/09/misty-swamps.jpg - Hydra settlements
http://media.photobucket.com/image/fantasy%20swamp/d_dorko/swamp.jpg - Typical countryside
**Critters**:
۞ Currwis - Resembling nothing more than a snake-scaled cat, it is as at home in the murky waters hunting snakes and cray as it is in the trees hunting tet and small birds. Not as intelligent as the enza of the mountains, they are canny. (They can interbreed with the enza but litters tend to be flightless, sickly and sterile.) Wary and skittish in nature, they are very aware they are on the lower rungs of the food chain. They don't so much as allow themselves to be domesticated as will graciously accept temporary lodgings and food as is offered. Many Hydra fondly liken Vulp to them.
۞ Hissing grakk - Quite a bit like a komodo dragon, they are heavy lizards a little larger than common pederpes. They have a vicious bite and roll with their victim to rend flesh or drown them. Surprisingly, they are herbivores favoring tubers and thicker vegetation and are generally solitary though common in the semi dry areas.
۞ Tet- Small rodents with a row of spikes down their spine a tuft of fur at the end of their tail, they are omnivorous, a common pest and the spikes on their back are barbed and snap off easily making stomping on them a generally unwise decision. They are considered disease carriers and not eaten as a practice.
۞ Badgercrocs - Solitary and rare in the wild, they tend to keep towards the mountainous areas and are found swimming through the muck or holed up in mountain caves. Hydra don't so much as domesticate them as distract them with food in order to get the wool to be spun into a very heavy, suprisingly pleasantly textured cloth.
۞ Marwok - A billed, webbed-footed boar with a flat, whip-like tail. The bird-like bill is exceedingly sharp and in water, they can swim at incredible speeds, tending to ram/gore their attackers or prey. They are omnivorous and can be eaten though the meat has a naturally sour tang, making them a somewhat acquired taste. Badgercrocs sure do love them though.
۞ Cray - Large swampwater crustaceans, they have a hard, spiny shell, pincers, and a poisonous stinger on the tails. They are bottom feeders that eat carrion and decaying plants. They are typically trapped in wicker cages and are a favored food in the Hydra areas for their white, sweet meat. They CAN be caught by hand, but why would you *want* to?
۞ Tree snakes - Tasty! Constrictors and solitary, they grow up to 12 feet in length.
۞ Galla - (Beauty Pet) This strange two legged creature looks adorable at first sight. With it's long ears, catlike expressions and hopping mode of travel, it stands out if its red coloration didn't already mark it so plainly. It is a trap, as its jaws unhinge and can stretch enormously. They eat EVERYTHING and ANYTHING, their trails are often a trail of consumption. They have no natural predators, FAST, SMART and STRONG, add it with their non selective diet... they are

the top of the food chain in the swamp.
⏣ Terapedes - Though a deadly threat in most areas, in Hydra, there is such a plentiful mass of food, that most terapede nests are harmless unless specifically disturbed. The insects merely act as decomposers of carrion.
⏣ Squidrats

**Economy**: Barter, they see no use to coin besides its shine. The more practical the offering the better. Foreign foods are very often prized, as are services.
**Architecture**: Most structures are built high, shored on the great trees or stilted to avoid the floods of the rainy seasons and wood is the material of choice. The few masonry buildings in the drier areas are a testament to both stubbornness, Cepheus and Pavo ingenuity, and sturdy design. In particular, the library of the capital has lost six floors to the swamp, and just keeps building UP on top of what hasn't been reclaimed by the ground. (Though most will say it is 13 these days.)
**Technology level**: The people of Hydra have an eye for practical mechanical design and indulge in it out of necessity and some natural inventiveness and drive to IMPROVE what they have. Their advancements tend to center around defence, structure or practical convenience.
**Government**: No centralized government, areas tend to peacefully rely on the wisest or eldest of their particular area. I imagine the library's city is where any meetings are held/country-wide messages are sent out from whenever there's a need for that sort of thing. Meetings of village heads held in the bottom floor of the library maybe?
**Elemental/Magic affinities**: Water, earth, spiritual. Necromancy and mental magics are considered taboo due to the prevalent legends of undead in the country.

**Vulpecula - Land of Grass and MEAT**
**(Formal: Vulpeculas? Vulpeculans? Vulpecula? informal - VULPS?)**

Highly suspicious of outsiders, and prone to mental instability. They have the most mind-boggling taboos

## Vulpecula -

**Concept:** Grassland nomads. Fairly uncivilized.

**Culture in brief:** Highly suspicious of outsiders, and prone to mental instability. They have the most mind-boggling taboos regarding food: what can be eaten when, what ingredients can be consumed with which others, and in what portions. Most notably, unlike other food taboo systems, there is nothing humanly digestible which has been declared inedible. All meals must contain meat.

- There is no big overall structure to Vulpecula. Tend to travel in small, tight-knit clans. Trade is harsh but fair, unless you're an outsider, in which case they will screw you sideways and steal your wallet.

- Nnnot so big on education.  A literate Vulpecula is a rare jewel indeed. What they learn is how to survive wherever you put them, and how to make anything into food/weapon/etc. They use all the parts of the lizard, not because they are dirty hippies like Lacerta, but because DO YOU KNOW HOW LONG IT TOOK ME TO STAB THAT FUCKING LIZARD?

**HOW THE MODS ENVISION IT WITH THE HELP OF GOOGLE IMAGE SEARCH**:
http://www.flash-screen.com/free-wallpaper/uploads/201009/imgs/1285655643_1440x900_peaceful-grassland.jpg - Grass is taller, no planets, obviously.

**Critters native:**
۞ Fatty lizards - scattered migratory herds. Noms ALL THE PLANTS
۞ Dragons - There are only three known in the Vulpecula lands, but all three are old, savvy and way more powerful than you are. No really. Living, breathing forces of destruction. It eats anything it damn well pleases. The three known each have names:
Venna -  an enormous green dragon who hunts on the plains. Her arrival is usually only known by the sound of her wings and a growing shadow. The very sight of her stills her prey in mindless fear, and some suspect magic. She has engaged in conversation when very, very full and bored.
Farquip -  a regal black scaled dragon that hunts closer to Orion lands. He greatly enjoys conversation and will only eat humans who bore him. He often demands complicated topics and enjoys seeing how much the person can make up on the spot.
That Bastard - No one really knows his name, and he has yet to actually bother to talk to anyone, just eats first. Hence, naming became very simple. A young reddish, gold dragon with a rather snakelike body and feline shape to his head.
۞ Raptors - Pack hunters, usually in groups of three to four, primary diet are Vorns, fatty lizards and Vulps.
۞ Fucking Jackalopes - No one knows what they eat. And no one cares. Vulpecula have a rumor that actually catching and eating one grants you immortality.
۞ Feathered mammoths (Vorns) - A hooved four-legged creature of enormous size. Something in the shape of an elk, but close to the size of an adolescent elephant. Mottled yellow and green straw-like feathers keep it invisible in the tall plains grass. Has a bugling call that echoes when in distress or angry. It charges and headbutts to attack. Herbivore.
۞ Kirrik bug - Two to three inches long, the kirrik bugs are glossy black and oval shaped in general. They make a whistling chirp by vibrating their wings when disturbed, and a swarm of them can be deafening. A favorite food of everything that doesn't have the balls to go for the big meat. "Bug toothed" should be considered an insult to your everything whether it's true or not.
۞ Kanat - They resemble nothing so much as gumdrop shaped balls of fur with teeth. They have 6 to 10 legs depending on the species and can roll if panicked. Omnivorous (Scavengers and carrion hunters mostly). Not the best meat but pretty tasty. Decent game ball in a pinch.
۞ Tet - Small rodents with a row of spikes down their spine a tuft of fur at the end of their tail, they are omnivorous, a common pest and the spikes on their back are barbed and snap off easily making stomping on them a generally unwise decision. They are considered disease carriers and but eaten anyway on kabobs. Nothing that a little fire wont fix.

Jawbreakers - (Beauty Pet) This creature is absolutely inedible. You crack through it's shell and it's like there are more rocks. Its bones are like steel and its claws are not even that useful as weapons. They are like a stone eating stone creature.

**Economy:** Barter, but will certainly take your coin! And then make you trade something else.
**Architecture:** Nomadic, set up and broken down at will
**Technology level:** Crude
**Government:** Defined by tribe, no central government
**Elemental/Magic affinities:** Wind, Fire

**Traditions:**:

THE MEAT FESTIVAL

The most important festival in Vulpecula culture is the Meat Festival, a week-(ish)-long event that ends with Meat Day. Though Vuplecula tends to be rather disconnected and loosely organized, huge numbers of them will gather for this event, creating massive clusters of tents and temporary buildings.

The First Hunt: The first day is full of small game hunts while everyone is showing up and setting up their tents.
The Second Hunt: A bigger, more organized hunt once everyone has set up, followed by a massive barbecue. (All of the following days involve a massive barbecue at some point.)
All Offals Eve: Big costume party. At night, children go around in Trickster masks crying, "Trick or meat!"
Offal Day: Nothing but entrails'n'gizzards! A Vulpecula favorite!
The Raptor Hunt (lasts two days): The best and bravest go out after raptors. Though outsiders are generally welcome for most of the festivities (though it's the BIGGEST HONOR EVER to be invited), mostly just Vulpeculas may participate in the raptor hunt. Those who stay home regale bitchin' tales of raptor-hunting. At the end of the day is a party celebrating those who lost their lives during the raptor hunt (and maybe also some medical treatment).
Meat Day: Those who went on the raptor hunt get to sit around all day and nurse their wounds while everyone else is hard at work smoking, salting, pickling, and otherwise preserving all of the leftover meat. At the end of the day, the biggest feast of all: RAPTURDUCKEN. Recent traditions involve fireworks, performances, and small acts of gift-giving (the gifts are also meat).

COMING OF AGE

Once a year, all of the ten-year-olds are rounded up and sent out into the wilderness to bring back a raptor. Those who come back are adults and get to have a real grown-up name. Except they're ten so they all name themselves like dogs. Or maybe their parents name them like dogs, we're not clear on this point yet.

Ash was originally a Vulpecula, but instead of killing the raptor, he somehow befriended it and rode it to Lacerta. That raptor is now Pikachu.

TRADITIONAL SONGS

Rippy the Raptor - Most people don't know all 29 verses

THE MARRIAGE RITUAL

Assuming you survived your coming of age, you're allowed to get hitched!

Here's a basic overview of the ritual:
"Two Vulpecula sneak into the Hydra swamps.
Hydran scouts stand guard, blending into the scenery and respectfully not looking, and sound a call if there's danger about—whether or not the call is heeded depends on whether or not the Vulps are paying attention. If you come out alive and pregnant, YOU WIN."

Pretty much, a Vulp's idea of a good date is running through a swamp narrowly escaping death. :'D AND IT'S GOOD PRACTICE FOR YOUNG HYDRA, who frequently receive a pile of half dead Vulpecula to nurse back to health.

SOLDIERBALLS

A rather violent sport played (often against Pyxis) on Soldier's final birthday. The only rule is that the two balls on the field cannot touch.

A PRAYER TO HUNTRESS

Grant me the strength to kill all the critters
The agility to run away from the critters I can't kill
And the wisdom to know the difference

---

**KNOWN CHARACTERS**

* - those who are actually in OldSabra mode

Akito/Agito/Rind Wanijima (Fang/Spar/Wind) - Three Hydra siblings

*Background* - The three siblings share one common trait: a deep love for their own land and people. From there they diverge pretty wildly. Their relationships with each other and others have always been a little rocky. Their particular bloodline is suspected to have some occult taint, as the males in the family tend towards little odd traits, such as golden eyes or inhumanly sharp teeth, (Fang rather often gets mistaken for a sister by those who don't know them or can't tell them all apart well) but it's almost

balanced by the twins... A circumstance of birth which is considered blessed by the gods and very powerful.

Their mother died in childbirth to the twins and two years after, their father disappeared. The siblings don't know if he honestly died or just left for another country and don't really care to find out. The lands are dangerous and it's far more likely he's dead. It's better not to know. Due to the sheer danger of the Hydra lands, orphaned children really isn't unusual, and they had been cared for on and off by villagers whenever they seemed in need. It wasn't until G returned that they had a stable presence in their life taking them in.

Spar and Wind work on the borders, hunting and patrol. Fang is often seen with Spar, though he dislikes combat himself, he enjoys the company and usually uses their excursions to gather plants for G, or for his own studies. Wind prefers to work alone, and in times of emergencies has been known to lock them into a building and wedge the door shut while she deals with it.

*Personality* - **Fang** - The eldest of the twins by a whole ten minutes. In almost all situations, he is bright, cheerful and personable... and probably the most emotionally closed off of the siblings. Very few outside of his own siblings see anything resembling worry or anger or fear from him. It takes a long time to get there with him. Make no mistake, it's not as though he doesn't like most of the company he keeps. Quite the opposite. He just doesn't think most people need any more troubles than they already have.

The twins are able to communicate without words. Most assume it's just body language or whatnot, but they really ARE that connected. In a pinch, Fang can push all of his power into Spar to give him an incredible boost of ability. He IS empathic and mildly telepathic, and has some very strong water affinity magic (his abilities are MUCH stronger near sources of water... and would be kind of boned in a desert), but probably hasn't actually told anyone but G. It was likely their first honestly OPEN conversations, and the fact that G didn't push him away after cemented his honest love and loyalty pretty much forever.

It wasn't until their village saw Pavo and Cepheus staying in their journey to the Hydranian capital, that Akito... listening raptly to stories of their exploits, seeing them use technology he'd never even dreamed of... began to become restless. He wanted to KNOW, not just what was outside of their borders, but what THEIR home could offer that no one else could do, just like the people that just wandered through. When they left, what stories could HE tell? He began to study the herbalism of the area, in between frequent trips to the library, where he and Spar would stay for weeks at a time, then vanish back home.

When they were ready, they began travelling with G, and is ALWAYS unimaginably difficult to keep from going to see and ask about ALL THE THINGS.
**Spar** - The younger of the twins and between them, they really do seem to personify the ideal of opposites in twins. Known for his temperament, reliance on the violent problem solving option, and complete ignoring of any sort of polite behavior, Spar could easily be seen as the problem child of the two of them.

Whereas Fang seems to have some magical ability, Spar's got AMAZING senses of combat and space around him. He's incredibly difficult to defeat and picks up almost anything you put in front of him. His sense of smell and space are almost unrivaled and he almost has a sixth sense about battle and deadly intentions. He HAS faced some fear from those who've realized that he just, gets back up no matter how hard you hit him... because really, how do you stop someone who ignores pain?

Generally he IS quite a bit more open than his brother. He forms connection much quicker, with almost any honest sign of trust or affection, though he really tries to hide it under a gruff and abrasive exterior. In a way he's far more dependant on his twin than Fang seems to be to him and really seems to instantly listen to whatever Fang has to say. That's not to say he doesn't have his own opinions and be very, very happy to share them vocally and in the most blunt way possible.

He honestly shares Fang's curiosity in the world and pride in their own home, though he often pretends not to be anywhere near as interested. He can usually be caught practicing whatever they learned that day when he thinks no one is watching. He ALWAYS goes with Fang when they travel, and is just as bad about wandering off (And getting into trouble.)
**Wind** - When they were young, Wind just about hated her younger siblings. That has mellowed in time, but she can still be harsh or patronizing, especially when they're struggling, and it's a very VERY rare occasion she allows Spar to join her on hunts or patrols. In most true emergencies, she's been known to bodily pick up the twins and throw them into G's house and wedge the door shut from the outside. (And they've been known to pry open a back panel.)

She is... grudgingly fond of them now, though doesn't always show it in the best ways. She, herself, is capricious. She is absolutely BRILLIANT in ways neither of the twins are. She is flat out a genius... and like most of that level, has incredible issues understanding what others take for granted. Like morals, and social mores. She does basically what she wants, what makes her feel good, or whatever impulse takes her. Her moods are mercurial and range from easy going to outright deadly.

She DOES notice those reaching out to her... but depending on her mood, she may appreciate it, or she make shove it away as pity. … Most of the time from the very same people she showed the opposite reaction to the other day. She is incredibly open, her expression revealing everything about what she's thinking, violent, sexual, and flighty. She has absolutely no interest in the outside world and is rather content right where she is, and occasionally is incredibly annoyed at the twins for what she sees as irresponsible behavior. Also in contrast, where the twins can be unyieldingly stubborn... for all her aggressiveness, if things don't work out immediately, she's been known to just shrug, give it up and walk the other way.

Eventually she was the last to leave the village to travel, with her older sister who had been taken into Ophiuchus' sect of Caduceus. She personally had no interest in the religion or anything around it, but she was perfectly happy being a very, very vicious bodyguard.
*Existing relationships* -
G (Scowl)- Is a mentor figure, brother and friend to the twins. Wind sees him particularly as a parental figure to them, which is something she doesn't need but they do. (This was an opinion she developed at 13 and still holds.) Wind stays with them on and off, as the mood takes her, but is more often inclined to stay with their eldest sister. Wind has been known to lock up G with the twins in times of emergencies to help protect all of them whether they want it or not.
Vade (Zexion) -
Krishna (Kanda) -
Wolf (Shigure) -
Roshan (Albert) -
Raven (Ikki) -
Red (Rabi) -
Feathers (Kururu) -
Allen -

## Vade [Zexion] - Hydra Librarian

Nishi: I just see Zexion living in one of the few larger villages Hydra can boast of, almost a city, now, carved out in determination and spite. But Zexion has a particular purpose there... To bring something, to RECORD something, make a CENTER for the scattered lands. There's a wealth of knowledge and wisdom in the lands, oral and written traditions... Just Hydra is so Hydra ... The bridge of his nose gets a lot of abuse.

***The Library*** - One of Hydra's very, very few stone buildings, and possibly the only stone building to have lasted more than half a generation in the perpetual mire of the swamp. Every seasonal flood, another few inches sink into the swamp . . . and every so often, an adventure-seeking designer or engineer is commissioned to add another storey to the top. Once a very modest, practical building of three stories, it still has three stories (mostly) above the water line, but floors and sometimes even rooms vary greatly in design and structure, a patchwork quilt of a building that no longer has any single architectural feel. Currently, there are approximately thirteen floors sunk into the swamp, and no sign yet that the building has reached solid ground. Of the ones above water, the ground floor is kept empty and used as an emergency shelter when needed, and books are kept in the upper two.

***Background*** - Hydra isn't honestly a place that has much use for books. Experience and an experienced teacher are the best teachers, and someone without access to those probably doesn't have any right to what they're learning, so why would you make it easy?
This doesn't stop anyone from knowing there's a library, or where it is. Or sending for information when territories shift and they run into a new plant, or sending records back when some old master (and if they lived to be old, they had to be good) dies and leaves their coded records to an apprentice who gets taken by a badgercroc a week later.
Vade has been the curator of Hydra's only centralized trove of knowledge for as long as anyone can remember, and likely before that, too. These days, everything about him (his slight stature, the pale, swamp-tinged colour of his hair, his hobbies and temperament) could pass for an old man -- except for his actual appearance, which could better be described as that of a boy not quite past the end of his teens . . . exactly like. And he somehow looks the same every time you meet him, no matter how many years have passed in the interim.
(Most don't ask. He wears Hydra's colours and carries out Hydra's business, and that's good enough for them. No one's ever managed to take anything out of the library they shouldn't, and the bookkeeper himself doesn't travel out of sight of the library's current door; well enough to leave well enough alone. Those that do question it find their inquires politely but firmly rebuffed.)

***Personality*** - Long suffering. Incredibly long suffering, but polite and patient nonetheless, well used to Hydra being Hydra with all variations of the meaning that entails. Surprisingly tolerant of foreigners as well, so long as they are well-behaved and respectful of the books.

*Existing relationships* -

### *G/Izbucnire - Scowl - Ex-Traveller and Head of A Village

*Differences* - G is in his mid-thirties! And while he does look like Scowl otherwise, he does have a tattoo on his face (see: http://i175.photobucket.com/albums/w129/tasteslikeash/Sabra/G.png ) He also relies on a staff as his main weapon instead of projectiles of any kind. The staff is a Pavo made device that is filled with dozens of compartments he can store poisons, antidotes, and needles in. :Db

Also of note are the names. **G is the name most people will know.** Only a small handful will know Izbucnire (currently Allen, Lucky, Bianchi, the sharkling trio).

*Background* - G is a man with no true country of origin, but Hydra is thoroughly his home. He's been known in the swamps since he was a young boy, though exactly who his parents are is a mystery to everyone but his sisters. He hung out equally between Hydra's swamps and Vulpecula's lakefront up until he hit 12 or 13 when he decided he needed to travel and see *all the things.* He spent a few months poring over every book he could find in the library on the surrounding countries before setting out to explore the world for a good long while. He has in fact passed through most countries that wouldn't throw a fit at the sight of a Hydra in their lands and in his travels picked up ~*~worldly wisdom~*~. Much of his travels were likely conducted with one or both of his sisters with him.

In his early twenties he came back to Hydra to settle down and relax in the horrible deathswamps of his youth for a while. :Db For a while he gets work as a medicine man, having a natural talent for knowing which plants will treat what and being agile enough to brave the swamp's dangers to actually retrieve them. It's a year or two after this that he first meets Feramis and ends up living in Hydra for much longer than he anticipated, basically forced into settling down because of some idiot Lacerta kid >8|

Eventually became head of the village he settled in mostly due to being the loudest and crankiest as well as the bravest. He proved his worthiness of the rank by managing to pen a badgercroc up, showing that not only could he keep the surrounding wildlife from killing everyone but he could CONTAIN IT. o9"

As a leader he stays around the village for the most part taking care of what's needed there, but he also takes it upon himself to conduct trading outside of the village at least twice a year. (And partly so he can go to the nearest countries to visit friends.) Since he's only visiting neighboring countries the trips don't take more than 2-3 weeks, and he will sometimes pull Lucky in to help keep the swamp at bay while he's gone. Usually brings back rarer medicines from Lacerta or good construction material from Pavo or, more rarely, Cepheus.

G is also descended from a line of berserkers and sometimes just can't control his temper. :'D It is a rare occurrence these days but WHEN IT DOES OCCUR he is not in control of himself at all beyond a focus on the source of his rage. It is possible for people close to him to plead with him or otherwise calm him down or distract to bring him out of a berserker fit. Unexplained fires and explosions are not uncommong while he is in berserk state, but at least they're usually focused on whatever he's angry at. :'D Unless someone is foolish enough to get in his way.

*Personality* - Since G is an adult who's had time to finish growing up and mellow (as opposed to Scowl who is actually the youngest member of Hydra barring age freaks like Kanda and Zexion) he is a lot less prone to unexpected outbursts of anger! He is definitely still inclined to crankiness, but he's very mellow and zen about it; more long-suffering than actively raging at the world.

He's just as brilliant in ancient Sabra as he is in the modern world. Picked up reading like it was breathing, has shown ability to comprehend Pavo and Cepheus construction and design (what plans for it he's seen, if any), is practically an encyclopedia for the diseases of Hydra and the plants needed to treat them, as well as the poisonous effects of just about any Hydra plant you could think of. Knows a good deal of the medicine of other lands, but since Hydra is where he lives that's what he applies himself to.

He's very, very loyal and fiercely devoted to his village and the whole of Hydra and will fight anything and

everything for their sake if he needs to. The same intense devotion applies to his family and closest friends. He makes a point to visit anyone who lives outside of Hydra whenever he can, so visits to Pyxis, Lacerta, and Vulpecula are definitely not unheard of.

*Existing relationships -*
**Bianchi** - Half-sister through their father
**Lucky** - Half-sister through [?] father sounds good I think father it is then! And then I can stay with Dera's mom dying when he was tiny. Basically the same relationship as Sabra! :Db Plus travelling around. May or may not have dragged her on some of his worldly travels.
**Allen Feramis** - A Lacerta brat he found getting himself killed in the swamps as a kid who is CURSED BY A GOD WHAT THE HELL. >8| Took him in and equal parts taught and beat how not to get killed by the lands of Hydra into his head. And then the kid went and got a CRUSH on him ugh such a pain!!1 So far spurns his advances, usually by shoving him into the swamp or drugging his drink with sedatives to knock him out.
That said he does have a genuine fondness for the kid and is intensely proud any time word or legends of his escapades make their way back to Hydra. He perks up any time Allen visits and typically makes his way out to Lacerta to visit him at least twice a year himself.
**Aeris Feramis -** Allen's sister!
**Cobra -** Met Cobra before Allen! [further discussions needed with Allen and Cobra together to hammer out.] [SOMETHINGSOMETHING SLEPT WITH COBRA MADE HIM ESCORT ALLEN AT SOME POINT HILARITY ENSUED. Ends with a casual friends with benefits relationship with Cobra that is sometimes made awkward with Allen's sulky tantrums? BUT SLEEPING AND CASUAL RELATIONSHIP + FONDNESS HAPPENED] WAIT I THOUGHT that he met Allen first, unless he met Cobra during his travels years ago :|a Cuz G is how Cobra finds Allen again, by talking about his student. POSSIBLY BOTH? Met him during the couple years in Hydra before Allen turned up before he left, and then during a trip out ran into him again and yammered away about his bratty student? :|a Though after makes sense too, if they met while both were travelling and realized ALLEN IS UR KID. G could've just arranged the escort for the specific purpose of reuniting them >D :Oa both maeks sense, moar time to be buddies
**Zexion** - LIBRARY *_*
**Fang, Spar, and Wind** - G met these three after he came back from his world travels to settle and relax and before Allen stumbled into the swamps like a genius. (Around the time the twins were 7 or 8?) Being possibly an orphan himself he made a point to look after the trio when time allowed him, either through putting up with their antics so long as they weren't creating some kind of danger or making sure they had enough to eat and otherwise take care of themselves. Generally just keeping an eye on them whenever someone else from the village wasn't (or wasn't doing so up to his standards)
When Fang started showing an interest in the world outside the borders of Hydra, G encouraged it as much as he could. Pointed him towards the library(? maybe? Probably the library, but would still pester the crap out of G for STORIES.) to read up on the lands outside and their dangers and was open to any questions or discussions he might have wanted to have on the subject. Probably thought the way Spar pretended to be totally uninterested was very amusing. >D Once he was satisfied that the twins had gained as much understanding as they could have out of books and idle talk, he invited them out on one of his trips out of Hydra to visit friends he'd made in his travels. Since then he takes them whenever they ask and encourages them to make trips to places they've been before without him. GO ADVENTURE GUYS it is good for you.
Overall he's simply very genuinely fond of them both (and WANTS to be fond of Wind, but he never knows where he stands with her.). They're children of his village and he's watched them grow up and in a sense thinks of them as His Kids. He's fiercely loyal and protective of any member of the Hydra nation and especially the members of his village, but these kids remind him of himself in a lot of ways and over

the years have become constant figures in his life and people he has personal attachments to. G loev twins. And their weird sister. Sort of.

**Wolf [Shigure] -** “Shigure is Cindy alias Wolf, intellectual medicine provider who hobo's it up somewhere in the woods. No one younger than he is knows what the hell he's up to, but Dera boss does [22:56] <Ren|ish> Has rich relatives in Cygnus and disappears every once in a while, presumably to go visit.” Dera looked after Wolf after he was orphaned in his late teens and probably encouraged his intellectual pursuits more than other members of the Hydra lands did. Is fairly fond of him and goes to see him whenever he feels like talking about more than the best way to kill some terrifying beast of the swamps.

**Roshan [Albert]** - A nice, respectable Hydra kid with a good amount of construction know-how. Came through G’s village after a bad storm to help the village get all the homes and pathways back into top shape. G doesn’t exactly consider him a close friend, but he does like the guy and has a healthy respect for his skill set. Would not at all be against going out for friendly drinks with the guy |D

- A Hydra borderguard. G’s seen him every now and then while passing through the Lacerta-Hydra border and knows he’s very, very attached to some Alma person. He respects Yuu a great deal but doesn’t know him very personally.

**Raven** - Annoying kid

**Gray** - Lucky’s lackey

**Tsuna** - LOSER LACERTA HE SAVED FROM A RAMPAGING [LACERTA BEAST maybe a wartortle] gosh can’t he even take care of himself in his own homeland. >8| Generally unimpressed with him and his inability to not get into trouble all the time. Tsuna follows him around a lot and is very grateful for his life having been saved, and G is often still pulling him out of dangerous situations. But any fondness he may have for the guy is well-masked under that wholly unimpressed attitude towards him.

**River** - oh hell yes we should hash that out. MAYBE A PRIEST HE BUMMED AROUND WITH IN YOUNGER TRAVELS? gd it colors 8| SURE OK I am hashing out his background, he used to be Cephean and became a Caduceus priest! TOTALLY BUDDIES, TOTES LOVERS, ALLEN IS V JEALOUS YES TOTALLY, possibly met up around 15-16 (OR IS RIVER STILL OLDER?) and G followed him around while he travelled on priestly business? NAW SAME AGE --gosh actually he may be younger :’D A TWIST?? I AM ALL FOR TWISTS as clearly evidenced by my relationships with Tsuna and Jace :’D MAYBE I SAVED YOU FROM A WILD SOMETHINGOROTHER (and then got saved in turn) I’m workin’ on his section nao

**Red -** ANOTHER ORPHAN. G met Red when he fought his way into Hydra’s one city for the sake of hoboing it up in Zexion’s library. The city that houses the library isn’t G’s own, and at the time he had a village to lead and Allen to keep from getting eaten by something, so he only stuck around for a few days to see to it that there were people looking out for this crazy Cepheus boy. Left him there once he was satisfied that he would be kept from getting killed in the swamps.

G saw him a few more times after that on other trips to the library before losing track of him for several years until Red showed up again as a good friend of Allen’s. Drinks were had and comments about how small the world is were made and everyone hung out together. |D G checks in with him when he can, just to see how he’s been doing and ask about what amazing worldly things he’s seen.

**Chrysos** -

**Shiki -**

**Zero -**

**Jace** - Member of a band of Canis that picked a young G up after he had a brutal run in with a feral band of shifters. That band nursed him back to health and taught him a little about how to travel the land safely before seeing him to a border safely. G doesn’t know him very well personally due to Jace’s young age at the time, but can now recognize him as someone connected to that band because of the markings on his face.

## * Lucky - Just a Vulpecula

Ok guys I hate waiting for this doc to load so I moved my stuff here

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## * Gray - Lucky's Lackey

*Appearance* - SLIGHTLY OLDER (20) But physically he looks about the same. The only difference being he has black hair and a fox tattoo on his arm.

*Background* - Gray was born and raised in Vulpecula with his twin brother, Black. Their mother was a single parent and BADASS. She constantly lies to them about who their real father is. She died in a raptor hunt when they were 5. He was separated from Black when Black was taken away by Lynx. It was around that time that he met and befriended his best friend Kin.

As is customary, Gray was taught from a young age how to hunt and forage for food and take care of what little livestock the clan has. By the age of 10 (when Vulps are typically recognized as adults??) he met Lucky, started hanging out with her, and soon became a part of her little gang, where he stayed ever since. It was also around that time that Black returned to Vulpecula. They both started their own small clan as well and later became Lucky's left and right hand man. (It is arguable which one is the left hand and which one the right) They each command their own group of lackeys within the Lucky-clan, mostly to cater to the whims of their crazy leader.

He alternated between travelling out of Vulp with her (to Hydra or Cepheus or wherever else she goes) and staying behind with the clan in those 10 years. He does travel alone to other countries at times but those are infrequent occasions. Like most Vulps, he's self sufficient when it comes to survival. He has decent knowledge of what plants are edible and which are medicinal and how to use them.

Unfortunately, when he was 17, Kin had a run in with a dragon (Venna) and was never seen again. The event was the tipping point for Gray. He disciplined himself more, forcing himself to think before leaping and to learn to lead better. He didn't want to lose another friend. He's an excellent hunter with a sling and a dagger. His favorite hunt being the Vorn and the fatty lizards.

In his free time, Gray dabbles in gambling. He's a cheat and has found an opponent in Fang of Hydra. (He has yet to defeat the boy in cards) During one of the gang's many Luckapades, he met (Flames), a Canis, whom he fell in love with. Since then, he has made trips to Canis whenever he could in an effort to woo her. The attempts usually end in near-fatal repercussions but he's not giving up yet. o9!

*Personality* - Proud, confident and fiercely protective of his own as is the very nature of a Vulpeculan. He was far more cocky and brash when he was young but the death of a friend on a hunt he led AND serving the whims of a leader crazier than he had helped to calm him down over the years. He still has a temper and his preference for violence has not lessened in the least, but he has learned to look before he leapt. He manages their group with Black when Lucky's not around to get things in order. While harsh, he is generally good to his men. He is mostly indifferent to outsiders though he does enjoy observing how other countries live. He has respect for educated and intelligent people (Lucky included), not that it means he'll treat them less casually than he would a fellow Vulp. He is mostly illiterate. Lucky tries to teach him sometimes but they both do not have the patience.

*Existing relationships* - (Feel free to add???)

**Lucky** - His beloved and most favoritest leader! (NEVER ADMITTING THIS) ~~He pretty much worships the ground she walks on and wants to make her hundreds and hundreds of sandwiches.~~ Maybe only ONE sandwich 8| Gray does adore Lucky in his own way. Even while her crazy exasperates him, he's been with her for long enough that he's willing to endure it in the long-suffering manner of a loyal underling. 8| Besides, it's thanks to her that he gets to travel out of Vulp so often. He can't complain about that. (except for the occasional moments where they have to run from the law or help break her out of prison :/)
**Black** - TWINS!! His best bro! They have an antagonistic type of relationship full of BROFISTS and NOOGIES and PRANKS. (It's like Sabra!Chika and Sabra!Trixie in a way) They both have matching badass fox tattoos on the opposite arm.
**Trixie** - She and Jinx are siblings. She acts like a child and keeps wandering off on her own for weeks at a time, so that is how Gray treats her. Like a child. He cares for her in his own way (by nagging a lot)
**Jinx** -
**Zel** -
**G** - ACQUAINTED. Knows who he is because of relations with Lucky.
**Fang/Spar/Wind** - Likes Fang and Spar. Throws bets with Fang and teaches him about gambling and cheating. (For some reason can't seem to EVER win him in cards 8|||) Likes Spar too. Also tends to use him and Yuffie's fights as an excuse to do a quick bet. (Opinions on Wind pending)
**Yhi (Flames)** - Has a crush on her and has tried AT LEAST once in the past to court her (and failed disastrously). It's not stopping him from trying again. :Db She has given him the nickname 'Deathwish'.
**Maon (Chaz)** - Similar-ish to their current relationship in sabra. (more info pending)
**Summer** - A Pavo Engineer. (more info pending??)
**Lady Feathers** - Pavo Designer. Met her five years ago on her visit to Hydra.
**Cobra** - THEIR FATHER!!!1 Gray doesn't know that though. Only knows of him by his reputation.

## Aella/Yuffie - Trixie - Treasure Hunter Extraordinaire

*You were an explorer, these are the lands just to the south of Vulpecula's rather sprawling nation. You are going to find treasure and lost artifacts of power, because people said you couldn't, but in the same breath, talk about how amazing things are. You know when you bring it back things will be awesome for you and yours. You've been travelling days, and you like the rain better.*

(((Her success rate varies wildly, but she almost always comes back with SOMETHING decent. Very occasionally hits the "HOLY SHIT WHERE DID YOU *GET THAT* AND HOW DID YOU NOT DIE" jackpot (the answer is usually stupidity and a dash of luck).)))

*Appearance differences:*

- 18 years old; naturally scrawny and liable to be mistaken for a boy several years her junior. What are curves I don't even—
- Hair is this + the braid from this. Here is a fail!doodle.
- Wears Leviathan's Scale on a sturdy leather necklace.
- PROBABLY HAS A TATTOO OR TWO I haven't decided yet (a fox and/or a Leviathan?). Same goes for scars. :|aa

*Background:*
Aella is Jinx's slightly-older-sibling. They were born within a year of each other to parents who, several years later, managed to get themselves eaten by That Bastard. ALSO THEY HAVE A LONG LOST SIBLING IN MONO. He's Jinx's twin.

Their upbringing was fairly standard. Dead parents SORT OF SUCKED but Vulpecula is a land with many

orphans, and the primary prerogative of any and all is to survive in the most awesome way possible. I MEAN, REALLY. Even before Mom and Dad went to hang with the Gentlemen, Aella was up to her neck in Doing Things. Dangling by her ankles over fifty-foot ravines (does Vulpecula HAVE fifty foot ravines?) to reach something shiny; trying to con the pants off of anybody and everybody; climbing Vorns just for the hell of it; sneaking off to (try to) invade Hydra…

She and her brother took care of one another. Jinx relied upon his unusually high IQ and sleight tricks, Aella on her well-honed ability to shank things up close and from variable distances, and both of them on a healthy dash of cunning and (calculated, in Jinx's case) recklessness. Also, whenever she didn't just drag him along with her on her adventures, he just. Stalked her anyway. GOOD BRO. :|b

They hooked up with Lucky's group just under a year before Aella's coming of age.

OTHER THINGS

- Coming of age went super well, in that Aella made it back alive and well and without any missing limbs. She took the name "Yuffie" either because it means something in whatever language they speak, or because she'd just made it up and thought it sounded cool.
- She's been wandering off ever since she could crawl, but it wasn't until she was eleven that she got it into her head to become a MAGNIFICENT TREASURE HUNTER. Probably needed some rescuing in the early years, but she's nothing if not a quick learner.
- By the age of fourteen, she'd made solo-visits to Hydra, Lacerta, Pavo, and Orion. By the age of eighteen, she'd been practically *everywhere*. Sometimes with her clan (she never turned down the opportunity to travel), sometimes not.
- First met Spar when she was fifteen (or *maybe* early sixteen)—and by 'met', I mean 'stole his prey and picked a fight' (or should that be 'picked a fight by stealing his prey'?). It ended prematurely thanks to a Badgercroc calling out from nearby (Spar and his brother grabbed all the Vulps in the area and dragged them off to safety), but it was pretty much the BEST FIRST IMPRESSION EVER and they've been going at it ever since.
- It was during her first trip to Lacerta (age sixteen) that she decided to steal a scale from Leviathan, a river god. SMART PLAN AMIRITE. In the end (after spending a few weeks being treated for hypothermia by Aeris Feramis), she trotted off home with a pretty scale and the god-gifted healing ability, Clear Tranquil (AKA "mirror water"??).
- AT SOME POINT she went [somewhere] to commission (or just buy, idk) a weapon. She probably stole back at least half of what she paid for it. OR TRIED TO; Jinx can be such a party-pooper sometimes.

Aella may be in trouble more often than she's out of it, but few people would make the mistake of underestimating her twice. When it comes to fighting, she's something of a prodigy—without formal training, though. Speed, acrobatics, and an almost unreal ability to throw things serve her well, as does her highly developed spatial awareness. When pushed to (and past) her breaking point, she loses strength (down by, like, a quarter), but gains a speed boost and a bit of ~FIRE~ for, like. 15 seconds.

*Personality:* In a nutshell? Mercurial, highly energetic, prone to rapid moodswings, protective, reckless, (overly) confident. Can and will be horrible inconsiderate, attempt to con you out of your everything, and pick a fight with you if you look interesting enough. Conscience is quite firmly stuck on 'LOOK OUT FOR NUMBER ONE', but she will defend Her People tooth and nail if it comes down to it. Likes to think she knows what's best for herself, and reigning her in can be difficult. BUT. While childish, she is competent, and she's capable of learning from her mistakes.

… actually I may use Crisis Core as a bit of a base. :|a WE SHALL SEE.

NOT NECESSARILY UNFRIENDLY. Hell, catch her in a calmer mood and you may just be surprised.

*Existing relationships (feel free to add/change):*
**Jinx** - 'LIL BRO. He's a little—okay, a lot—odd, but she accepts it in the same way he accepts her chronic inability to not poke her nose around everywhere. BESIDES. He's just a weirdo in a bunch of weirdoes; other Vulp clans already look at them funny anyway, since they like to travel so much and interact with so many strangers. She does her best to make sure that he's safe, well-fed, and not eaten by the local fauna (or flora).

Bickering aside, they [probably?] get along about as well as they can, given their differences in personality. And Jinx is one of the very few who could/can/has successfully talked her down from doing whatever it is that she wants to do, assuming she gives him the chance. … IT ALSO DEPENDS ON HER MOOD AT THE TIME but yeah.
**Lucky** - Best and most greatestest leader. Gawd I like totally want to be her someday but there's no way I'll ever be that awesome! I just hope she accepts my gracious gifts of thousands of sandwiches. HOW'S ABOUT HELL NO but we can totally team up to steal sandwiches from unsuspecting kids. :|b
**Gray -** Dumb old man needs to quit being such a nag~.
**Black** -
**Zel -**
**Fang/Spar/Wind**
Spar - Sparring budddyyyyyyy. There's a distinct possibility that they could actually be considered friends, though outsiders wouldn't necessarily be able to guess by looking at them.
**Aeris Feramis -** ONCE UPON A TIME YUFFIE DECIDED THAT IT'D BE A GREAT IDEA TO STEAL FROM A RIVER GOD CALLED LEVIATHAN. Aeris was the one who dragged her out of the river and nursed her back to health; she was also the one to tell her, "Lol, try asking nicely." Amazingly enough, this actually *worked.* The outcome was: a newfound respect for things that can screw her the hell over, Aeris is sorta awesome, and yay healing ability.
**Jak -** THERE IS NO DOUBT AT ALL that they tried to screw each other over multiple times both during and after the con they pulled off together when Yuffie was 16, but somehow the end result was A) success!1, and B) a draw. They're now sort-of-friends-ish-maybe who like keeping each other on their toes.
**Tjuta** -

Blue - Zelgadis - Mage-type for Hire and Information Broker

Zelgadis is his birth name; Blue is the name he chose at age ten.

Appearance differences: Not always blue.  May also have a normal hair color when not.

*Background*: Once upon a time, some crazy wandering Cygnus took up with a nice Vulpecula lady (stop snickering), and you ended up with Blue.  To everyone's surprise, Blue's parents stayed together.  Most people figured being half-Cygnus that was why Blue was so weird.

The shapechanging trick was his own, though no one is really sure what animal Blue was trying, or if no one told him that 'pet rock' was not a possible choice -- but everyone had to admit that being partially immune to raptors is a damn useful thing.  After his coming of age, Blue took more to visiting other Vulp tribes and beyond, into other countries, collecting bits of information -- useful and useless -- and taking advantage of a gift for magic.  He says he's looking for a relative of his Cygnusian father, a Ophiuchus

priest.

*Personality*: A lot more social than even newSabra!Zel, let alone canon Zel, and a lot more comfortable with actually having feelings. A big old nerd, which is probably why he can get along with Lucky. Retains Zel's mercenary streak. Also has a

*Existing relationships (feel free to add/change):*
**Jinx** -
**Lucky** - Lucky is so great he just feels fortunate and grateful to bask in the glory of her very presence. (Lucky's really fishing to be more important in old!Sabra?) LUCKY IS ALWAYS IMPORTANT IN ALL INCARNATIONS OF SABRA. May have a thing for her, but hell if he's saying anything.
**Gray -**
**Black** -
**Yuffie -**

**Sparky (Lina) -** A Hydra he met on his travels. Has a bit of a crush on her, despite the logical part of his brain realizing this will end badly.

**Rezo -** Grandpa! Blue knows he exists, and wants to meet him, but hasn't sought him out.

Albert (Roshan) - idk some random fixer-upper dude

*Appearance:* Slightly older (20ish?) otherwise mostly the same. Prrrrrrobably more tan than in Sabra since he spends a lot of time out of doors and tans VERY easily. Finished growing-- looks slightly taller, at his final height of about 5'11" (as opposed to 5'8" in Sabra), broad shouldered and lost his puppy fat.

*Background:* Grew up as an only child with a normal, loving family in a normal, unremarkable Hydra swamp village somewhere. From a young age he's always had a fascination with two things: traveling/seeing the world and MAKING/FIXING THINGS \o/. Somewhere along the line he meets Cepheus' head engineer (Claude/whatever you want to call him) and from that day forward pretty much puppies along behind him (and any other Cepheus engineer) any time he ventures into Hydra, learning what he can. He doesn't stay in one place, but rather travels around the villages where he's needed, but always returning home as often as he can.

*Personality:* Ehhh basically the same, probably slightly more sensible and less dumb than canon Albert.

*Relationships:*
**Claude** - see above \o/
**Yayoi** - a Cepheus medic he is ~in love~ with and now they exchange (very secret rly) schmoopy love letters while their relationship remains long distance :'D
**Scowl** - Fixed some stuff in his village once after a storm :|b
Idek the rest you guys can fill in/presume whatever you want 8D ALBEAR OUT.
**Lucky** - IS AWESOME obviously everyone knows that
**Yuffie** - Is the most amazing Vulpecula you've ever had the good fortune to encounter. You're always totes happy to sacrifice your lunch to her cause.

???/Jinx - Kaito - That Younger Brother of Aella's (COUGHALSOWEIRDOCOUGH)

*Appearance difference:* Not much difference except perhaps wears his hair longer and ties it back with some little thread thing he ganked from Aella at one point (she totally let him have it, otherwise she would have throttled him for taking it).
*Background:* As mentioned, parents were killed when Aella and he were young--the tragic story for all Vulps, really. and more will go here once I can think of a name for Jinx 8|a
*Personality:* Reminiscant of Jinx in Sabra currently--though with a more playful edge like Kaito/Kid. Very much can be calculating and somewhat cold, but generally is friendly and nice to people he doesn't know. It's a distant kind of politeness, though, as he knows that he'd have no problems with ripping someone off... and-or know that Aella might try something dumb that will cause problems. S-sigh. Dumb older sibling. Likes to mock and tease Aella for not being as developed as other girls in the lands. Tends to be VERY independent except when it comes to Aella--then he has a tendency to try to make things right. Over all, he's very much a uniquely social and intelligent Vulp who is often said to not belong but that's just funny to him. :'D

… note: wrote all of this when craving sleep. derp.

Lucky - FIGHT LIKE FIGHTING THINGS OVER THIS LEADERSHIP THING. Muuuch like how current-Sabra is, except Jinx doesn't really bother so much trying to change Lucky's mind and just overrides her orders flat-out. … which may or may not lead him into trouble. They get along pretty decently in the nerd department of things.
Aella - Sister 8| WHO CANNOT KEEP OUT OF TROUBLE.
Gray -
Blue -

## Suraga (Molotov/Amami Riku)

**Physical Traits of Note:** He's six years older than Riku, so while he isn't taller as such, there's a sharper, leaner look to him. There are two jagged scars gouged under his eyes in much the same place as the red lines are in his jinki icons. Most people assume he cut them in himself, though when asked he doesn't bother answering. Has a number of old burn scars all over his body.

**Personality:** Quiet, distant, and... generally slightly unnerving. He's polite enough and gets along well with others when the situation calls for it, and anyone who knows him well will get a grudging friendliness from him, but where you'd expect a Hydra to react to certain things with yelling and fistshaking, he instead goes cold and silent. When he *does* get truly angry he flies into a rage that's pretty hard to curb. Unlike Molotov he doesn't get flustered very easily, or grumble under his breath about things; he's a lot more taciturn. He does, however, still manage to give the impression that he's judging you.

**Abilities/Other Things of Note:** Particularly good with a scimitar-like blade. He also carries a small knife that he never uses. He intends to use it on his family's murderer.

**History:** Suraga came from a fairly standard Hydra family in one of the smaller villages near the edge of the country. He had a mother, a father, and a sister whom he loved very much. Then one day when Suraga was fourteen it all went horribly wrong. No one's sure what happened, exactly, but what's known is this: the family's house, which sat rather near to a couple of others, caught fire one night (odd itself in a swampy land) and then shortly exploded, engulfing its neighbours in the blast. After the villagers managed to put out the fire, they found all three families to be dead, except Suraga, who survived with a mere scorching, and Suraga's sister, whose body was never found. When asked what had happened,

Suraga insisted that someone had come in the night and started threatening to torch the place if they didn't hand over what he wanted. But he wouldn't elaborate on what this thing actually was, and no one had seen any such person entering their house. So suspicion fell on Suraga instead, and rumours flew that he'd been the one to kill his family out of spite. As soon as Suraga recovered from his wounds, he went back to the wreckage to search for his sister. He didn't believe she was dead, despite everyone's assertions that she must surely have burned up in the explosion. He refusal to listen to them just made him seem all the shiftier in their eyes, and soon people started to claim he was bad luck as well as a liar.

Soon enough a group of people decided to follow Suraga out to the wreckage site and ask him to leave the village. What they found when they got there was Suraga cutting his own face open with the knife that had belonged to his sister Amane. When asked what the hell he was doing, he answered that he was making sure he wouldn't forget the pain and tears until he met That Person again. At which point the villagers DID drive him out of the village for being bugfuck nuts. Since then, Suraga's lived in various places within Hydra, doing odd jobs whenever the opportunity arises (he gained some amount of skill in cooking, and often takes up food prep jobs), searching for any clue to his sister's whereabouts, and leaving again when his welcome seems worn out. Occasionally rumours from his hometown make it to wherever he is, and people whisper that that's the guy, the liar who won't admit his sister's dead. At that point he generally leaves. He's been out of Hydra a few times in recent years, searching further for his sister's whereabouts.

**Relations**
NONE YET pending :/a