

## General

**Name:** Jaxyys Elein Tallan

**Nicknames/Aliases:** “Jax”, “Sunshine” (by her father), “World Guardian”, “Duchess of Forinthry”

**Fremennik Name:** Taltin FarStrider

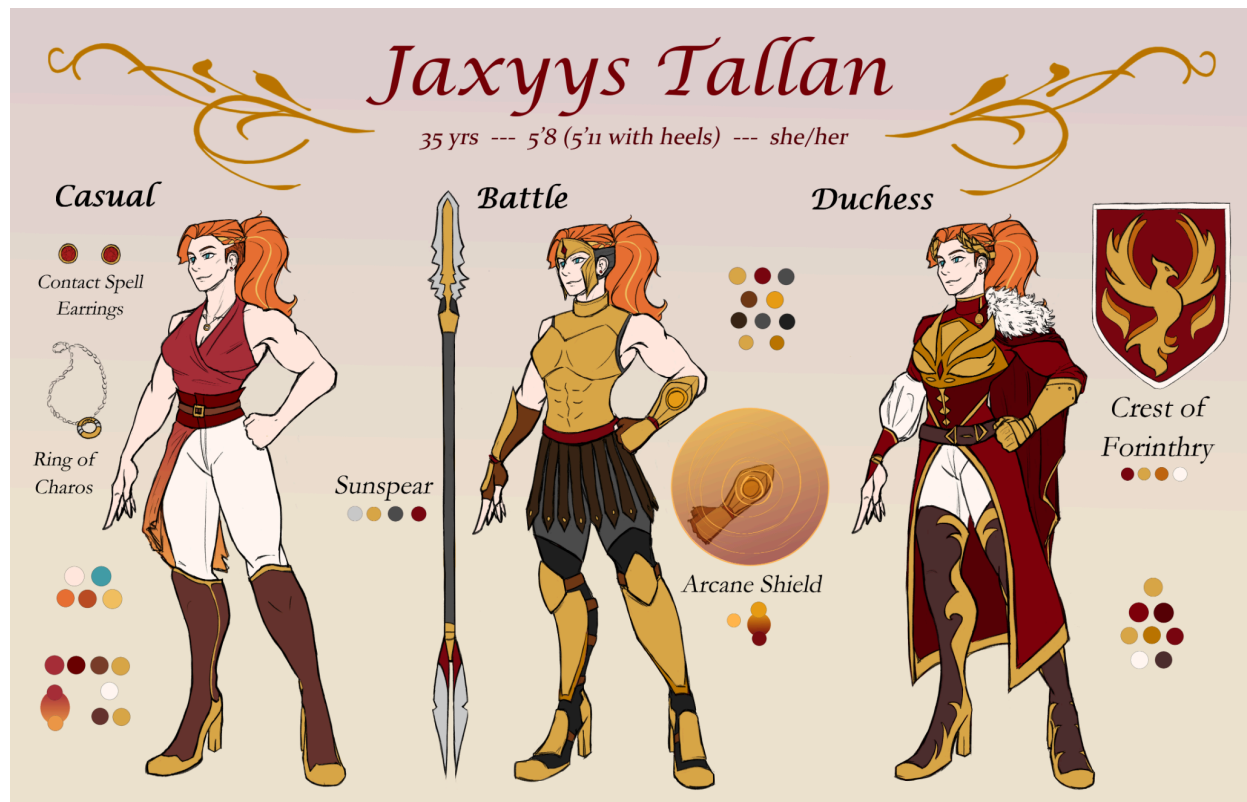
**Age:** 21 at first adventure / 25 at The World Wakes / 35 currently

**God Alignment:** Herself

**Date of Birth:** Ire of Phyrrys 26, 144 of the 5th Age

**Gender:** Female (she/her)

**Sexuality:** Straight



## References

[Imgur Album](#)

[Pinterest Board](#)

[2022 Art Fight Album](#)

[Jaxyys Simple Bio](#)

## **Physical Description**

**Height:** 5'8 (5'11 with heels) / 1.73 m (1.8 m)

**Hair:** Burnt orange. High ponytail and undercut, with a braid on the right side. Within the braid is a lock of blonde hair, once belonging to Prince Brand. In the present day, the original lock has since worn away, and Jax dyes that strand of her hair blonde to keep the aesthetic.

**Eyes:** Cerulean blue

**Face:** Sharp and angular jaw; impeccable cheekbones. Strong, but still feminine

**Body:** Pale skin, “apple”-shaped body with somewhat broad shoulders, muscular build.

**Scars:** A deep scratch between her shoulder blades caused by Zemouregal’s claw. She tends to keep this particular scar covered up as much as possible.

**Voice:** Slightly deeper than average, speaks with a “standard American” accent. Tone is often loud and very expressive.

## **Outfits**

**Battle:** Wears armor made of masterwork metal, which is overlain with gold and polished to a shine. Always wears boots with heels. Only in battle will she wear a golden metal faceplate set with a ruby.

**EGWD:** Jaxyys wears different gear for fighting each boss of the Elder God Wars Dungeon. References provided.

- **Kerapac:** Ceremonial Guard Outfit (old outfit), with more practical boots
- **Croesus:** Flexible cloth and leathers, dyed maroon with gold trim. Leather face mask covers mouth and nose (no hood). She carries tools needed for the fight on her person.
- **Arch Glacor:** A heavier red and gold gambeson with the armor from the top half of the Dawnforged set, and the bottoms from the Thok’s hand-me-downs, dyed red to match.
- **Tzal-Zuk:** Heavier, tank-like armor made from an Obsidian/Masterwork alloy, worn on top of a fire-resistant black bodysuit.

**Casual:** Always extremely fashionable, loves showing off her arms. Most often seen in heels, either boots or Grecian-style sandals. When working out, she’ll wear a sleeveless shirt, often with a cheesy tagline such as “Suns out, Guns out”.

**Formal:** Often dressed lavishly in gold and red. Her hair can be in a variety of styles, usually done up extravagantly with jewels and pins, though sometimes she'll let her hair down.

**Weapons:** The [Sunspear](#), which has been enchanted with the ability to return to Jax's grasp once thrown. Uses a metal shield in the later 6th Age. During the Eder God Wars, her original shield breaks, and is replaced with a collapsible magic shield. This new shield is a small metal disk that will, once activated, spring magical barriers of energy in the shape of a discus shield.

**Fighting Style:** With the Sunspear's versatility, Jax is able to switch fighting style mid-battle. She prefers using melee, seconded by ranged, and least prefers magic, but can and will use all three. She often uses the shield as a secondary weapon, [using it to bash and push](#) as well as defend.

## **Personality**

**Overview:** Jax is THE HERO; confident, outgoing, charismatic, witty and *very* dramatic. She's embraced the role of World Guardian as a leader and champion of the common man, commanding respect both on and off the battlefield. She feels emotions very strongly, and displays them strongly in turn. Overall, she has an enthusiastic and friendly disposition. Jax has *total* confidence in herself, but she also never puts others down due to her ego. Part of a hero's job is inspiring others to heroism, after all. She does, however, place a lot of effort in appearances, and generally strives to never be outshined by anything or anyone.

Jax can basically be summed up as "I'm the hero", "look at me" and "go big or go home".

**Strengths:** Brave, strong, very heroic with a strong sense of justice. A natural-born leader and a good strategist. Charismatic, has a sharp wit, can easily rally people to her side. Great speaker and storyteller. Thinks quickly on her feet. Loves people, and has a natural drive to protect others.

**Weaknesses:** Bad at being subtle (she's very loud). A people-pleaser to the end; she can't stand if someone doesn't like her. Can sometimes be impulsive, and will often rush in head-first to danger, usually to show off. Often chooses aesthetic over practicality.

**Flaws:** Subconsciously addicted to gaining power. She believes that the power Guthix granted her is not enough to save everyone, and so she will seek to make herself stronger at almost any cost. She also does love attention, and will sometimes get jealous and upset when she is overlooked or passed up.

**Wants:** Someone that will love her. She wants to be a beacon of hope and heroism to her fellow mortals. She wants everyone to know her name. And secretly, she wants to ascend and become a

god. Though she considers herself a “peak” human, she realizes that her humanity is holding her back from realizing her full potential.

**Needs:** To gain power in order to defend the world from threats both within and from afar. At least, that’s what she tells herself.

**Quirks:** Talks with her body; she paces back and forth when excited, thinking, or anxious. Never swears, instead uses more creative ways to insult her enemies. Talks to herself when alone. Runs her hand over the braid with Brand’s hair when distressed. Gets flustered easily around crush(es).

**Fears:**

- **The Dark:** When she was a child, Jax claimed that some nights she could see a man standing in the shadows of her bedroom – a tall man with yellow eyes – watching her. She became extremely afraid of the darkness as a result. Even in the present day, she won’t admit aloud to it, but she will become visibly distressed in dark caves and places with no light source, and will never sleep in complete darkness. Walking through the darkness of Senntisten was *especially* difficult.
- **Trolls:** Growing up in Burthorpe instilled in her a natural bias against the trolls that threatened the city. When her father dies fighting against them, her hatred is solidified. To Jaxyys, the only good troll is a dead troll.
- **Dagannoths:** Similarly to trolls, Jax retains a deep-seated hate of the Dagannoths for killing Brand and Astrid.

## **Relationships with Others**

### **Romantic**

- **Godric Kuznetsov:** One of Jax’s childhood Burthorpe friends, alongside Taggard and Spria. While the two never officially dated or courted growing up, there *were* hints of childhood crushing between them. When they turned 15, Godric was allowed to join the Imperial Guard while Jax was not. She became jealous of him, and although she knew it wasn’t his fault, still felt a tiny bit betrayed. Jax ends up saving his life after returning from some of her adventures, though, and they remain good friends.

[6th Age] Despite being out of contact for some time, Jax and Godric do eventually reconnect as old friends after the edicts are established. Unknown to Jax, Godric had actually been in love with her the whole time she was World Guardian, though there was never any time to confess until she was already involved with Charos.

- **Brand:** [5th Age] Her first true romantic love. At first, Jaxyys only courted him in order to become regent of Miscellania, but over time the two actually do start to develop feelings for each other. Their relationship begins to bloom and she's genuinely happy when the two are wed in "Blood Runs Deep". When Brand, however, is slain not hours later, Jaxyys is *devastated*. She takes a lock of his hair and braids it into her own, which she still wears to the current day.

[6th Age] During the events of "Nomad's Elegy", Jaxyys and Brand are reunited when she finds his spirit. But, just when she thought she's found her love again, Nomad comes and tears his soul apart right in front of her eyes. I like to think that the best part of Jaxyys died that day.

- **Azzanadra:** As she struggles with the heartbreak of Brand's death, she comes upon Azzanadra by rescuing him. The two develop a friendship, and as Azzanadra stokes her ego, Jax begins to feel needed and important. She admires his intelligence and strength, his steadfastness and level head, and develops a crush on him. She, however, admits that a Mahjarrat like Azzanadra would never return her feelings, and so she keeps her crush a secret. Then, Azzanadra betrays her for Zaros, and Jaxyys' heart is shattered all over again. However, when he speaks with her after the Battle of the Monolith about how he'd like to regain her trust, she can't help but pine for him once more. Her affections, however, wane over time, especially during and after the EGW.
- **Charos:** When Jax first meets Charos, the two hit it off right away. They are both charming and attractive, with a mutual love of stories and puzzles. They fascinate each other, I think, both of them with such wild, yet lonely lives. Jaxyys begins to waver between her feelings for both Charos and Azzanadra, though she eventually chooses Charos after the EGW.

While the attraction starts on merely on the surface, Charos first begins developing feelings for her when Jaxyys saves him from a rockfall in Kerapac's lab. Though he is no stranger to partners and love affairs, they have always been fleeting or to gain something. Jax, on the other hand, not only interests and amuses him, but can keep up with him. Actual, true feelings start to develop between them after the EGW ends as Charos helps her in faking her own death. Surface attraction gives way to revealing how lonely the two of them are on their own, and how much they enjoy each other's company. Of course, he absolutely knows about her affections for both he and Azzanadra, and is content to sit back smugly and watch Jax fumble her way through her feelings until she finally chooses him.

## Friendships

- **Spria DuQuense:** Childhood gal pals, they bonded over their mutual love of hitting things really hard. They're two sides of the same coin, really. While Jax always dreamed of adventure and becoming a hero, Spria was always content to stay in Burthorpe and take up the eventual mantle of her Slayer Master father, Turael. Jax was more loud and energetic, while Spria was the level head that kept her in check. Their bond is strengthened as they both lose their fathers, and Spria never blames Jax for Turael's death.
- **Taggard Fletcher:** Orphaned at a young age, Taggard was adopted by the craftsman near Taverly. He makes up the childhood friend gang alongside Jax, Godric, and Spria. The most cynical and blunt of the group, he was often challenging Jax's fantastical dreams of dashing heroism and riveting adventure, to which Jax would always beat him at a game of swords. He ends up working the bellows of the smithy in Burthorpe.
- **Meg:** Jaxyys is naturally more than willing to pander to her fans, but she really does see potential in Meg. The two have a sort of mentor/student relationship, and Jax does consider her a good friend, maybe even like a little sister. Jax conscripts her for the fight against Zamorak in the 6th Age, passing onto her the legendary Silverlight.
- **Philippe:** Similarly to Meg, Jax views Philippe as one of her "proteges", and is quite proud of the growth she's seen in him.
- **Kharshai:** If anyone knows what Jax is going through, it's Kharshai. He was there for Brand's death, and he's been a source of comfort and wisdom to her over the years. She'd trust him with her life.
- **Ozan:** The two of them in a room is bound to be a GREAT time. Charisma on charisma, tales are spun and embellished and retold a thousand times. Ozan is often the one to poke fun at Jax's romantic dilemma in its early stages, saying that she'd stand more of a chance if she, y'know, talked to her crushes.
- **Zanik:** Jax is sympathetic towards Zanik's desire to get out from Bandos' thumb. They share a mutual dislike of trolls, and Jax cites that reason for helping Zanik at the Kyzaj Tournament.

## Family

- **Cpt. Darius Tallan:** Jaxyys' father, and a captain of the Burthorpe Imperial Guard, as well as an ex-adventurer. Darius is an outgoing and boisterous man, yet a capable soldier and a skilled leader. He is known for motivating his men with his charisma, as well as his drive. He often tells Jaxyys stories of his prior adventures before he decided to settle

down with Cinnastix. Despite training her to defend herself, he constantly denies Jax's requests to fight alongside the Guard. He is killed by trolls in the line of duty in the 5th Age.

- **Cinnastix:** Jaxyys' mother, and a Guthixian druidess from Taverly. "Cinna" is a doting and caring mother, with a penchant for herblore. She prefers the quiet home life, which is why people thought it strange when she married an ex-adventurer and Imperial Captain. Yet, the "balance" has kept their relationship alive and well. Even so, she can be a little over-protective of her daughter, Jaxyys, and is concerned with her spirited wish for adventure.

After her daughter's rise as Guthix's World Guardian, Cinna becomes sort of "revered" by the Guthixians in Jax's place, since the World Guardian herself is always off doing something incredibly important. Therefore, when Jax starts to fall from the Guthixian path and makes notable mistakes, some of that scorn falls on Cinna. To save Cinna's reputation, Thaerisk helps her hide in plain sight as an ordinary member of the Crux Eql. The plan works until the Elder God Wars, and Cinna fights alongside her fellow Crux Eql members, as well as her own daughter, completely hidden. It is only when Cinna dies in battle that Jax finds out the truth.

**Crystal Tallan:** The firstborn child of Jaxyys and Charos, once they fully settle as a married couple in Forinthy. As crafty and intelligent as her father, she has a natural penchant for all things magic. Mature for her age, she's often the one keeping her little brother out of trouble, though she's been known to help him with a scheme or two. The daughter of a duchess, she does take to her royal role seriously, and fully embraces the heroic Tallan family name.

**Julius Tallan:** The youngest child of Jaxyys and Charos Tallan. The kingdom's resident Prince Charming and ladykiller. Though he has his mother's wit and charisma, it appears he's left most of the brain cells to his older sister. He has a good heart, though, and he does want to live up to the family reputation of heroism. While he doesn't initially show any true strength, Julius displays an unnatural ability to produce and control fire.

## Enemies

- **Sliske:** Three words: Sleep Paralysis Demon. When Jax was young, Sliske watched her from the shadows. He knew she must be important, as hers was the name uttered by a mad sailor under the influence of Xau-Tak centuries before she was even born. Jaxyys saw his yellow eyes watching her, and developed a near-crippling fear of the dark because of it. Jaxyys fears him just as much as she resents him. As the World Guardian, she sees him as a madman that must be put down at any cost. Despite his intentions, ill or



sound, Jaxyys refuses to abide by his killing of innocents, and her nature to protect drives her against him.

- **Zemouregal:** Jax's ARCH-arch nemesis. When the two fight in TWW, Jaxyys leaves herself vulnerable for only a moment, and Zemo sinks his clawed gauntlet into her back. She has the scar to this day. Since then, the two have had a "friendly" rivalry, and whenever they're within earshot of one another, you can hear all manner of colorful insults being hurled around.
- **Nomad:** Somewhere in Jax's heart is a void of cold and raw hate, and a good majority of it is directed at Nomad. She resents him for tearing Brand's soul apart when they were reunited. When Sliske challenges Jax to kill wight-Nomad in "Sliske's Endgame", she takes it in spades. This is the one and only time Jax goes truly *feral* on a person, forgoing her weapons to beat him into a bloody pulp on the desert ground.
- **Relomia:** Ironically, Jax only started disliking Relomia *after* Sliske's Endgame when she tried stealing Jax's identity. Just as Jax is soothing her ego from this horrid affront to her name, she finds that in the future, Relomia is named the *Time Guardian*, and all Jax's proteges are following *her* around! Jax becomes jealous, and begins to treat Relomia more coldly from that point on.
- **Trindine:** No words must be spoken of *HER*. Jax is INCREDIBLY jealous of Trindine, seeing her as competition to Azzanadra, as well as to her own image of being The Resident Boss Babe. Jax has been known to rant and rave about all the ways Trindine has supposedly tried to sabotage her, from pretending to be disguised as different people to flirting with Azzy behind her back. Trindine does enjoy egging her on, mostly because watching the World Guardian make a fool of herself is horribly entertaining. When Jax finds out Trindine is Azzy's *daughter*, she almost blacks out.

## **Relationships with gods**

- **Guthix:** Though she was raised Guthixian, Jaxyys herself was never a "consistent" practicer. In the 5th Age she would call herself a "Guthixian", but over the course of the 6th Age, she begins to deviate from the religion. Jaxyys does hold respect for Guthix himself, and she feels regret for betraying him in favor of the Zarosians before his assassination. In the early 6th Age she tries to live up to his design for a "Guthixian World Guardian", but as the years wear on, she makes some...adjustments.



- **V:** His example of being a human who was able to ascend and become a champion of heroism paved the way for her own ideals. With his death, Jax considers herself his replacement as the “god” of heroism, adapting it into her role of World Guardian.
- **Saradomin/Zamorak/Armadyll:** Jaxyys begins to see the gods more like “equals” than deities to be followed, but tries to maintain good relations with all of them. She’s a people pleaser to the end, and will try to make sure none of them at least hate her.
- **Bandos:** Except you, Bandos. Troll god bad.
- **Ichthlarin:** Amicable! He is the type of god that Jax will claim to know personally even though they haven’t spoken in years. She knows she can count on him, they’re just not the closest of friends. He has his job to do, and she has hers.
- **Zaros:** Jaxyys originally restores Zaros as a means to impress Azzanadra. For the majority of the 6th Age, Zaros fascinates Jax, and in fact she feels as though Zaros is the only god alive that can truly understand what she’s become and what her potential is. Once his true motives are revealed, Jax burns with resentment, and vows that she’ll do everything in her power to stop him.
- **Seren:** Jax initially views Seren as relatively harmless and rather detached from reality, and therefore doesn’t take her as seriously as she should. However, with the Elder God Wars, Jaxyys becomes increasingly alarmed and terrified by both Seren’s power and instability. She blames Seren for her mother’s death, and unleashes her fury upon her on Iaia; a desperate mother against a daughter with nothing to lose.

## **Other info**

**Leitmotif Instrument:** Trumpet

**Favorite Color:** Maroon (gold is 2nd favorite, surprisingly)

**Favorite Food:** Roasted rabbit and garlic butter

**Favorite Locations:** Miscellania/Etceteria, Ashdale, Burthorpe, the Anachronia spa, Fort Tallan

**Hometown:** Burthorpe

**Residence:**

- **Childhood:** A townhouse in Burthorpe
- **5th Age:** The vacant castle on Etceteria. She also has her own Player-Owned House, though it largely goes unused.
- **EGW:** A makeshift room from one of the upstairs offices in the Cathedral.

- **Post-EGW:** She resides in Charos' house near the museum in Varrock while faking her death. They both then move into Fort Tallan once the Duchy of Forinthry is established.

- **Reference doc:**  Fort Tallan of Forinthry

**Pets:** Jaxyys had a cat named Phox, who was the kitten given her by Gertrude. Her coat is stained a purple-ish blue, since the unfortunate events of the “Purple Cat” quest. Though Phox traveled with Jax nonstop in the 5th Age, Phox eventually stays in the Etceteria castle, and resides there most of the time until her passing partway through the 6th Age.

### **Skills:**

- **Expert:** Smithing, Firemaking, Construction, Attack/Strength/Defence/Constitution
- **Proficient:** Hunting, Mining, Archaeology, Agility, Slayer, Ranged
- **Average:** Herblore, Crafting, Dungeoneering, Divination, Thieving
- **Novice:** Magic, Woodcutting, Fishing, Runecrafting, Summoning, Fletching
- **No skill:** Prayer, Invention, Farming, Cooking

**Hobbies:** She frequents the spa in Anachronia (with VIP treatment). She also has personal training rooms in her various houses, and will spend some downtime making sure her body is in tip-top shape. Her “mental health” days usually consist of her wandering around various cities, performing small acts of heroism, and signing autographs.

### **World Guardian Mode:**

- **Sliske's Endgame:** Sprouts six wings of fire and gains the ability to fly. Radiant light surrounds her, and her eyes burn bright white-yellow. The fiery anima in her veins is visible beneath the skin on her chest, back, and hands.
- **Extinction:** Each time Jaxyys activates WG mode, she becomes a little more *ashen* and smoky. Her wings now emit a bit of smoke, and her irises are a more pronounced orange.
- **Vs. Zamorak:** Wings of fire billow smoke at the ends, fire in her veins, smoke coming off her body, and her skin turning darker grey. The whites of her eyes are going black, and the irises are burning embers. *Ashen* World Guardian.

**Aura:** Under V's influence, Jax gains an aura much like Zaros and Seren's that inspires heroism. It's not as strong as a god's, but the people she comes in contact with do find themselves more courageous in her presence. This aura can influence herself as well, even granting her brief bursts of adrenaline and perseverance if caught in a tight spot.

## **Alternate Universes**

**Ascendancy AU:** The main premise of my fanfic-in-progress, *Pax Jaxana*. In this timeline, Jax manages to obtain the Staff of Armadyl and drains the anima from the Elder God eggs to ascend to godhood. Jaxyys becomes the Goddess of Heroism, and begins building an army of “Paragons”. However, Jax’s thirst for power combines with an increasing amount of betrayal and loss, which have consequences that change Gielinor forever.

**OSRS:** While RS3 Gielinor has Jaxyys, OSRS has Jaxxys. OSRS Jax is younger, currently only 16 years old. She was raised by dwarves in Lovakenj, and though she is obviously not one, fully believes herself to be a freakishly tall dwarf. Her adopted family is too embarrassed to tell her otherwise. She enjoys reading books, eating rocks, and swings around a giant hammer.

**Leagues III:** Leagues Jax, as opposed to OSRS Jax, is actually RS3 Jax having a surreal fever dream after passing out due to exhaustion in the Elder God Wars Dungeon. The Sage is Trindine haunting her nightmares.

**Vyre AU:** Forced into Vyre-ship, Jaxyys despises the ugly, monstrous creature she has become. With no memory but a lingering craving for all eyes to be on her, Jaxyys turns to overwhelming beauty as she settles into her new "skin". She climbs to high nobility, and surrounds herself with a harem of hand-picked and carefully groomed humans for the sole purpose of worshiping her at all times.

**RAC High:** Captain of the volleyball team and avid member of the drama club, Jax is the charismatic and athletic diva that runs the halls of the RAC High. She has a massive crush on the teacher's aide, Azzanadra, which becomes increasingly obvious to all but Azzanadra himself. Things become complicated, however, with the arrival of a handsome new transfer student, Charos, and the slow realization of Jax’s best friend, Fay, that she has feelings for Azzanadra as well.

**Elden Ring:** Distantly related to the Fire Giants, Jaxyys entered the service of Malenia as a Cleanrot Knight to sate her lust for battle. However, upon the march to face Radahn during the Shattering, she became awed by the General and his fiery spirit, all the while becoming disillusioned by the inevitable rotten fate that awaited her as a Cleanrot. She then defected to the Redmanes, though kept her old armor as a memento. It wasn't long until Jaxyys heroically died in battle, dying to Malenia’s own scarlet Aeonia. She gets called back by grace, a Tarnished of ~~no~~ some renown. With both her ex-Commander and current General both out of commission, Jax sees a hole yet to be filled in the world...one that she is eager to fill: the throne of Elden Lord.

## Quotes

- “Don’t worry everyone, the World Guardian has arrived!”
- “Quick, get behind my shield. I’ll protect you.”
- “Hey guys, WATCH THIS-”
- "Well, I've got one thing that Saradomin hasn't: a winning smile."
- **Charos:** “You’re getting blood on my shirt.”  
**Jax:** “Consider it an autograph.”
- “Hey Zemouregal, *Mardi Gras* called. They want their withered raisin costume back.”
- “Behold, Azzanadra,” *she gestures at herself*, “the paragon of human achievement!”
- "AND THEN, I stepped forward--quite heroically, I might add--and raised my spear and said to him, 'No, Kerapac! I won't let you destroy Gielinor!'. It's because I'm the WORLD GUARDIAN, see? Emphasis on ‘world’. And also ‘guardian’. So anyway, he was SO distraught by my words that he-"
- *She chuckles.* “Oh, don’t worry Charos. I’ll take care of running the kingdom. All you gotta do is stand there and look pretty.”
- “ARCHERS! To the walls! Get ready to fire on my command.”
- “I am the World Guardian. Until the air is forced from my lungs and my blood stains the ground, I will fight. I don’t care if you come back with the power of a thousand Elder Gods, I *will* save them all. You hear me?! *I WILL SAVE THEM ALL!*”
- “Enough? No! No, of course it’s never been enough! Do you see outside? Look at all the people that are dying because I can’t protect them. Do you know how many people I’ve seen die when I was just out of arm’s reach? Sure, Guthix may have had good intentions, but what he gave me isn’t cutting it. I’m only equipping myself more for the task already given to me.”
- **Seren:** “You’ll die as you lived, World Guardian. Talking far too much.”  
**Jax:** “I’ll *keep* talking. I’m the voice of every single soldier– every mother, father, and child –that has died in *your war*. And they’re all crying out for justice!”

## Featured Stories

[Jaxyys Battle Report, Pentumber 19th](#) by Jaxyys

[Indulgence](#) (an excerpt from *Pax Jaxana*) by Jaxyys

[Old Light](#) by Chaos\_Elemental

[Knife's Edge](#) by Chaos\_Elemental

[Jaxyys Rising](#) by Aeternus Lux

[Get a Clue](#) by Chaos\_Elemental

[Left In The Wake](#) by Jaxyys

[Fremennik Nightmare](#) by Regressive\_RS

[The Best Possible Outcome](#) by Nicki

[Transfer Students and Tamagoyaki](#) [RAC High AU] by Nicki

[First Date](#) [RAC High AU] by Willoway

[The Jortress](#) by Siroquois

## **Backstory**

Jax does *all* the quests in Runescape (with a few exceptions) in timeline order. The ones mentioned are when important character moments or canon deviation occurs.

### **Childhood:**

Jax was born in Burthorpe to an ex-adventurer imperial army captain (Cpt. Darius Tallan) and a Guthixian druidess (Cinnastix Tallan). Her father, however, wanted to spare his only daughter from the bloodshed he had seen in his travels, and her mother was a homely woman. Thus, both were fiercely protective of Jax, and while extremely loving, were rather strict in her upbringing. Jax was homeschooled by her druid mother, though she still found time to make friends and play outside. However, there were times when young Jax could see yellow eyes in the shadows of her room, watching her silently. After telling her mother, Cinna does manage to catch a glimpse of the eyes, saying that she “could have sworn it *smiled*” before they disappeared.

As a child, Jaxyys became good friends with various other children around town: Spria, the daughter of the resident Slayer Master Turael, Godric, the son of Burthorpe's smith Dunstan, and Taggard, adopted son of a fletcher. Jax proclaimed herself the leader of “The Crusade Club”, a name they chose for themselves to signify their desire for adventure and change in the world.

Both she and Godric wanted to join the Burthorpe Guard as they got older, but despite being the daughter of a captain, Jaxyys was forbidden from joining, as Darius deemed it too dangerous. Regardless, between her own father, Spria, and Godric, she was able to learn basic

combat and how to wield a sword. Jax took up smithing under Dunstan in her spare time, and learned enough to craft her own sword.

Eventually, when she turned 21, she managed to convince her parents to let her leave for an adventure to prove she could handle herself. Darius was hesitant, but sent her to an old adventuring friend of his, Xenia, hoping that she'd at least stay out of trouble.

### **Death Plateau / Troll Stronghold:**

In the midst of her beginning adventures, Jax returns to Burthorpe for a time. However, she finds that a failed assault by the army on the trolls left her father critically injured and her childhood friend, Godric, captured by the trolls. Jax begs Commander Denulth to let her help, and he agrees. She manages to kill a number of trolls on the plateau and save Godric, while arranging a spot for the army to ambush the trolls. However, when she returns, it is too late; Darius has fatally succumbed to his wounds. Jax will never forgive the trolls for as long as she lives.

She does not do Eadger's Ruse, Troll Romance, or My Arm's Big Adventure.

### **Blood Runs Deep:**

Sometime in the 5th Age, Jax comes into contact with the Fremmenik people, and travels to Miscellania. Her hubris beckons her to become regent, so she agrees to marry Prince Brand for the throne. After some time, however, she develops a true fondness for him, and returns often during her travels to regale the children of the isle with songs and stories, as well as see Brand. Their relationship begins to bloom, and she's genuinely happy when they are wed. The bliss, however, is short-lived. Jax defeats the Dagannoth Mother and steps out of the cave, ready to be greeted with thunderous applause, only to find her husband and new sister torn to shreds on the floor. Jaxyys is *devastated*. Before his funeral, Jax takes a lock of Brand's hair and braids it into her own, a reminder that as long as she lives, she will be a protector and champion of the defenseless.

### **Desert Treasure / Temple of Senntisten:**

Due to the loss of Brand, a hole burns in Jax's heart, and her loneliness eats away at her. Suddenly, she finds a place to direct her emotions: Azzanadra. He becomes a good friend and makes her feel needed and important, and as she starts to spend more and more time around him, she starts to project her loneliness and heartbreak onto him. It develops into a kind of a crush,

where she works to gain his mutual respect and admiration, even though she is thoroughly convinced that he will never reciprocate feelings for a human.

### **Lord of Vampyrism / Vyre Quests:**

Jaxyys truly starts hitting her stride as a hero, though she becomes more and more distressed with losing the Myreque, which only strengthens her resolve to “save them all”. Plunging the Sunspear into Lord Drakan is a horribly bittersweet moment. She keeps the Sunspear, using it as her signature weapon even to the present day.

### **Ritual of the Mahjarrat:**

The first time Jax meets Sliske...and she *instantly* recognizes his eyes. The same eyes that have been haunting her since childhood and fueled her fear of the dark. It only takes Sliske killing Akrisae for Jax to know that she hates him and *fears* him.

### **While Guthix Sleeps:**

Of all the heroes who fight Lucien, Jaxyys is devastated most of all to lose Turael. As she was very close friends with Spria, they now share the fate of the death of their fathers to a terrible enemy.

Upon finding and touching the Stone of Jas, Jax is filled with a rush of anima and burning power unlike any she's felt before. It is *exhilarating*. She catches a glimpse of what she could become with that kind of power at her disposal. No longer would she be too late or too weak to save anyone. The lust for power begins subtly here, driving Jax' subconscious towards that feeling again.

### **The World Wakes:**

Being raised by a Guthixian druidess, Jax naturally fights alongside the Guthixians during the battle. While fighting Zemouregal, however, she accidentally leaves herself vulnerable enough for him to strike at her with his metallic claws, and he tears a large, scratch-like scar at the nape of her neck and down her back. Once the battle concludes, she is forced to choose a side, and sides with the Zarosians. While this is truly a means to get closer to Azzanadra, she justifies her decision by saying that the Guthixians are still severely outmatched, and if the Guthixians and Zarosians join forces against the others, Guthix can be protected, even if he is awoken. Arguments proceed, and before another fight breaks out, Sliske bursts a hole in



the wall. Jax races to Guthix, but it is too late. She watches in horror as her god is fatally wounded before her eyes, and instantly she is overcome with grief and regret for siding against him. She takes up the mantle of World Guardian willingly, promising to redeem herself and vows, once again, to be a protector and savior of humanity.

### **Nomad's Elegy:**

Seeing Brand brings a slew of emotions to the forefront: relief, confusion, euphoria, guilt. She's just thinking that she has her love back again, when he's ripped violently from her grasp once more. This time, for good. Jax *burns* with a fury unbridled, swearing to tear Nomad limb from limb. Not to mention that Nomad *creates a horrifying amalgamation wearing the face of the god she betrayed*; it's really not a good time for her.

### **Fate of the Gods:**

Jax decides to bring back Zaros fully restored in order to both impress Azzanadra, and maintain her position of having a decent relationship with every god. Zaros is masterful at stroking her ego and swaying her to his side, and so while she does not worship him, she will trust him.

### **Hero's Welcome:**

Jax is enamored with V, partly because of her own obsession with heroism, and partly for her fondness of the Fremmenik people due to her regency of Miscellania. She begins to develop her aura of heroism under V's influence, and takes up his mantle as the "god of heroism" upon his death. She is impressed that a common man could achieve so much and ascend to godhood, and the power-hungry part of her mind wonders if she could do the same.

### **The Mighty Fall:**

Jax reluctantly agrees to help Zanik in the Kyzaj Tournament, if mostly just to destroy the champion of the trolls herself. She really hates the whole thing. She spares Zanik at the end, of course.

### **Kindred Spirits:**

The people Sliske kidnaps *are* actually valuable to Jax; Meg being her loyal protege and Major Mary Rancour an old family friend and military senior to her late father. When Jaxyys

discovers his plans, Sliske at last reveals his true self. The darkness surrounds, leaving only his maddened yellow eyes, before he violently beats Jax half to death against the wall. That moment keeps her up at night for a *very* long time.

### **Sliske's Endgame:**

Jaxyys' aura of heroism strengthens as she continues being the WG, enough that it affects even herself. She finds herself able to push past obstacles she never dreamed of conquering, facing foes without fear, and inspiring others to heroism...until Sliske's Endgame.

With the anti-divine magic effect over the maze, suddenly Jaxyys' courage is gone. The heroism she used to use is now stripped away, leaving the very human World Guardian to realize it's been a crutch the whole time. She retains her natural confidence, of course, but it is minuscule compared to what she has become used to. Her panic leads to frustration, which leads to unbridled anger at herself, at Guthix, at Sliske, at the gods who WON'T STOP *BICKERING*, at the whole circumstance. Once the Stone is destroyed, her heroism returns, mixing with her rage and her lust for power, all of which seeps into her "World Guardian Mode".

Jaxyys draws on the anima of Gielinor itself, overloading her World Guardian soul with power. Guthix's essence within her manifests as two beautiful green butterfly wings, which appeared for only a brief moment before they were set ablaze. Jax finally rejects Guthix's design for the World Guardian, instead forging the anima into something different, consigned to do it *her way*.

### **Desperate Times / Desperate Measures:**

At long last, Charos reveals himself with dramatic flair. Jax is immediately taken with him (and flirts with him right off the bat). He becomes a companion, as the two actually have much in common. At first her flirting with him is playful, but as time goes on, and the two share adventures, she discovers a sort of fascination for him, and realizes that the two of them actually make a fairly good team. From this point on Jax is a big confused mess between Charos and Azzanadra.

### **Azzanadra's Quest:**

The heartbreak hits *hard*, though, when Azzanadra betrays her. She's spent so long loving Azzanadra that him turning his back on her is akin to Brand dying all over again. It's another crack in a splintering World Guardian.

Jax begins to *loathe* Trindine. Sliske frag is also entirely ignored for this canon.

### **Battle of the Monolith:**

The Battle of the Monolith really brings out her personality. She pushes through pain and stays with the ground troops, fighting amongst the people and rallying them together when the different factions start to become unraveled. She finally gets the chance to be a leader and a hero, though the soldiers say she was acting unusually short-tempered and absent-minded at times.

When Azzanadra ascends, Jax is a mess of emotions. She is amazed at his selflessness of closing the monolith, relieved that he lived through it, and *furious* that HE gets to ascend. An ascension that he didn't even want.

### **City of Senntisten:**

Azzanadra expresses his true feelings about being friends, and her old feelings of infatuation come bubbling to the surface. They are reconciled, Jax assures him that they are still friends, and starts to spend more time with him in the hopes that her own aura can begin to undo Zaros'.

The darkness of Senntisten, however, is *horrifying* for Jaxyys. Quite literally her worst nightmares made manifest. Fortunately, Azzanadra is there as a friend to calm her.

### **Elder God Wars:**

The Elder God Wars is exciting for her, at first. She relishes the chance to show off in front of all of Gielinor. Then slowly, people keep dying, new waves of monstrous armies keep appearing, and Jax is getting worn out after months of staying underground without a proper shower. She conscripts Meg and Phillipe to be a sort of "pit crew" for her, helping her in and out of armor for whatever front needs to be fought next, making her guzzle Sara Brews and Overloads, and maybe offering an encouraging word or two. Of the generals, Jax feels a particular dislike for Tzal-Zuk, as he represents everything that Jax is trying so desperately to achieve: a human that has grown so much in strength that they wield the power of gods.

Partway through the fighting, Thaerisk approaches Jaxyys, asking her to follow him quickly. He leads her to a Crux Equal member, fatally wounded and lying on a makeshift bed. Jaxyys realizes that the druid is none other than her own mother, Cinnastix, who had been secretly a member of the Crux Equal after Jaxyys had become World Guardian. With her dying breaths, Cinna is able to express her regrets and her pride in her daughter, and they are allowed final goodbyes before Cinna succumbs.

And now, the World Guardian has nothing left to lose.

### **Extinction:**

“Extinction” brings her story to a riveting climax, and is also where her story both diverges from canon somewhat, and splits upon itself. **The following contains spoilers for *Pax Jaxana*.**

Jax spirals as the grief over her mother’s death mixes with her increasing frustration towards not being able to keep up with the war, both of which fuel her desire for more strength. In a fight with Kerapac, the Needle partially fractures, creating a shockwave that loosens the Staff of Armadyl from Kerapac’s grip. Jaxyys grabs it, defeats Kerapac, then attempts to siphon the Elder Eggs with it to finally grant herself the power she’s craved all along. Seren is sent into a panic, and flees with them to Freneskae. Jax pursues, has a minor trip through Erebus, and confronts Seren, who teleports to Iaia. They fight, the surrounding town is (mostly) evacuated, and Jax is stranded on the planet by Moia. Jax sits by the Gate and watches the Elder Gods touch their eggs.

### ***Pax Jaxana* [timeline diversion]:**

Jax is willed by her own heroism aura to stand, and use the Staff to siphon all of the extreme levels of anima being released. Through a combination of the shadow anima from Erebus, the Elder’s own ancient anima, and the pure anima of Iaia itself, Jax’s mortal flesh is burned away, ascending with the body of a new god. As she has effectively drained all of the anima available, the Elder Eggs are stillborn, throwing Seren into emotional turmoil. Jaxyys, at Seren’s request, kills her with the Staff. She returns to Gielinor as the new Goddess of Heroism. Things, however, take a turn for the worse as Jax’s lust for power is not sated. She is finally made aware of the horrible repercussions of her own hubris unchecked.

- Jax becomes aware of this timeline at the end of Extinction, being able to see it all while Seren makes her retreat into her own mind. She doesn’t remember all that happens, but she is left with the lingering knowledge of what her hubris corrupts her into, and what it does to Gielinor. Her pride turns to a very, very large fear of her own potential as she realizes how easily she could be set off at any moment.

### **Post-Elder God Wars:**

Because of the vision of her corruption, Jax takes longer than usual to return from Iaia. By the time she makes it back to Gielinor, Moia and Adrasteia have already told everyone else

about the World Guardian's supposed death. Jax shows up to an empty Cathedral, and a sparse Senntisten. Jax realizes that she can use this to her advantage and pretend to be dead, while spying on Zamorak and making for a grand reveal. She seeks Charos, who agrees to help her fake her death and remain under cover.

Over the next couple of months there's a whole tension-building mini-arc with all this "will they, won't they". A bit of mutual pining, one or two "you can't sleep either?" talks, Charos teaches her more about Faking-Ones-Death 101 and Jax gives him some much-needed unrequited company.

Jax attends her own funeral, she pretends to be a librarian and Does Not Do Well, and she feels terrible about leaving Meg and Spria alone without saying goodbye.

### **Twilight of the Gods:**

Jax and Charos do their own digging into Zamorak's forces by infiltrating their ranks and sabotaging them. Jax then seeks the assistance of the one demon she can trust: Xil'gar Trog (the demon imprisoned in Kharid-Et). He is to act as an informant for her, infiltrating the demonic ranks back on Infernus. He does so, and comes back with the info that Zamorak is gathering forces by the truckload.

She makes the executive decision to tell Saradomin, as he's currently the world's expert on opposing Zamorak. But Adrasteia can't know that she's still alive, so Jax goes alone to Falador under cover.

She's surprised the Guardians of Guthix want to talk to her at all, considering how far she's strayed from the Guthixian path. They plan to reestablish the edicts, to which Jax is, at first, hesitant. She loves being the World Guardian, and reestablishing the edicts will cause her to lose the power she's clutched so close to her chest for most of her life. But she's also seen what those powers will do to her if she keeps them. In honor of her mother, Jax accepts.

Jaxyys reveals herself to Armadyl, Icthlarin, and Azzanadra; all of whom are shocked that she is still alive. After telling them the plan and the consequences, she pulls Azzanadra aside to finally admit her true feelings for him. It is here that he both reveals Trindine to be his daughter...and his own feelings toward Jaxyys. Although those feelings are vague, he knows for certain that he regards her as much more than just a friend. Jax is shocked and devastated, though Azzanadra consoled her by saying that they were always meant for different paths. They were "doomed to fail." The two, at long last, find closure.

As a result, Jax and Charos' relationship is further solidified.

## Aftermath / Zamorak Boss Fight:

[Jax and Co. against Zamorak](#)

## Age of Chaos:

Haven't done these quest yet lmao

## Fort Tallan / The Duchy of Forinthry

"Reldo" happens to overhear King Roald's worries about an attack from the Wilderness and a certain dangerous vale of strategic importance, and the ever-trusted librarian convinces King Roald to entrust Forinthry to the World Guardian, making her its Duchess. Jaxyys *eagerly* accepts, and takes to her her new role of Duchess seriously.

Full Reference doc:  Fort Tallan of Forinthry

## Murder on the Border

Jaxyys invites Spria, Godric, and Taggard all from Burthorpe in a reunion to see that she is, in fact, not dead, and to show off her new duchy. Unfortunately while the friends are there, Jax receives the request from Roald to host a banquet for various nobility. Spria, Godric, and Taggard, as well as Charos, are all present alongside the nobility of the quest.

Charos takes the place of Aster as assistant detective, and both are present for the assassination attempt. While Charos holds off the assassin to “interrogate” him, Jaxyys scales down the building to help Ellamaria and Spria fend off the dark beasts. It is revealed that Taggard was the traitor, siding with the Zamorakians to assassinate King Roald, as he was embittered that all his friends led such noble, heroic lives and he was left behind. Jax is left with yet another betrayal weighing on her mind.