



*"Quote"*

- Source

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## PRIMARY INFORMATION

**True Name:** Amalthea

**Origin:** Greek

**Meaning:** To sooth; soften

**Pronunciation:** ah-mal-FEE-ah

**Nicknames:** Thea, TBA

**Behind the Name:**

- Like all true names given, it is unknown as to why Nerida gave the molly such a name. Perhaps it had something to do with the gentle and kind nature Amalthea gave off? Or maybe it was a way to shed light to her beauty, for such a name sounds graceful and eloquent? Either way, Amalthea adores the name, and these days often goes by the nickname of "Thea" within her tribe.

**Kit Name:** Nari

**Origin:** Korean

**Meaning:** Lily flower

**Pronunciation:** nah-ree

**Nicknames:** Ari, Na-Na, Little Flower

**Behind the Name:**

- Given she was an only child, Nari's fathers saw her as a precious gift to them. That said, they knew that she deserved a name that could reflect on her, one that could encapsulate her gentle appearance, but also a tie to the place she came from. With that place being near a river, it was no wonder that the name Nari seemed most fitting for the small she-kit.

**Age:** 3 Years, 9 Months (45 Months)

⇒ **Starting Age:** 3 Years, 6 Months (42 Months) | **Born:** Spring 108

**Sex:** DFAB

**Gender:** Cisgender Female

⇒ *She/Her*

**Affiliation:** Water Tribe

⇒ **Formerly:** *Outsider*

**Rank:** Jeweler

⇒ **Formerly:** *Loner*

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## BASIC INFORMATION

**Breed:** American Curl x LaPerm x Turkish Angora x Singapura x Japanese Bobtail x Siamese

**Height:** 8.3" at shoulder

**Weight:** 3.7kg

**Belief:**

- **Agnostic-Theist** | When it comes to the Spirits, Amalthea has a mixture of thoughts. On one hand, she was raised to believe everything was by chance, and that nothing really had a control over fate other than causation. That was how she managed to deal with the plague as it ravaged her old home in Nandryx. However, one cannot really deny the existence of the Spirits, not when one of their mark's is upon one's shoulder. Not to mention how the tattoo gives the cat the ability to harness the element it correlates to.

As of late, Amalthea is uncertain what to make of this new discovery of her's. Is there a causation behind the existence of such all powerful beings too? If so, why hadn't any upper power tried to make an effort to stop the plague? Or had her fathers gotten it wrong? Regardless of what the real answer is, Amalthea isn't one to shy away from possibilities and





**Voice** - Light-hearted and joyous, Amalthea's voice is a distinct one that suits her very well. Smooth but still keeping the touch of her youth in its tuneful pitch, the molly's voice is rather warm and friendly as it is expressive. Often filled with liveliness in the throes of happiness, Amalthea can lower her voice into a calming whisper when needed most. It can also lose its tune if she's feeling anything negative, such as becoming a soft choke when upset or a fierce snarl if angry. On the other hand, due to her perfect pitch, Amalthea's singing voice is lovely to hear with its steady melody and ability to hit high keys. Overall, her voice is harmonious and in tune with her feelings and therefore paints her as an open and warm figure.

**Scent** - Aside from the growing scent of Water Tribe clinging to her fur, Amalthea's scent consists of many floral scents such as rose, crocus, pansy and sunflower. However, there is also a hint of sea salt and other minerals within her trademark scent as well.

**Tattoo** - xxx

**Other** - N/A

## Genetics

### **Dominant:**

- Golden colourpoint markings
- Cream fur
- Curly pelt
- Aqua eyes
- Small height
- Long tail
- Freckles
- Slender, athletic build
- Small paws

### **Recessive:**

- Tan fur
- Dark grey fur
- Sable coat
- Long-haired pelt
- Blue eyes
- Green eyes
- Curled ears
- Long limbs





- Amalthea does wonder whether she made the right decision to leave her fathers behind for the tribes often. In the end though, she assures herself that it was for a reason, and one day she'll see them both again.
- As her birthplace suggests, Amalthea is very much a water cat. She loves to swim in the pools within the early hours of the morning and later in the evenings after her work is done for the day. She also knows how to effectively catch fish.
- Being a hopeless romantic and dreamer, Amalthea cannot help but get crushes on many she-cats with ease. As a result, it's rather easy to make her flustered. She is also the type to read many, many romance-based works of text.
- Amalthea is a dancer at heart. She loves the simple tunes of life, and tends to have a great understanding of where to place her paws in a graceful sway.
- Amalthea's ideal pet is basically a fish. Particularly, the colourful ones. She finds them adorable and could watch them all day.
- She longs to start a family of her own someday. Trouble is, Amalthea has no idea whether she's truly met the "one" for her, and as such tends to hesitate often when she feels like pursuing someone.

### Likes

- Gemstones
- Colourful, small fish
- The taste of salmon
- Swimming
- Dancing
- Making accessories
- Her job
- Family and friends
- Romance
- Honest cats
- Sweet tasting things
- Cleanliness
- Kittens

### Dislikes

- Violence
- The taste of eel
- Tasteless jokes
- Rudeness
- Mess
- Illness
- Bitter tasting things
- Being betrayed
- Getting flustered in public
- Liars
- Mentions of the The Plague
- Death
- Rats

### Fears

- Illness
- Losing the ones she loves
- Being alone
- War

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## RELATIONSHIPS





She also likes someone who can speak their mind and hold their own, but isn't hesitant to ask for help or comfort. An affectionate partner is definitely something she would love too, for Amalthea is a bit of a clingy cat herself. Most importantly, she'd want someone who is fun and unashamed to be so easygoing. That, and a she-cat who is also interested in having a family someday.

## Education

**Mentors:**

**Apprentices:** N/A

## Family

**Father (Dad; Biological Sire):** Mi-reu | No-Tattoo; Unknown

**Father (Papa):** Iseul | No-Tattoo; Unknown

**Biological Dame:** Primrose | No-Tattoo; Unknown

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## MISCELLANEOUS INFORMATION

**Voice Claim:** Actor/Actress

⇒ *Character Example* | *Role*

**Playlist:** ---

**Morality:**

- **Fair** | For the most part, Amalthea believes in a balance. In particular, the balance of good and evil is a concept she's very much well aware of. Growing up, she was taught that it was natural for both to co-exist; for without evil, how can there be good to offer some light and vice versa? It is with this mindset, then, that Amalthea views her morals to be that of treating others equally and with mercy. She doesn't believe in an eye for eye even for the more despicable of individuals. Instead, having them locked away for a long period of time to think over their life choices fits her better. Moreover, she doesn't believe anyone is inherently evil or good. If anything, cats make their own choices by free will. As such, she does believe in forgiveness and acceptance and, should a cat want it, redemption.

**Hobbies:**

- **Cooking** | Your character can make some tasty meals.
  - **Novice** | +0 Arcane

- Since coming to the tribelands, Amalthea has been introduced to many parts of their culture. One of which is cooked meals. Surprised at how tastier cooked and steamed fish is, it's no wonder the molly has taken it upon herself to learn this craft. Though she has to admit, it is trickier than it looks. Most of her meals at the moment turn out burned or undercooked.

#### Goals:

- To learn how to master her skill tree ☐
- To start a family one day ☐
- To see her dads again ☐
- To learn how to make good, tasty meals ☐
- To gather many beautiful gemstones for herself and teach others their importance ☐
- To create something many would enjoy ☐
- To befriend many cats ☐
- To find “the one” ☐

#### Motivations:

- Family and friends
- Curiosity
- Adventure
- Love

#### Regrets:

- Leaving her dads behind
- Being so useless during the plague
- Missing out on better opportunities

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## STATISTICS

| Stats        | Core | Equipment | Hobbies | Purchased | Other | Current |
|--------------|------|-----------|---------|-----------|-------|---------|
| Strength     | 2    |           |         |           |       | 2       |
| Intelligence | 6    |           |         |           |       | 6       |
| Stealth      | 2    |           |         |           |       | 2       |
| Charisma     | 7    |           |         |           |       | 7       |
| Speed        | 3    |           |         |           |       | 3       |

|           |    |  |  |  |  |    |
|-----------|----|--|--|--|--|----|
| Arcane    | 20 |  |  |  |  | 20 |
| Toughness | 30 |  |  |  |  | 30 |

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## PERSONALITY

**MBTI:** ENFJ-T “The Protagonist”

**Alignment:** Lawful Good

**Enneagram:** Two “The Helper” | 2w3

### On the Outside

- **Positive:** Altruistic | Imaginative | Sincere | Impartial
- **Neutral:** Pacifist | Romantic | Organised | Headstrong
- **Negative:** Naive | Clingy | Acquisitive | Secretive

Selfless to her core, Amalthea’s **altruism** is a strength she prides herself with. Being raised to have the goodwill of others in mind has meant the molly has no bad bone in her body when it comes to helping those in need. If anything she’s **sincere** with her intentions, making it obvious that there is no clause in return for her help. She is also **impartial** to most strife, always treating everything with an equal lens mainly to find the best solution to settle things. All she desires is a peaceful world. So much so, Amalthea’s belief in **pacifism** is considerably rather noble. After all, she believes a beautiful world is one without strife. Nonetheless, the reality can often be disappointing to a dreamer and a harder truth to even swallow should she be confronted with the unthinkable. There’s no telling what she’d do if confronted with a choice where violence is the only option.

Nevertheless, Amalthea’s **imagination** isn’t all that entirely bad. Her creative spirit is what guides her intuitions as well. There have been many times she’s willingly shared dreams and made something out of them. Being in such a creative role within a tribe means the world to her as much as her dreams. Most of which, aside from thinking big, is filled to the brim with an ideal love. A hardcore **romantic**, one of Amalthea’s biggest dreams is to find the one for her. After all, if it worked for her fathers, it surely can work for her. Trouble is, Amalthea is indecisive and thus isn’t at all sure with her own judgement. Her lack of wisdom therefore marks her as rather **naive** to the dealings of the world at times, making her an easy target to manipulate and toy with.

Her **clinginess** doesn’t help matters either. Amalthea isn’t the most independent of cats. Therefore she often latches onto those she strikes a bond with, not much venturing from their side. It took a lot for her to leave her family for a different path, and with her longing for a new connection it wouldn’t be surprising if she ends up

sticking to anyone she befriends. She also surprisingly has an **acquisitive** mindset when it comes to the material. While she isn't a selfish being, Amalthea can't help but be a bit less so when it comes to jewels and gemstones. Often she has the need to acquire them and add them to a collection she only restarted in Corondryx, and as a result, she isn't willing to share or negotiate with some of her findings from time to time. Combine that with her **headstrong** attitude and her need to keep things an unnecessary **secret**, and it's a rather tough obstacle to navigate through. At the same time though, Amalthea's stubbornness helps ground her with her convictions, sticking to them to the end unless someone were to change her mind.

Beyond that, Amalthea's **organisational** skills are quite good. Her room and work station are often neat and tidy, with items put together in a categorical way. Often she rarely loses items. Although that doesn't mean she is entirely safe from maybe taking it a little overboard, with her needing to put things in certain boxes when it doesn't require one to begin with.

## On the Inside

- **Positive:** Forgiving | Loyal | Focused | Graceful
- **Neutral:** Flighty | Hesitant | Perfectionist | Familial
- **Negative:** Stickler | Self-Critical | Wistful | Envious

When it comes to the layers within the molly, one would first notice just how **graceful** she is. Despite coming from outside of the tribes, Amalthea has a keen eye for anything that appears rather fashionable and chic, be it on herself or another. Her experiences combined with creativity has broadened her attitude to many new things, giving her a sophisticated approach to her work. Moreover, she is an extremely **focused** individual. Rarely will Amalthea feel the need to let distraction take hold of what should be most important in the present. Indeed she'd much rather continue her work than stop what she's doing to, say, watch butterflies. It's the **perfectionist** within her that is partially to credit for this. Any nook or cranny is thought about and checked to ensure quality in her work. However, anything that is slightly out of place has been the cause of her growing panicked and insisting on committing a do-over when it isn't entirely necessary.

For this reason as well, it isn't all too surprising to know that Amalthea is rather **self-critical**. If it's not perfect or not fine, then surely it's a flaw within herself that she can't seem to grasp instead of a simple and natural error. So often does she criticise herself that she never once halts to be as fair to herself as she is to others. Another unsavoury aspect of her personality that shines through is the **stickler** side. Everything must be a certain way for her. Be it for organisation to a certain design to even particular event checklists, if it's not right she will make a fuss about it until it is. This has made her time and time again a bit of a bossy individual as she attempts to make things up to her standards.

Yet, Amalthea is known to be a **forgiving** individual. Even if everything is going wrong for her due to another's doing or if said individual doesn't deserve it, she will still find a way to forgive them. She is not someone who allows something to fester in her heart and rot it to the core with hate. Rather, she finds peace in letting go and moving onward. Although it doesn't change the **wistfulness** she may come to

experience from her decisions. Often Amalthea will go through phases where she will long for the old times and maybe regret her actions. Other times she'll long for something she hasn't obtained, which has caused some **envious** spouts occasionally. Which isn't a good thing to witness, as a jealous Amalthea is often a petty Amalthea too.

Thankfully, it doesn't last long nor get in the way of those that matter most. A **familial** she-cat, family is as important to Amalthea as is her imagination. From dreaming of starting one of her own someday with "the one" to being happy to be considered family to friends, she likes to surround herself in family constantly. Which makes her missing her fathers all the more painful to her. It also means her loyalties solely lie with the family, not with the tribe or Silver (unless a Silver is family of course). This is further exacerbated from her **flighty** self. Amalthea's loyalties switch depending on what side her family is on, and for that reason alone one would say she's rather fickle. It's not just with loyalty either. With romance comes her thinking she's found her soulmate, only to end up **hesitating** and deciding to not pursue. This for sure is bound to be the cause of a few future heartaches and drama, all things Amalthea wishes to avoid though that seems nigh impossible. Although her hesitation does at the very least help keep her grounded and realistic in certain situations and for the better, especially in regards to her safety.

Although, despite not being notably firm on her stance, it doesn't necessarily mean Amalthea lacks a loyal bone in her body. On the contrary, Amalthea is **loyal** to the ones that matter the most to her: her friends and family. She will stick to them no matter what, keeping their secrets close and even keeping a few of her own if it means to protect them.

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## HISTORY

### Pre-Tribes Summary

#### Prologue:

- Set in the world of Nandryx before the plague, Mi-reu and Iseul first meet when the former washed up injured on the bank of the local river.
- Unsure of the tom's origins, Iseul tended to him upon learning he was still alive. After a few days, the strange tom would wake up and introduce himself as Mi-reu.
- Though he had little recollection of the events that unfolded, Mi-reu's recovery flies by fast. During it, he and Iseul start to bond.
- Attraction arising between the two, Mi-reu asks Iseul to join him on his travels to find his homeland. Iseul happily accepts, leaving the place he called home for over two years.
- After one romantic night and a chance meeting with another rogue couple during their journey, the two confess to each other and become lovers.



