

ROOTS-OF-LIFE

Fang II

"The world is meant to be ruled by the strong"

@MT26

ROOTS-OF-LIFE



NAME	GENDER	COLONY	RANK
Fang II	Female	Cliffside	Deputy

• Full Reference •

About

Name	Fang II
Name meaning	Named herself in honor of her idol Fang, the leader of the Knights of the Forest, claiming to be her sister
Nicknames	Coral (given name)
Gender	Female
Pronouns	She/her
Sex	Female
Sexuality	Aro
Age	65 months
Colony	Outsider (Mud's Group)
Rank	-

Appearance

Appearance	Huge lilac and white molly
Scars	Scars and bite marks across her body, mainly her legs
Impairments	-
Accessories	-

Genotype

ll bbl dd aa mcmc spsp tata wsw

Long fur/chocolate fur carrying cinnamon/dilute/solid color/low white

Personality

+ Commanding: She has an innate skill for organizing others and coming up with plans.

+ Focused: Fang II has her priorities set, she isn't someone to get distracted by small stuff. She is a cat dedicated to what she wants to achieve and will work hard for it.

= Unfeeling: Fang II is not easily moved by others; which means she can be indifferent to how others feel, but also won't get easily manipulated using feelings.

= Revengeful: Fang II will not let anything done to her go unpunished, she will make others pay for anything they do.

- Cruel: She has no remorse in hurting others if she feels like it.

- Rude: She has no respect for anyone. Fang II is easily frustrated by doing anything she considers "pointless" and will clearly express what she thinks.

Family

(Sea) Urchin • Mother • NPC (Dead)

Chocolate molly with low white

Starfish • Father • NPC (Dead)

Lilac tom with a manx tail

Name • Mate • Owned by @

Appearance here

Name • Child • Owned by @

Appearance here

History

Early Life

Coral was born from two farm cats, Urchin and Starfish, they lived in a small barn in the outskirts of a large forest. She had a pretty average kithood, learning to hunt mice with the aid from her parents and planned to live all her life in the farm as her parents, and before that her grandparents had done. She was from a lineage of good mouse and pest hunters, known for their fierceness and strength.

However, there was an event that changed all her plans. A group of hungry coyotes broke into the farm; they began hunting all the chickens, cats, and any other animal they could find. The humans were not at the farm so the canines continued their destruction unopposed. The farm cats scattered everywhere in an attempt to flee the danger. Urchin and Starfish guided Coral to a hiding spot below the farmhouse. But a coyote began chasing them so they told her to hide while they distracted the predator. A move that cost them their lives.

Coral remained hiding for what appeared to be an eternity. Hours passed until humans arrived and she could hear loud shots and the coyotes fleeing. Coral emerged only to find herself surrounded by a scene of lifeless farm animals, cats, and coyotes scattered all over the farm.

Unable to bear it, she fled into the forest.

Servant of Fang

After many days in the dark forest, she was found by a small group of cats. They presented themselves as two Fourth Knights. With all of Coral's roots destroyed, she had no reason to remain in the farm and joined the Knights of the Forest. These Knights offered her a place to sleep and food; soon she was hunting with them, showing her skill and strength.

The Knights would not remain in the forest forever, and soon moved out to a new place; Fang, the leader of the group, asked Coral if she wanted to come. Coral accepted eagerly, seeing the Knights as her new group and family. They wandered for days, during which she got to know Fang a bit more; she was a tough molly like her, they even looked almost the same, Fang wanted to find a new place to settle in and work with. The Knights would find groups

and help them with hunting and fighting. Coral greatly admired Fang; she was powerful and strong, but at the same time wanted to work with others and recruit them for her cause.

Coral and Fang would meet once in a while, like if Fang saw potential in her for becoming someone great. She was promoted from Fourth Knight to Third Knight and soon started coming to Fang's cult meetings. Coral learned how important it was to protect the Queen from those that challenged her and the lies they told about Fang; she would often be part of the cats that went to silence those that attempted to go against their great leader.

Coral began enjoying placing order and using her strength and skill to ensure Fang's reign remained unchallenged. She soon became one of the most overzealous protectors of Fang and would lead the parties to kill anyone who tried to rebel or push the Knights out. Once in a while cats would confuse her with the real Fang since they looked vaguely similar and she would receive questions more than once asking if they were related. Coral always replied with a "maybe," she wanted to be seen as a relative of Fang, even if she wasn't.

The Fall

However, Fang's reign would not last forever; one day after returning from a mission to spy on some suspicious cats, she returned to see the Knight camp in ruins and dead cats everywhere. It was like back at the farm, but this time it had been done by traitors, Merlin and Pete. Coral rushed to find her beloved Queen lifeless, a cut across her neck.

Theodore, Gust, and a small group also contemplated the carnage; most of Fang's inner circle was dead while most low ranks had fled instead. Gust and Theodore offered many of the survivors the chance to join them and rebuild the Knights of the Forest.

Coral snorted at the offer and quickly disappeared into the forest; she joining a coward and an unbeliever trying to rebuild Fang's legacy? Pathetic! Those cats did not deserve to carry Fang's legacy. Coral waited for all of them to leave, she then returned to the battle scene.

Coral sat in the middle of the field, swearing to avenge Fang and bring back the *true* Knights under her command. At that moment she decided to rename herself Fang II in honor of the former. Fang II buried all the dead cats before leaving the scene to never return, she had a new mission.

Revenge

Fang II traveled the land, searching for any cat who had opposed the Knights and trying to hunt them down. She also avoided the new "Knights," considering them unworthy of their title. However, she never strayed too far away from them, curiosity and longing for her group made her always follow them from a distance.

At least until they reached a ruined land where they seemingly talked with another group, Warlord's Group. Fang II got into a fight with a Warlord's Group patrol and was badly beaten even if she managed to inflict similar damage on them; at the end she was forced to flee for good. That was the last time she would cross paths with the Knights.

Months passed as she settled on the Outsiders region, chasing away anyone who got near her small camp. She would endure the winter and the seasons by herself, fighting any cat or predator that got in her way. Fang II was completely isolated from anything going on outside her small world, at least until she caught wind of Theodore's and Gust's deaths; they had apparently tried to take over the region under the command of Warlord, a cat who ruled with

an iron fist. Fang II wanted to know more, but it turns out Warlord had been killed too after a coup. The same fate Fang had suffered.

Despite the tragedy, a spark burned in her eyes; this was her time, she would come to the aid of whatever was left of the Knights and make them stronger than Fang, Gust, or Warlord ever could. Fang II left her isolation and wandered around questioning cats, often not peacefully, for the Knight's whereabouts. She finally heard about Mud's Group; the last remnants of her former family, led by the former Third Knight and probably one of the last remaining cats loyal to Fang.

Fang II stumbled into their small camp, hoping to be recognized and remembered. She would make the Knights great like they used to be!

Trivia

Interests

- ♥ The original Fang and Knights
- ♥ Having things go her way
- ♥ Fighting
- ✗ Doing "pointless" stuff
- ✗ Soft and wishy washy cats
- ✗ Lignite and Deciduous Colonies

Beliefs

- Survival of the strongest
- Admires powerful leaders like Warlord, Foxglove, and Fang

Other

- Very tall with a bulky and strong build (32cm tall)
- At the start was a relatively morally good cat, but turned more gray and eventually evil thanks to Fang.

Application base created by @peeperonipip
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Character designed by @MT26, inspired by Fang from @Eclecticsky
Written by @MT26