



# ROOTS-OF-LIFE

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## Evenfall Application

A world of illusion.  
@peeperonipip

## ROOTS-OF-LIFE



NAME  
EVENFALL

GENDER  
PANGENDER

COLONY  
CAVERN

RANK  
DENPARENT



About

Name	Evenfall
Name meaning	Named for his golden fur resembling the colors of a dusk sky
Nicknames	Eve, Evening, Fall
Gender	Pangender
Pronouns	Any
Sex	Female
Sexuality	Unsure
Age	35 months
Colony	Cavern Colony
Rank	Denparent

Appearance

Appearance	Fawn golden mackerel tabby with low white and extra toes
Scars	None

Impairments	None
Accessories	None
Genotype	ll blbl dd AA Mcmc spsp tata wwbw Ee wsw PdPd

## Personality

Evenfall is mainly defined by their solitude, their mind seeming to have adapted around it. They use their vivid imagination in every part of their life, living in a fantasy to the extent of using it as a way to make every task more enjoyable. Their constant daydreaming gives them a dazed and exhausted appearance. While their polite tone and manners make others feel at ease, they seldom connect with those they talk to. They escape into fantasies to distance themselves from pain, which can make them complacent about their own issues.

Evenfall is responsible and independent, able to keep up with day-to-day tasks perfectly fine. However, he lacks motivation for long-term goals and stays out of the limelight to avoid others' high expectations. Taking one day at a time, he enjoys spending his time with cats who aren't able to live "exciting" lives, such as kittens and seniors. His trustworthiness, combined with his protectiveness, makes him a great caretaker. He finds that these caretaker's companionships relieve his loneliness while allowing him to keep a personal or emotional distance.

Evenfall is highly skeptical of others' intentions and guards herself by avoiding forming deep connections with others. Her conversations tend to revolve around surface-level topics, and she rarely shows others her distress. Despite her instinct to be careful around others, her deep loneliness compels her to seek out constant "soft" interactions and fill her head with fantasies about what could be. Always playing things safe, Evenfall rarely strays from what's familiar beyond an experimental first time. She tends to be underhanded to dodge conflicts, and this two-sided approach can make her a good diplomat, though it can also eventually backfire.

## Family

#### Edelweiss • Mother • NPC

Cinnamon golden classic tabby molly with white and extra toes

#### Larch • Father • NPC

Chocolate amber mackerel tabby tom

#### Everlast • Brother • NPC

Lilac golden mackerel classic tabby tom with extra toes

#### Reverie • Brother • NPC

Chocolate golden classic tabby tom with white and extra toes

## History

### Early Life

Evenfall was born to Edelweiss and Larch alongside her brothers Everlast and Reverie. The three kittens were raised in a small group of cats who lived far from human territory, their independence and resourcefulness being a point of pride. Larch took over as their primary caretaker while Edelweiss handled duties more related to the group, serving as an advisor to the leader, Fennel. She often managed their work on the tunnels they lived in, so Evenfall and her siblings grew up listening to stories about how Edelweiss, Larch, and some others kept them safe from dangers inside and out.

Evenfall only ever saw her father with a serious face. He had no understanding of a child's mind and consequently didn't enjoy it when his children acted silly, reminding them that they should act like "big kids." But Evenfall was obsessed with her own imagination, using it every moment possible. She learned not to think "her way"... at least, as long as her dad was around. Everlast and Reverie loved playing Evenfall's games and going along with her thought experiments whenever their dad left the room. Though Larch didn't like Evenfall's creativity, she believed that trait of hers was a good thing because none of her father's boring lessons stuck with her or her brothers.

As Larch and Edelweiss became less present in their kittens' lives, their leader Fennel began to take an interest in the litter. She was eager to help them live up to their potential and acted as a mentor to the three, much to their delight. Evenfall liked that Fennel trusted Everlast and Reverie to be responsible cats, a contrast to Larch's

comments that implied they weren't ever behaving up to his standards.

Fennel seemed to see right into Evenfall's head, as she'd one day asked Evenfall if she was proud of her brothers because she'd helped raise them. Evenfall was uncertain if it was kind to her parents to say she had a large part in her brothers' development, until Fennel gave her a few gentle words of acknowledgment and praise. Fennel said it was a difficult task to raise a child to work harder, and even more difficult to raise them to be good thinkers. Evenfall questioned Fennel— if it was easy for her, why was it hard for her parents? Fennel attempted to explain why her parents might've been struggling, but the point didn't get across to Evenfall.

Life became more complicated for Evenfall as she became an older juvenile, being more frequently posed the question of her worth in terms of her place in the group. She wasn't ambitious like her brothers, who'd swiftly been selected to aid in Edelweiss's patrols, and that kind of stagnancy wasn't productive in a group that required hard work and change. Evenfall could've taken her parents' interest in her brothers harshly but she didn't feel a need for their attention. She'd gotten used to a lack of it, filling her thoughts with fantasies of a soft and simple life. A life where she could rely on someone to listen to her and they could spend the days together in mundane ways... She could be anyone in her fantasies.

## Adulthood

(CW: death and grief)

Evenfall and her siblings were now adults. While Everlast and Reverie began developing the tunnels alongside their mother, Evenfall stuck to her ordinary duties. She kept herself aware of the group's politics, which had been strained after a flood caused issues with many of the tunnels that had kept them safe for months. Evenfall was unhappy to be cut off from many of the tunnels she had grown up in, feeling safer closed in than outside. To Evenfall's surprise, Fennel noticed she was upset and hoped to continue developing the tunnels rather than close them down. Evenfall appreciated that her mentor wanted to keep up with her past her youth, but recognizing the danger, she insisted they shut the tunnels down, even if it hurt to say goodbye to her home as she knew it.

When Edelweiss nearly got caught in a collapsed tunnel, Evenfall's protests against staying in the tunnels intensified. She didn't want her brothers to lose their mother over something as comparatively unimportant as their traditions. Evenfall couldn't understand Fennel's hesitance, desperately searching her gaze every time she sent out a new patrol. She felt like a child again, having nobody to listen to her. Fennel seemed to only see her group's future in their traditions, but Evenfall saw a future with her brothers and couldn't allow Fennel to endanger them or her parents.

Evenfall begged Everlast and Reverie to leave the recovery missions. Hearing Everlast's gentle argument shattered Evenfall as she realized she'd have to really push them to leave the missions, and Reverie seemed even less concerned. They told her that Larch and especially Edelweiss would be disappointed if they stepped away during such an important time in rebuilding their group. Why couldn't they see their lives mattered more than this?

Everlast and Reverie were sent on their last mission, dying unexpectedly in collapsed tunnels. It was too dangerous to recover their bodies, Evenfall heard the cats around her say. She had to be held back from going in after them herself— she swore she could see them in the rubble, that they could still be saved. Evenfall couldn't sleep that night,

thinking all about her last words to them and how the incident might have happened. Even worse, the view of the tunnels was burnt into her mind. She couldn't blame them for wanting to save their home and make their parents happy, and so she didn't know how to feel about that image. In another universe, maybe they all could have happily remained in their home, living a mundane life together.

Evenfall's group held a memorial for Everlast and Reverie. Evenfall couldn't stop herself from stealing glances at her parents. They looked miserable. Evenfall was angry seeing it, believing they had no right to be upset when they led Everlast and Reverie to this fate. Aside from that, Evenfall had a lifetime of anger for them that she'd simply never allowed herself to think about. Considering her anger... why did it hurt to see the sadness in their eyes? They looked like they were only allowing themselves a frown, making Evenfall wonder where things went so wrong with all of them. It went wrong before her, Everlast, and Reverie existed, and likely none of them would know how or why, and how it all could have been done differently. Maybe they couldn't have done anything differently. Maybe this is all it ever could've been.

Though Evenfall recognized her powerlessness in life, she held onto her anger for Fennel following the incident. Fennel betrayed her by prioritizing her dreams over the lives of her cats— Evenfall's *family*. Fennel faced Evenfall's full anger, unflinching yet daunted. Evenfall could've anticipated what her parents did to her brothers, but Fennel? Fennel was the first cat to truly disappoint her. *Now...* Evenfall wasn't sure if she could ever expect decency from anyone. What if they hurt her just like Fennel had?

Evenfall left her group without regret. The faces of everyone she knew and could no longer have hope for were fresh in her mind and she wanted nothing more than to escape from it all. Still, she surprisingly found solace in finding a set of abandoned tunnels to live in. A home like this was all her brothers, parents, and leader had wished for. Even though the memories should've tasted bitter, she embraced them like they were her dream too.

Evenfall thought she was an independent cat because she knew how to take care of herself and others. But she'd always lived for others. In these tunnels she ate well, got enough sleep, and stayed safe in her shelter; she was surviving, not living. She realized how greatly she depended on others despite how badly it hurt to do so. It killed her to be with others and it killed her to be without them. As much as the fantasies could make each passing day tolerable, it made it even harder to wake up without anyone by her side, too.

Though this period of Evenfall's life might have been considered her lowest point, it came with lots of self-discovery. She'd been thinking about how she wanted to present herself now that she didn't have to fit her family's expectations— she'd never wanted to seem unsure of herself around them. This was her life now, though, so she could call herself a molly or a tom, or anything in between. She wished she had someone to share the revelation with; she briefly questioned if her brothers would have liked to know this part of her.

Evenfall was finally compelled to leave the tunnels that he'd practically buried himself in. He wanted to have someone to listen and share life with, and... as much as he was afraid to try trusting others again, maybe it'd be more bearable than this. He set out on a journey that went on for a while, though nothing of substance happened during it. That was until he heard about the colonies, more specifically the Cavern Colony. His eyes lit up at the wanderer who'd told him about it. He didn't want to spend his days in an empty home or an endless field, he... just wanted to *belong*.



Evenfall’s stomach turned as he approached the Cavern Colony, wondering if it wouldn’t suit him after all. What if they turned him away or, worse, let him stay and treated him poorly? He kept his guard up as he finally caught a patrol and asked if he could join their colony. He needed connection, but maybe he could do it... carefully?

Evenfall was initially overwhelmed by the Cavern Colony, not expecting it to be so busy underneath the surface. He thought he could get used to the noise, though, especially when he saw the kittens of the colony. His heart melted when he saw them interacting with each other, wondering to himself if his brothers would've liked to have some peers themselves. Evenfall followed whoever led him away to learn about the other roles, but he knew he'd want to be a denparent.

Evenfall joined the Cavern Colony as a denparent. They tried their best to fit in and do a good job at playing their role, which meant they'd often spend time with Moishe and the parents of the Cavern Colony kittens.

Trivia

Interests

- ♥ Cleaning
- ♥ Familiar foods
- ♥ Satisfying daydreams
- ✕ Harsh criticism
- ✕ Silence
- ✕ Risks

Beliefs

- Everyone needs an escape from reality sometimes
- Play is the mind’s favorite way to learn
- Creativity requires freedom from expectations
- Be friendly to everyone but protect yourself
- Not everyone deserves your trust, even those closest to you
- Make the most of every moment

Other

- Loves creating cozy spaces for her and others to rest in
- Collects things from the tunnels to use during their storytimes
- Likes giving others physical affection, especially fond of being able to hold kittens

- Has a tendency to hum to herself
- Favorite color is green
- Most often goes to the Sunlight Slit when they aren't hanging around camp
- Leans a little masculine in gender identity
- Has a gentle smile and laugh
- Usually lost in thought about stories they've made up in their head
- Has a great memory for mundane things— hearing the rain outside, playing with someone, etc.

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