

Harico Jagarico

Name: Harico Jagarico

Age: 17 (ARR), 19 (ShB)

Nameday: 26th Sun of the 2nd Astral Moon

Race: Lalafell (plainsfolk)

Height: 93cm

Family: Kakarico Jagarico (grandpa)

Guardian: Nophica, the Matron

Grand company: Order of the Twin Adder

Primary classes: White mage, black mage, dark knight

Theme colours: Nophica green, bone white

Background:

- This is like barely anything to do with Harico himself but Kakarico Jagarico lore first
- Harico's family used to be fairly sizeable but his grandpa lost a lot of children to war, and his grandma died fairly young. His dad was the only son grandpa had left and they lived close to each other along with Harico's mum in a settlement in the North Shroud
- Harico's parents were like... not good people though. Grandpa stuck around with them for a long time because they were his only family but. Let's just say they were not good people alright
- When Harico was born his parents neglected him pretty badly, it was only because his grandpa was so worried about him that he would keep coming round to look after him that he didn't like, die in his first year of life probably
- Grandpa became increasingly frustrated and eventually said fuck it and basically took Harico and left without a word. He thought he'd be better off without his parents
- They moved to a farm around Bentbranch and grandpa started up workin the fields. It was a really little farm I don't think they had animals just like, vegetable crops. Maybe when Harico was a kid they managed to get like, one entire cow and Harico was so excited
- As long as Harico remembers he was just living on this farm happily and peacefully with his grandpa. He doesn't remember his parents and grandpa never talks about them even a little bit, so Harico kind of doesn't ask either. He was always happy with grandpa
- He would help out on the farm as best he could! Got real good at pulling carrots and stuff
- He was absolutely the darling of the local community like when he would go with grandpa to the markets to sell their produce people would keep giving him pocket money and vegetables bc he was just this adorable little 10yo lala kid with missing teeth sweetly offering you potatoes. Precious
- Although the calamity hit the overall community fairly hard, grandpa's farm was largely fine - but Harico got really really sick afterwards and nobody really knew what was wrong, he was like. Slipping in and out of consciousness and hallucinating. Hint: it was the echo manifesting. But it looked super bad. He did recover but ever since then he would "faint" a lot. Grandpa was worried

- When he hit 16 grandpa started talking to him about you know, I'm not gonna be here forever and you need to be able to hold your own when I'm gone. They talked abt it a lot and eventually decided he would go to Gridania to train at the botanist's guild. Grandpa also wondered if he might find a healer in Gridania who knew how to help with his "illness"
- When he'd just arrived in Gridania he dramatically fainted and got taken to an inn room - when he woke up he talked to Mother Miounne about his experiences with fainting spells and "hallucinations" but the story sounded familiar to her she was like could this be. An echo bitch
- She kept an eye on him for a bit as he went off about his botany business and it, kept happening and she got more and more convinced. She was definitely in correspondence with Minfilia about this
- Eventually she basically told him yo, I think you're walking the wrong path dude, you should be an adventurer. He was kinda like but y tho and she was just like. Trust me okey
- But he was like bbbbut I don't like fighting :((and she was like Well Then I Have Just The Thing For You
- And that's the story of how Harico joined the conjurer's guild
- To Be Continued
- Well I can at least say that when he joined the scions finally and got shit explained to him he was like OHHHHHHH

Character:

- Listen he is just. The exemplar of a good boy
- He was raised very pure. He sees the best in everyone and believes in everyone!! Which I guess is kind of a character flaw in some ways
- He thinks of himself as a shy person but he goes out of his way to offer help to strangers a lot so. Is he really shy. Not really. But he thinks he is. He's like, shy by the standards of someone who grew up in the countryside where everyone is super chatty
- He's a hard worker and wants to do his best for everyone... very sweet boy
- He is very unused to the Bigness of everything... he grew up in this small community in a small farm and that was all he knew, he's not used to the bigness of the city, or the world, or the stakes of the conflict he's involved in now - he gets kind of overwhelmed by how little he feels like he matters in a big world like this, but simultaneously how he's apparently one of the people who matters most to this huge cause. He's not sure he wants to matter. He's just a litel creacher
- He has a terrible sense of direction he gets lost all the time
- Loves plants and animals and is loved in return by them. Whatever being loved by plants means, he is
- I plan to have him get cosy with the beast tribes he just loves Making Friends!!!!
- This is related to his echo, his makes him attuned to the aether of living things in a Krile-esque way so he care them. That extends to plants and even elementals which is part of why he was selected as a white mage!

- His echo in general works in a way that aether moves through him really easily hence being sensitive to other creatures' aether and oversensitive to aether in general. He can get really lightheaded and sick from it sometimes and tends to faint when he gets visions. Becoming a white mage/wol in general helps bc it lets him channel excess aether in a focused way through healing etc so he gets sick much less often now !!
- He sends letters back to his grandpa very often like some anime protagonist starting every episode with Dear Grandpa :) Today I
- He learned to read/write Just for that purpose and couldn't before so like. His letters have a lot of mistakes but he tries

STORY STUFF spoilers abound enter at your own risk

ARR:

- Harico is scouted by the scions after working at the conjurers' guild for a while and making rapid progress, Mother Miounne also reaches out to them because she thinks she recognises the echo in him
- He's quick to accept the job offer bc he likes to help people! But the scions themselves are hesitant bc he's so young... but you know, his talent is undeniable. And they have Alphinaud already so what can they say, really
- He has the echo explained to him and Minfilia spends time with him talking about her experience with it, that helps him start to learn how to manage it better. It feels really good to finally know what it is
- He also meets Kish around a similar time, a senior conjurer who had similar aether sensitivity issues to him and has a lot of advice of his own to give. Harico looks up to him sooooo much
- One way or another Harico is quickly surrounded by adults who are buzzing to guide him and look after him, and he feels very lucky for that. A lot of them probably estimate his age as a lot younger than it is, but he rolls with that. He keeps accidentally calling people grandpa though, which is embarrassing
- He writes back home to his grandpa about everyone he meets and everything he gets up to! Exploring ruins, healing the sick, even going on big missions where he has to take down primals! Scary!
- But he feels really good about how much he's helping people, and how many friends he's made. He really looks up to the scions and all his friends in wyrm, he's close to all of them and thinks the world of them
- Chize'to joins the conjurer's guild later, and Harico gets a junior to teach! He does his best to mentor him, but it's a bit hard to establish the right dynamic when Chize'to is older than him. He's very excited to be able to do it though
- He becomes a white mage at a record-breakingly young age on top of not being a padjal. Harico is a big deal!
- And then, in the midst of his soaring growth, he comes back to the Waking Sands and finds it full of the dead bodies of people he knew

- It's a shock like he's never experienced, and he struggles to collect himself enough to flee to the church as he's instructed to. Once he gets there and is questioned by the priest, he breaks down in tears. He can't process how his world just crumbled around him
- He's very quiet and shellshocked for the coming days. Reuniting with Alphinaud doesn't do much for him. But hatching plans to rescue their living comrades is a light of hope to cling to that he sorely needs
- He regains a bit of life as they rescue the captured scions, and once everyone is home safe (apart from Thancred - oops) he seems almost his old self again. Very relieved, and ready to contribute his staff to whatever fight he needs to to make sure everyone stays safe, and ideally rescue Thancred
- Being involved in the attack on the praetorium is scary, but he has friends by his side, and he breathes through the fear. It goes alright, in the end. Everyone lives, and celebrates the dawn of a new era together
- As the events of the Seventh Astral Era march on, he returns to building faith in himself, and in the world. He starts to get over his guilt about what happened at the Waking Sands - moving to the Rising Stones feels like a new beginning, and helping Alphinaud found the Crystal Braves feels like hope
- In helping to fight back against the various primal summonings, he feels like he is making a difference and being useful, not just being a dead weight that people have to protect. It's good
- An event of particular significance is after he defeats Ramuh, he comes across a sylph disguised as him. Given that they don't seem to be hostile but just curious about him, he strikes up conversation and befriends them, convincing them to drop the disguise. Imagine his surprise when they do and it's not a sylph he sees at all, but another lalafell! Enter Luluxio Nulaxio
- He has no idea what Luluxio's story is and neither does Luluxio, but Luluxio is keen to come with him, having never seen another person like him. Harico takes him back to Gridania where Kan-E-Senna takes a look at him and confirms he is indeed a lalafell, but full to bursting with sylphic magic. Harico elects to take him to the thaumaturge's guild in Ul'dah in the hopes of him learning to control his magic better
- He gets very invested in Luluxio very quickly. He feels a kind of responsibility for him. Luluxio is immediately attached to him as well so they spend a lot of time together whenever Harico is in Ul'dah thereafter, and Harico contributes a lot of effort to making sure he integrates into society as smoothly as possible. Planning things to do with his new friend is a nice little distraction where he can forget all the politics and shit that's going on otherwise, because you know Luluxio doesn't give two shits about that. He will think of fun things to show Luluxio that he's never seen before and giggle at Luluxio's reactions to them
- Anyway, that's great and all, but then the Moenbryda thing happens. It brings back a lot for Harico that he'd suppressed, the feeling of watching people give their lives to protect him. He knows it was the only way in this case, but he feels horrible that he hadn't

known her that well. But people check in on him a lot and talk him through it, he doesn't feel alone at least

- But THEN the banquet happens. I don't know if he's physically there to watch Nanamo go down, but he sure is there for the aftermath. He's very in shock over everything and can't get words out, Yda just scoops him up and runs. But then Yda has to put him down and stay behind, and Papalymo, Y'shtola and Thancred follow suit, and he can only keep running while Minfilia holds his hand. But then she too has to stay behind
- It's a rough scene to watch, when she leaves him. She's crouched down in front of him looking positively anguished, holding his hands in hers as he shakes his head and cries, telling him that no matter what, HE has to escape. HE has to survive. She pushes his back and sends him running crying by himself through the tunnels
- His tears have run dry by the time he makes it out, but that doesn't stop him bursting into sobs all over again the moment he sees Alphinaud. The carriage ride away is him sobbing til he can't sob anymore while Alphinaud rubs his back silently, looking off somewhere else
- When he sees Tataru he legitimately is too dehydrated to cry anymore, but she cries, and hugs him for a long time. Haurchefant gives him a blanket and some hot chocolate, and it's Harico's favourite. But the sight of his friends sacrificing themselves for him one by one isn't something he'll soon forget
- Luluxio sits waiting for him outside the thaumaturge's guild the next day, where they had promised to meet. But Harico never shows up
- The letter he sent telling his grandpa about his invitation to the banquet and saying "I'll tell you all about it afterwards!" is the last one he sends him for a long time

Heavensward:

- The mood is sombre when he arrives in Ishgard. Tataru and Haurchefant do their best to lighten the mood, but both Harico and Alphinaud are obviously in a bad way
- Harico struggles to get into the swing of things there, not just because it's cold and miserable, but because his survivor's guilt is ever-present and festering. It's definitely traumatic watching people repeatedly give their lives (as far as you know) for you and coming out of it feeling wholly inadequate to be worthy of it. He keeps having nightmares about hearing those tunnels collapsing behind him, and he wakes up shaking every time
- But as I say, Haurchefant and Tataru put in a valiant effort, and as he keeps carrying out tasks he becomes aware that there are people that still need and can benefit from his help. Alphinaud is one of them. So he tries to put a smile on his face at least, even if it's a fake it til you make it situation for the time being
- Tataru makes him a nice warm coat. See his HW glam
- Lots of stuff happens that makes him feel better, little by little. It starts with a surprise reunion with Luluxio - as it turns out, when he found out what happened, he consulted the elementals for Harico's location and followed him all the way to Ishgard by himself, using his sylphic magicks to disguise as Harico to sneak in. Hearing this, the great distance Luluxio travelled just to see him, feels like it fills up something in Harico's heart that was hollow

- Ishgard is wholly unequipped to deal with Luluxio, but trying to keep him out of trouble while showing him around reminds Harico of simpler times, and helps distract him as it did back then. And Luluxio sleeps curled up at the foot of his bed, so when he wakes up from the nightmares, Luluxio is always the first thing he sees. And that helps
- Before long other scions (wyrms and whatnot) arrive in Ishgard to support him too. They rescue Raubahn, revive Nanamo, and make a lot of progress with Ysayle and the dragons - Harico starts to feel helpful and happy again. He really just wants to feel helpful
- He writes letters to his grandpa every so often, but it's much rarer than it used to be, and they're much shorter. He lets him know that he's doing alright, and not much else
- At the same time though, making peace with the dragons proves to be, ah, not that easy. And Aymeric gets captured
- He's very nervous about trying to save Aymeric, but he wants to help, so he does. But then... ah... Haurchefant
- Haurchefant brings his world crashing down in a BIG way. His life has kind of turned into an endless cycle of being traumatised by watching someone die on his behalf, suppressing the trauma, and then reliving it again. It brings So much back. He feels like he was kidding himself this whole time about his growth and his ability to have impact. He feels more like dead weight, like some selfish leech that has to be everyone's priority to the point where they lose their lives, without doing anything to deserve it, than he ever has before. And he's lost someone who was so, so kind to him and he never gave him anything back. All he got for it was an untimely death
- He feels really, really bad. The nightmares are back with a vengeance and he keeps feeling like he's back there, running through the tunnels by himself
- He doesn't send any more letters to his grandpa after that
- No rest for the wicked though... he's just kind of, forced to cope by keeping himself busy continuing the fight. He does it competently, but soullessly. He feels hollow. His friends try to help, but they're mostly all pretty down too, and Luluxio doesn't really understand
- Getting Y'shtola back does help, a bit. It's always nice to find out some of the biggest regrets of his life are fixable. When he sees her again he definitely cries, but it's in a good way. He also smiles properly for the first time in a long while
- By the time they lose Ysayle though, he scarcely has it in him to cry anymore
- Sometime after the defeat of Thordan, when he's staring into the distance and wondering what to do next, Kish gives him half of the staff he snapped in two when Haurchefant died. It serves as a bit of a symbol that you can make something out of the regrets, you can pick up the pieces, and also reminds him that he's not struggling alone
- I try not to think too hard about how his lore works with other wyrms around Imao but the Kish staff thing is very important ok. They're probably just like Important Powerful Scions but Harico is the primary wol in this little timeline. Okey
- Anyway yeah. They find Thancred. Dragonsong war comes to a close. Things calm down. They find Alisaie. He's not so sombre all the time anymore, he's moving past it all, but he's definitely not nearly as cheerful as he once was. Just quiet. Internally, his self-esteem is through the floor and he's trying really hard to stay on his feet, push

through it all, be the person everyone needs him to be. He doesn't tell people about how he still wakes up in a cold sweat a lot of nights, the nights when he can sleep at all, and doesn't just lie awake clinging to Luluxio's hand in a desperate attempt to ground himself just a little

- Meeting Ga Bu makes him miss something. But he isn't really sure what
- By the time they lose Papalymo, he's kind of steeled to it. Papalymo has to really force him to leave him behind, but he only sheds some quiet tears, much less than Lyse
- When Lyse reveals herself to all of them, something strikes a chord in Harico. Again, he's not sure what. But he asks the scions if he can take a break from duty for a while
- Next thing he knows, he's knocking on a familiar little door, and being greeted by the face of his grandpa, who looks just the same as he did when Harico left
- They both immediately start crying and hug each other for like 10 minutes
- Bear in mind at this point Harico hadn't written to him since the Vault and had only been writing sparingly since the banquet so like. Grandpa had been VERY worried
- They sit down together and have a good long talk about what's happened while Harico's been away. Grandpa recognises that Harico has had the world on his shoulders, but Harico assures him he needs to carry it bc he's the only one who can, and people need him. But Grandpa holds his hands and says to him that even if that's true, he's still just a child, and even if it's necessary, this is so much greater a burden than any child should have to carry alone, and he apologises for sending him off on his own, saying he never ever wanted this for him. And Harico bursts into tears
- It's a very long and very cathartic cry that lets out stuff he's been trying to keep a lid on for so long. The kind of cry of a facade coming down and a kid admitting that he's hurt and scared and miserable and just wants his Grandpa to hold him for a bit
- He spends a while at home with Grandpa. Hangs out with some old friends and that. It's very much msq rehab
- That time is really important for reminding him that like... yeah, he IS still a kid. And that's okey. He doesn't have to be able to handle everything by himself. His grandpa helps to soothe him when the nightmares still come, remind him that everything he's lost isn't his fault, and also that no matter what happens, he has a home to go back to which will always be there
- The trauma doesn't go away obviously, but he starts processing it and talking about it and coming to terms with it in healthier ways
- After being home for a little while, he gets a surprise visit from Luluxio who got bored of being away from him, again. He's happy to see him, very much so - even in his darkest times, Luluxio's presence has always been comforting to him in a peculiar way. Luluxio stays with him and Grandpa and helps on the farm, and he takes a real shine to it, and Grandpa takes a real shine to Luluxio. It feels really nice, just hanging out with the three of them. It makes him wish that life could just be this
- After a few weeks, Harico gets contacted about going to Gyr Abania, and he thinks about it a lot. But he ultimately declines the offer. He still wants to be there with his friends and helping the people that need it as much as he can, but he knows that he can't throw himself headfirst into another war, he promised his Grandpa he wouldn't

pretend he could handle it anymore. There are plenty of other capable people on the mission, and they all reassure him that it's ok he can't go. He still feels guilty, but he's learning to know his limits

- Instead, he chooses to return to Ishgard with Luluxio, feeling that he has unfinished business there still. He contributes to the restoration effort there, not via direct construction work, but by recruiting volunteers and organising things, as well as helping to cook meals for the workers. He feels that this kind of work suits him much better

Stormblood:

- Here's the thing... he doesn't even do Stormblood at all lmao
- He spends the duration of the Ala Mhigo liberation effort in Ishgard with Luluxio reconstructing the firmament, all the other stuff is handled by other scions
- He is summoned to Gyr Abania a few times to help - after the attack on Rhalgr's reach they're in dire need of healers, so he comes along then and is horrified by the brutality of it all. He stays there as a medic as long as he can while the others journey to the far east, but is sent back once things calm down. He's still unsure about leaving the reach, but he's assured they'll be ok
- He comes along for the final battle at Ala Mhigo as well, because they need all hands on deck for that. Shinryu is dealt with elsewhere though, by other scions (Coca is probably still Zenos' charge in this timeline bc like, why wouldn't she be)
- He stays in Ala Mhigo after that, helping the people to set up there and get things back on their feet like he did in Ishgard. He's not involved in the simultaneous dealings in the far east or in all the Politics(™) that's going on at the time in msq
- Luluxio is with him there too. A running theme is that Luluxio just follows Harico everywhere being his emotional support cryptid. They're very close at this point, and Harico always feels most at ease with Luluxio nearby lightening his mood and stopping him from getting too caught up in his own head. He's learning that spending all your time with the person that makes you feel the best is very good, actually
- So anyway. There's that bit. Where the calling starts happening
- Thancred goes first, followed by Y'shtola and Urianger. But in a spectacular act of canon divergence, the next one that gets yeeted to the first is Harico! Shadowbringers Lore Begins Here

Shadowbringers:

- So yeah. Harico arrives in the first pretty early. Which is obviously great for the Exarch, but he's not just looking for Harico in this verse, he has a couple of other key figures he wants to bring over too (read: other wyrms) who take a little longer (read: a few years longer). And also Harico is an incomplete summon. Those are the main bits of canon I'm changing lol
- So Harico gets to learn about the first and all the shit that's going on before the events of ShB really kick off. He encounters sin eaters firsthand and that's a vibe check, but also becomes incredibly invested in the people of this world and their resolve to survive, and he wants to help them as he has so many people before

- After a few months, who should show up as the next accidental summoning but Luluxio, who all but deliberately came through the Exarch's rift because he wanted to be with Harico. And Harico is so, so happy to see him. It changes everything so quickly. Thancred, Y'shtola and Urianger are one thing, but Luluxio being there just makes the first feel like some kind of home
- He doesn't really let Luluxio out of his sight after that, not that Luluxio would ever allow it himself. As Urianger and Y'shtola set out on missions of their own, Harico and Luluxio also resolve not to stay confined to the Crystarium, but to travel around the world, seeing what they can find and who needs their help
- It becomes apparent that as a healer, there's not that much Harico can do. He can't help the patients at Journey's Head by healing them. The best he can do to save people is to protect them by slaying as many sin eaters as he can
- Because of this, he puts his staff aside and learns to summon an aetherial blade. Cue Class Change To Drk (except it's not really properly drk, it doesn't have the lore. Just the big sword)
- Luluxio is a really strong black mage at this point and more than capable of blowing sin eaters' heads off with bolts of lightning. So it's a joint effort between them
- For two years while the Exarch tries to summon the remaining scions, Harico and Luluxio travel together around Norvrandt, slaying sin eaters, lending the people their aid, and just exploring. It's a period that should be bleak and sombre, but somehow it's... not. Harico comes to feel driven by a personal sense of purpose rather than an abstract responsibility, and he comes to enjoy what he's doing. It's important work, but it's also an adventure, with plenty of time for lying back in the grass and looking at the sky and talking about life
- The fact that Luluxio is with him every step of the way is a big part of how he comes to feel like this. Of course Luluxio has pretty much been with him since Heavensward, but this time it's just the two of them, making their own choices about what to do and where to go, us against the world kind of vibes. Luluxio is a little creature of chaos but he's also such a positive presence, he just makes Harico feel good, about life, about himself, about everything. They become universal constants in each other's lives over those two years and it starts to feel like that's how things just SHOULD be. They're better together
- Somewhere down the line they fall into a relationship, and there's no grand confession or event that kickstarts it, it just sort of happens, as if it was always going to, and it feels like the most natural thing in the world
- By the time the Exarch summons the last of the heroes he needed, Harico is 19 years old, and he's changed a lot. He's so much more at peace with himself and the role he plays in the world around him. He carries himself with a confidence he never had before, is still as kind and gentle as he has always been, but now so much more composed, relaxed and mature
- He also now has a very cool big sword in one hand and his boyfriend's hand in the other, so like, those are two other changes I guess