INEZ

Link to Visual Application

General Info. —◇

Age: 27 years
Birthdate: 10th of May
Gender and/or Pronouns: cis female, she/her
Height: 5'5" (ft)

Species Info. —◇

Species: Wildcat/Eurasian Lynx
Fel Status: Positive
Fel Species: Nightmare
Wings: No

Stats —◇

205 HP (Inez Stat Calculator)

CON: 〔 11 〕◇◇◇◇◇◇◇◇◇◇◇
STR: 〔 6 〕◇◇◇◇◇◇
MAG 〔 11 〕◇◇◇◇◇◇◇◇◇◇◇
DEX: 〔 4 〕◇◇◇◇
CONSISTENCY: 〔 2 〕◇◇

PATH: 〔 1 〕◇
LOGS: 〔 3 〕◇◇◇
ETHO: 〔 2 〕◇◇

Spells/Skills | Magic Type: Rosary

- **Lv. 1 Spell:** Insight
- **Lv. 1 Spell:** Symbiosis
- **Skill 1:** Improvisor

Personality. —◇

- **Positive:** Accepting, diligent, level-headed, resourceful
- **Neutral:** Deadpan, dauntless, sensitive, superstitious
- **Negative:** Self-doubting, jealous, dissembling, obsessive

Among her siblings, when not engaging in mischief, Inez is the most **level-headed** of them all. She isn't given to outbursts of emotion. So calm is her presence that even the most hyper animal or small child will sit peacefully by her side. For better or worse, she is **hard to scare**. She **completes any duty assigned to her faithfully** (but without her sister's bubbly enthusiasm), and as well as she can, foregoing rest or recreation until her work is done. Having grown up living off the land, she is smart and adaptable, and can always find a way to **get things accomplished with the resources available to her**.

In contrast to her enthusiastic siblings, Inez has a more low-key demeanor. She doesn't wear her emotions on her sleeve, or her face, and can be **difficult to read**. Those who know her well get a glimpse of the inside—a glint in her eye or waggle of her brows that indicates that at least some of her blunt statements are jokes. However, her **bedside manner** as a healer **has always left much to be desired**, and by most outward appearances she has no business being a chaplain.

Underneath her dry exterior, Inez is **sensitive** to other people's emotions and the world around her. She is an **accepting** person who willingly engages with anything she comes across about magic, technology, and the spiritual or supernatural. Rituals and traditions are important to her, and she treats them all with equal weight, finding room in her internal system for everyone's beliefs. **She**

throws salt over her shoulder and avoids stepping on cracks. Would anything happen? Probably not. But it's more interesting to think that it might.

Inez **struggles with self doubt**, especially comparing herself to her perfect sister. It's hard enough to find your own identity when you're a twin—and when your twin is the whole package, it feels like the world doesn't have room for you. She's secretly **jealous** of Isolde's standing. Anything Inez finds that can set her apart, she dives headlong into it, especially if it's something the rest of the village would look down on. She is **accustomed to lying** to stay out of trouble, or to siphon some attention for herself. She's particularly **prone to obsession**—in this case, it was magic, but that's just because it was there, and because it was forbidden. There's nothing to say that in another life, another time, it wouldn't have been something else.

1. **Q: What kind of person/people does your character usually gravitate towards?**

Inez likes people who are calm to match her energy, and don't feel the need to fill every silence with conversation. She gets along well with people who otherwise have little patience for others (like Tycho) because of this. She also has a sense for those who feel like they don't fit in (whether they actually do or not) and makes them feel at ease.

2. **Q: How would your character describe their relationship with their family?**

Inez wouldn't describe her relationship with her family as complicated, at least not until she and her sister became Fels, but that's not because it isn't. The low-level competition between her and her twin sister Isolde is simply so ingrained in her life that she couldn't imagine herself without it. (It is largely one-sided—Isolde doesn't think they're in competition.) Her relationship with her brother is much easier, and she openly laments his estrangement. She does have parents, but because their lifestyle is so communal, their relationship is de-emphasized. This also doesn't strike her as unusual, but it gets raised eyebrows from people who were brought up in nuclear families.

3. **Q: How does your character handle and/or approach conflict in their life?**

She doesn't get into fights, preferring to pass under the radar even when she's doing something that she knows would upset somebody else, but there is a certain part of her that enjoys knowing it would. When confronted, she'll meekly promise not to do it again...and then proceed to keep doing it. She's an immovable object.

4. **Q: Does your character lie? What is their stance on lying?**

Inez has plenty of practice lying. She'll make up or exaggerate stories for entertainment; she'll lie or tell half-truths to your face; and her favorite: lying by omission. She grew up in a strict environment with many expectations that would set a curious kid up to fail. At a certain point, because she didn't want to get in trouble, or be stopped from doing something, lying became second nature. The other option was to follow all the rules, which brings us to...

5. **Q: How does your character feel about rules, and are they compelled to follow or break them?**

A lot of Star's Fall's rules were, generations ago, born out of necessity. They're isolated, and the world is a dangerous place; moment-to-moment survival was always a concern, and remains so to this day. Rules like "don't fraternize with Mythicals" and "don't mess with magic" made logical sense back then, but Inez feels that these rules haven't been updated for a changing world, so she only follows the smart parts (or so she thinks). A lifetime of annoyance with the Old Ways has given her quite the rebellious streak. She's happy to bend or break the rules if she sees an opportunity—either to do something good or just for fun.

That said, religion and spirituality are things she takes seriously. She follows the rules set forth under those parameters. Everything else is fair game.

History. —✧

(CW: Implied death by cancer)

Early Life:

- Inez and her identical twin sister Isolde are born to a small communal village known as Star's Fall, nestled in the crook of a river running through

the Severeth region, a few days south of Gargarith. Their little brother Bastian is born a couple years later, and they make a very happy trio.

- The community has stayed small but strong for generations. As they are far off the beaten path, secluded in the fierce wilderness, survival remains their chief concern. They were founded on the principles of self-reliance and living off the land, and regard any attempts to do otherwise with suspicion. Magic has always been forbidden (for reasons they no longer remember), and the slow drip-feeding of technology from Severeth to the north has been rejected with extreme prejudice.
    - In the last two hundred years, Star's Fall only has a couple of attacks by Mythicals on its record. Lycanthropes are thought to exist in the region, but because Star's Fall is small and interaction with magical beings is forbidden, they stay well out of the Mythicals' way.
- As the siblings get old enough to explore, they're supervised equally by everybody—
  which means they're basically supervised by nobody and left to their own devices. When they're not drawing on every available surface or weaving flowers into each other's fur, they're assigned to shadow members of the colony as they go about their daily tasks, in hopes that each of them will find something to specialize in.
- From the beginning, it's clear Isolde is a girl of many talents. She's bright, charismatic, and throws herself headlong into everything she tries—usually to great success. She has her pick of professions to choose from.
- For Inez, things are different. She's definitely smart, but her flat affect and more retiring personality make her less popular than her sibling. Whether it's actually true or just a trick of her imagination, Inez goes through life with everyone's unspoken question hanging over her head: ***Why can't you be more like your sister?***

Adolescence:

- While Isolde seems to be capable of anything, Inez seeks to set herself apart by really dedicating herself to one thing. When she's about 12, she takes a shine to Tycho, the village's best doctor, and starts following him around through his herb fields, asking him questions about his profession.

    - Although he's cantankerous, Tycho is charmed by her gumption. He knows what it's like to be the odd kid. He takes young Inez under his wing, promising to teach her everything he knows.
- Young Inez has a great memory for different plants and their useful properties, and how to set broken bones and bandage wounds. But while she's technically proficient, her bedside manner leaves...*something* to be desired. Those who describe their symptoms to her are likely to be met with a flat "I'm sorry to hear that" and no further questions. Her passion is the craft of medicine, not the art.
- Meanwhile, Isolde chooses to specialize in farming, which of course she's great at. Inez's bitterness also grows, and their related professions keep them in close contact. She loves her sister, but just once she'd like to be the one to shine at something.
    - As Bastian grows up, he picks up on this dynamic, and he and Inez spend a lot of time complaining about it to each other. Unlike with Isolde, her relationship with Bastian is uncomplicated.
- At work, Inez often hears Tycho muttering something to the effect of "if they would just let us use magic," which she secretly agrees with. Magic has always had a transgressive appeal to her. She spends a lot of time wandering in the woods, pretending to look for Lycanthropes and alchemy ingredients. (Bastian comes too, but he'd rather imagine himself *killing* the Lycanthropes, so she starts leaving him at home.)
- Inez and Isolde are 17 when the war ends, and the Night of Six Stars falls upon them. When the sky turns strange, the villagers run underground and hide, but it isn't enough to save all of them. A few members are afflicted by the Corruption, or what is to become widely known as the Fel Curse. Their little brother Bastian is among the affected.
- While the village loses its mind over the Corrupted members, they don't immediately go after them with torches and pitchforks. No one can find it in them to banish a teenage child, especially not when Isolde and especially Inez are quick to vouch for him. Instead, much time is spent theorizing about why this happened to them despite their ways—whether the affected brought it on themselves, or were cursed by outside forces. Aggressive sentiment toward Mythicals begins to stir.

Adulthood (the Mythical Encounter):

- The curse continues to spread, seeming to afflict members at random as the years go by. For some strange reason, Inez is *jealous*. She's been unremarkable her whole life. It would be nice to have wings, or sharp claws, or magic all to herself.
- Meanwhile, the discrimination against Fels gets to be too much for Bastian to handle. When he becomes an adult, he runs away to Severeth, and only tells his family where he's going.
- Inez is devastated, and her walks in the woods become more frequent. Ostensibly she's gathering herbs, but she goes far deeper than is necessary, and stays out for a long time. At the deepest point, she hears something stirring in the brush. Something big. It emerges: a Lycanthrope, somewhere between a wolf and a stag, with patchy fur and a voice that is felt more than heard. It looks at her. It asks what she is doing here.
    - Inez should be afraid, but she's not. She's more awestruck than anything. She shares her woes with the creature, who peers at her with genuine curiosity.
    - The Lycanthrope Barum (so named for the deep growling sound that punctuates his speech) strikes an agreement with her: He will teach her the basics of Aether and Contract Magic, on the condition that these intrusions into his woods come to an end afterward. She agrees.
- Inez keeps this new knowledge close to her, telling no one what she saw. She considers ways to bring Bastian back, but something stops her from pulling the trigger. She needs more time.
- **(CW: Implied Cancer)** Meanwhile, Tycho, who has remained unaffected, works to find a way to reverse the curse. He frequently complains of fatigue and nausea. Inez dismisses this as his usual grumpiness, but it doesn't go away.

Adulthood (the Fel Curse):

- **(CW: Implied Cancer)** Tycho's condition slowly but steadily worsens. He complains of a lump in his belly. This is a different kind of curse. He is very, very ill.
- Inez follows Barum's suggestion years earlier—she begins attempting Contract Magic to save her beloved mentor. Her motivations are many: Of course she loves Tycho, but she also knows he's the only one of them who can possibly fix the Fel blessing—er, curse. At the same time, some small

part of her seizes on what might be the only sanctioned opportunity to actually use magic. With Tycho being so beloved, and so effective, surely the villagers would understand.

- Inez resolves not to share her experiment until it gets results. However, her sister knows her better than anyone. She tracks Inez deep into the woods where she does her forbidden dabbling. The sisters have the worst fight they've ever had over this. In the end, Inez swears Isolde to secrecy, and she reluctantly obliges.
- **(CW: Implied Cancer)** Inez doesn't know what makes her contract fail. Perhaps it was her general inexperience, or maybe her secret desire for magic subconsciously made its way into the language. Either way, Tycho's condition fails to improve, and he dies surrounded by friends. **(CW Ends)**
- Shortly thereafter, Inez wakes up different: A great sickle-shaped horn springs atop her head, and her previously bobbed tail nearly reaches the ground. Her fingertips end in rending claws. Long fangs extend down her chin. She runs to find Isolde, and sees that she has been afflicted by an identical curse.
- The judgment of the villagers is nothing unusual to Inez, but to Isolde, it's too much to bear. She sees the look in their eyes as she walks through town, even in her new resting form. They find themselves followed at a distance wherever they go. Everyone is shocked that a pillar of the community could fall victim to the Corruption—and they're pretty sure they know who to blame.

Recent History:

- Guilt-ridden, Inez runs into the woods, and she finds the edge of Barum's territory easily. (Something inside her seems to be giving her an edge when it comes to finding things out these days.) Sure enough, Barum meets her there, and he seems intrigued, like he's admiring his handiwork. She wonders if this was his intention all along. He is not particularly sympathetic, but he does advise her to seek her brother out in Severeth.
- Inez spends some time traveling to and around Severeth, and eventually tracks down Bastian, who has started a new life in construction. They are overjoyed to see each other, and Inez fills him in on everything (skipping, of course, the part about Barum). He informs her of some recent news: a Fel named Lavender is establishing the first safe haven for Fels, in an attempt to find a way to reverse the curse.

- If not for Isolde, Inez might never have gone back to Star's Fall, but she does, and announces her intentions: She is the one who trained under Tycho, so she is the one best equipped to reverse the Corruption. In reality, she has no desire to reverse it for herself. She really just wants to see what's going on, and figure out how to channel Contract and Fel magic. But she makes her promises all the same.
- Inez heads back to Severeth and catches the first ride to New Aleph, with Bastian in tow. The city, even in its infancy, is everything Inez ever *dreamed*. She sets up shop as a medic and a hospital chaplain, a job that she seems unsuited for, but she takes to it surprisingly well. Her natural curiosity and respect toward others' belief systems (unusual among Star's Fall residents) makes her a good shepherd.
- When the residents of New Aleph rally under Lavender's banner, promising to unravel the secrets of the Rosetta Stone, Inez doesn't need to be told twice!

Questions:

- **Q:** How did your character find out about New Aleph?
    - Following the suggestion of her friendly (?) neighborhood Lycanthrope after being afflicted by the Fel Curse, Inez travels to Severeth to seek out her estranged brother, who fled to the city following his own affliction. He catches her up to speed on recent happenings (since Star's Fall doesn't get much news), including about Lavender, New Aleph, and her quest to discover the secrets of magic. Inez is sold immediately.

- **Q:** What is your character's reason for coming to New Aleph?
    - Ostensibly, Inez wants to find a way to undo the Fel curse—not for herself (she's actually quite content with her new abilities) but for her twin sister, whose standing in their community depends on her avoiding the curse. In reality, she only wants to understand more about Fels and magic, and perhaps even rewrite the rules so that Fels become widely accepted. When it comes to reversing the curse, the question that she refuses to consider is this: Is she motivated by love for her sister and a desire for her to have what she wants, especially given that Inez was blamed for cursing her in the first

place? Or does she want, just once, to have an identity her sister doesn't share—even if it means losing her home forever?

Trivia. —◇

- The first version of Inez's backstory was inspired by Rimworld! The colony I imagined her being part of was low-tech despite its futuristic setting. The name Star's Fall came from the colony's founding event: a space passenger liner falling out of the sky, and its survivors becoming the original colonists (as is standard in vanilla Rimworld). I've kept some elements of this backstory through Inez's various iterations. Many of her Fel traits were inspired by the prehistoric or sci-fi fantasy animals that she shared the world with on the Rim, including the elusive Thrumbo.
- Inez is moderately dyslexic. This may have had something to do with the failure of her Contract, though it was foolish from the beginning to expect a complete success.
- The opal staff she carries was picked up in Severeth. It emits light! It doesn't do much else, though.
- Inez's brother Bastian is a Basilisk Fel! He has Soul magic.
- The kids' parents' names are Kyrie and Bronto. As far as anyone knows, they remain unaffected by the Fel curse despite all of their children being Fels.