


# FFXIV Player Character Infosheet - Solele Sole

Condensed/edited from/inspired by the [WoL Character Sheet](#) by @NilNova.



Overview	
Name	Solele Sole
Race/Clan	Lalafell/Plainsfolk
Age	21 in ARR, 26 by ShB
Nameday	11th Sun of the 1st Astral Moon (January 11th)
Birthplace	<div>Meadowbrine, a small island some malms off the southern coast of Vylbrand.</div> <div>The island is populated primarily by Lalafellin hillfolk, shepherds who have occupied the highlands for centuries. Its central peak is simply known as “the mountain,” and there is one midsize town, aptly named Port Meadowbrine, which serves as a trading outpost between Vylbrand and the south seas. Aside from trade, locals</div> <div></div>

	keep to themselves. Though technically Limsa is the closest major power, Eorzeans are considered more neighbors than countrymen. Most Eorzeans won't have heard of Meadowbrine at all, though sailors who work in the south seas trade markets might have. Local population makeup is 99% Plainsfolk Lalafell, though there are a few aberrations and always a smattering of non-locals coming and going in the port town. Solele was born to a large and locally well-known family of hillfolk; details are explained in the family section below.
<b>Guardian Deity</b>	Oschon
<b>Job/s</b>	Primarily an archer with some bard skills. Also moonlights as a dark knight after picking up the soulstone in Ishgard. Knows simple conjury.
<b>Hand/Land Disciplines</b>	Botany, carpentry
<b>Grand Company</b>	Immortal Flames
<b>Free Company</b>	Everyone's Grudge (DOINK)
<b>Mount/Companion</b>	Lile is a friendly, energetic chocobo with bright red plumage (in-game color is blood red). He's been with Solele since she joined the Immortal Flames, and bonded to her very strongly, as he was still relatively young when assigned to her.
<b>Quick Profile</b>	Solele is a cheerful, sunny optimist of an adventurer from a tiny island south of Vylbrand, where her ancestors have been herding sheep and producing textiles for at least a hundred years. Growing up with her massive extended family--9 siblings, several nieces and nephews, and a smattering of aunts, uncles, and cousins all on the same island--honed her social skills and made her a fantastic listener. She'll walk into a bar at sundown, and walk out again at midnight having made six new friends along the way, though she'll forget their names inside a week (not, however, their stories). All in all, she's an adventurer's adventurer: roaming where the wind takes her, and content to forever be running toward the horizon. Excitement and adrenaline are her indulgences of choice, but behind the scenes, the weight of responsibility weighs heavily on her. Her strong sense of justice makes it impossible for her to ignore those who could use her help, but as her skills grow, that number grows with them.

<b><u>Who They Are</u></b>	
<b>Pre-Game Backstory</b>	<p><b>This section is a rough WIP.</b></p> <p>Info about childhood goes here</p> <p>Solele was born the 8th of 10 children to a family of Meadowbrine hillfolk, and named after her grandmother, who died the day before. The daughter of a kind but emotionally withdrawn father and a practical, business-minded, chronically overworked mother.</p> <p>Left home at ~17, after a series of vivid dreams wouldn't leave her alone. Worked in Limsa for several months appraising cloth imports to raise money for passage to Ul'dah and then on to Gridania. Joined the adventurer's guild there and started training as an archer at 18. Also experimented with conjury at this time, and got official training as a carpenter to better craft her own bows. Slowly gained the trust of the people, and came to consider the Shroud her home, buying a small cottage in the Lavender Beds with her savings. Got recruited by the Scions around 20.</p>

<b>Personality</b>	<p>Cheerful and optimistic, Solele can light up any room she's in with her bright smile and sunny personality. She loves people, with all their stories and hopes for the future, and can often be found swapping tales with a stranger over drinks. She might not remember their name later, but she'll sure as hell remember their story, and carry it with her on her next journey. She tends to make friends wherever she goes, but rarely keeps in touch after she leaves. Most of her relationships are meaningful, but fleeting, and that doesn't bother her—it's the life of an adventurer. In truth, she prefers it that way; permanent relationships mean expectations and, usually, being tied to a particular place. For someone as free-spirited as Solele, it's stifling, and she'd rather shift in and out of people's lives as the mood strikes her. For the most part, her long-term relationships tend to be with people who feel the same way.</p> <p>On the surface, her lighthearted nature leads some to conclude that she is unlikely to take anything seriously. But underneath, her sense of responsibility runs deep. She is aware that she is a powerful person with unique talents, and though she doesn't blame herself for everything that's wrong with the world, she tends to take it upon herself to fix it however she can. For that reason, she can't bring herself to refuse a request for help, so long as it's made in earnest.</p> <p>Solele likes problems with a simple solution. Fight bad guys, kill bad guys, win. She's good at that, even finds it relaxing. But when it comes to something like ending the Dragonsong War—that she's not so good at. It's complicated and messy and it takes a long time to change such an ingrained cultural identity, and that's just not something she knows how to deal with. She's aware that there are gray areas in everything she and her comrades do, and their victories are necessarily someone else's loss, but she tries to ignore that as much as possible because it makes her feel paralyzed. She wants to believe in a world where good is good and right is right, and no one who is a good person and does the right thing ever has to lose. In a way, needing that distance—that denial—is why she feels so at home with a bow in hand. It's easier when you don't have to feel your weapon slicing through your enemy, when you can just shoot something, watch it fall, and move on. She thought being a hero would be simple. Unfortunately, the reality is that it's anything but.</p> <p>Solele believes strongly in compromise, and will reach for diplomatic solutions rather than violence, given the choice. She has great faith in people and wants to see the good in everyone—but this can be pushed to an extreme where it results in ignoring the bad, especially when she's younger. The younger Solele puts too much stock in surface qualities and, though possessed of good instincts, tends to write them off if someone <i>seems</i> like a good guy. Her open-mindedness goes hand-in-hand with dangerous gullibility.</p> <p>However, by the start of Shadowbringers, Solele has shed much of that gullibility, to be replaced with a breezy roll-with-the-punches attitude. She still chooses to believe the best of people, but she makes that choice knowing full well that they may not deserve or live up to her faith in them. The way she sees it, that makes her choice to believe in them anyway <i>more</i> meaningful, not less. If she can be the sort of person who makes others want to be better than they are, she's willing to consider that a kind of victory. Still, she's quicker to trust her instincts; if something smells off, she starts looking for the source of the odor rather than just ignoring it.</p>
<b>Original Supporting Characters</b>	<p>Solele's family is massive and well-known in the area for being their own miniature village an hour or so up the road from the port, where a complex of comfortable, hobbit-like homes is built into the hills upon which they herd their sheep and cultivate their crops, as they have done for hundreds of years. They are part of the larger Ialafellin community locally known as the hillfolk. The women of the family traditionally convert the wool into a variety of cloths and yarns to be sold at the port; Solele, being not terribly talented at this but handy with a bow, was put to work as a shepherd from a young age, minding the edges of the flocks' grazing territory for predators (wolves were most common).</p> <p>Solele was named after her grandmother, a figure of somewhat legendary status amongst</p>

the hillfolk. She founded the family's shop at Port Meadowbrine, an extension of the already-existent family textile business, and is remembered as a highly talented, visionary textile designer with a wicked tongue and a steely resolve. She left the island for several years in her mid-20s and returned with two daughters, Sobaba and Sokoko; no one knows who the father was. She died the day before Solele was born.

Though it is common for the family's children to leave the island for a time to go out into the world and learn new skills, they are expected to return eventually, and bring these skills back with them to be put to use for the good of the family and the hillfolk community. For someone to leave permanently, and to become an adventurer no less, was pretty much unheard of before Solele. They're all still pretty convinced that someday she will come home, marry a nice boy, and settle down--even though that's never going to happen.

Solele's most important relationships are highlighted in green.

#### **IMMEDIATE FAMILY**

All listed ages are as of ARR.

Solele's mother, Sobaba, is Grandmother Solele's daughter. She is a perpetually exhausted type-A personality, and tends to delegate a great deal of the childcare to the older children, so she and Solele are not close. Mostly, Sobaba expresses disapproval, Solele shrugs, and they go back to ignoring each other. She is an accomplished weaver, trained by her mother; however, she lacks her mother's vision, believing instead that there is quality in the simple traditions. Now in her early 50s, she oversees textile production for the family business.

Solele's father, **Solkatoro Zitoro**, is a softspoken former bodyguard turned simple shepherd. He and Solele spent many long hours together wandering the fields and tending to the sheep, and he was the one who taught her archery as a means of keeping predators from the flock. He is the foremost supporter of the idea that, like him, Solele will eventually give up on living an exciting life and come back to the island to settle down. (This is never going to happen.)

Solele is the 8th of 10 children.

- **Somimi Somi** is the oldest daughter at 33, and an accomplished weaver. Due to her mother's heavy workload, much of the childcare of her younger siblings fell to Somimi, and thus her relationship with Solele is more like a mother than an older sister. She tries to understand Solele--often fails, but tries, and that's more than most, so the two get along well. She is married to a merchant from a nearby island, and has four children, the oldest of whom is in her early teens.
- **Malato Sorato** is the oldest son at 30. A shepherd, he is probably the sibling Solele is least close to. He married a Dunesfolk woman, which was something of a scandal within the family at the time. They have three children, including twins, ages 8 and 6.
- **Sofifi Sofi** is one of the triplets, age 27. She co-runs the shopfront at the port, and is known as the town gossip. She and Solele are not close.
- **Solala Sola** is one of the triplets, age 27. She co-runs the shopfront at the port. A traditionalist, she disapproves of Solele's life choices, and the two are not close. She married a local hillfolk shepherd, merging the families' flocks, and they have two children, 7 and 4.
- **Sototo Soto** is one of the triplets, age 27. By far the quietest member of the family, she apprenticed at the Weaver's Guild in Ul'dah before returning home to work in textile production. She and Solele get along, but are not close. She is married to the daughter of a local family.
- **Sonana Sona** oversees the husbandry of the family's flocks, particularly the breeding. She is stiff, prudish, and highly judgmental of others. She and Solele do not get along at all, and are frequently at each other's throats. She is 24 years old.



	<ul style="list-style-type: none"> <li>• <b>Soriato Eminato</b> is 23. He is apprenticed to the Goldsmith's Guild in Ul'dah, and is the only one in the family who truly knows and understands Solele, of which they are both painfully aware (it is the subject of many in-jokes between them). They are very close and correspond regularly. He is married to an Ul'dahn alchemist and dyemaker, and they have just had their first child.</li> <li>• <b>Solele Sole</b>, at 21, is the 8th child and second youngest daughter.</li> <li>• <b>Sokiki Soki</b> is the youngest daughter. She is 16 and very shy. She and Solele have an amicable relationship, but they are not close. Solele tries to draw her out of her shell.</li> <li>• <b>Shinato Gonato</b> is the youngest son, at 15. He's known as kind of fuckup, likely to bail on any task he's given. He and Solele have an amicable relationship, but they are not close. She tends to encourage his bad habits, but also gets exasperated at his irresponsibility.</li> </ul> <p><b>EXTENDED FAMILY</b></p> <p>Closest to Solele's immediate family is her aunt Sokoko, whose primary job is driving Sobaba (Solele's mother) crazy. She is also a weaver, but guild trained, and very into the latest fashions out of Ul'dah and Limsa, the flashier the better. Her husband died in a shipwreck.</p> <p>Beyond that, Solele's great aunt Shivava, younger sister of Grandmother Solele, is still kicking. She has a variety of opinions on sheep and how everyone is Doing It Wrong. She taught Sonana everything she knows. Solele hates her.</p> <p><b>Shivava's Children</b>  <b>Shilala, 54 (deceased)</b> - Shilala was a botanist, and taught Solele how to find and identify all kinds of plants for dye-making, food preparation, and medicinal purposes. Solele loved her, and Solele was the one who, at 14, found her body lying in a copse, having been ripped apart by wolves driven from the mountain by the winter rains. This event spurred Solele to become more skilled with her bow so as to better protect the flocks and her family. Shilala was married to a carpenter, still living; her daughter, Somomo (25), is an apprentice at the Weaver's Guild and sometimes does custom commissions for Solele.  <b>Solala, 52</b> - moved to Ul'dah and married a rich merchant, children unknown; black sheep  <b>Shifufu, 49</b> - a weaver, not as talented as Sobaba or Sokoko, three daughters (one of whom, Shimeme, followed Solele's example and left the island to become an adventurer; she settled in Gridania and now works with the Twin Adder)  <b>Kolkato, 47</b> - a shepherd, married a hillfolk woman, several children  <b>Komato, 44</b> - a shepherd, married a hillfolk woman, several children</p> <p>The eldest of Grandmother Solele's siblings was Komato, now deceased. He had two sons.</p> <p><b>Komato's Children</b>  <b>Biffato Norato, 48</b> - a shepherd and farmer, gruff and unfriendly, married to a woman named Kofufu; they have 2 young adult sons  <b>Finato Lorato, 38</b> - a weaver, trained by Sobaba, softspoken and effeminate, married to a fisherman named Shitomo</p> <p>Grandmother Solele's other older brother was Eriato, also deceased now. He had a handful of children as well. [Details later.]</p> <p>There are other branches of the family around as well, from Grandmother Solele's aunts and uncles and their children all the way down to their children's children's children. One of Solele's cousins, Shokoko, was a great help in establishing their textile business, and Shokoko's children, and their children, are still close to Solele's branch of the family.</p>
<p><b>Motivations</b></p>	<p>Solele is an adventurer's adventurer: though she's stumbled into fighting for the good of the realm on many occasions, it's the desire for new and exciting horizons that motivates her to go where no one has gone and do what no one has done before. If she had her way, she'd spend her days exploring ruins, slaying monsters, and befriending</p>

	<p>beastmen—and her nights drinking, laughing, and... engaging in various physical activities. However, she has a hard time overlooking cruelty and injustice, and there's plenty of that in Eorzea. For that reason, she always seems to end up embroiled in more serious matters, mostly by accident.</p> <p>For all her breezy, laidback demeanor, the reality is that she's just not very good at dealing with her own negative emotions: sadness turns to anger, anger gets repressed—or channeled into deadly, pinpoint aim. Fear is covered over with decisive, sometimes reckless action. Doubt is snuffed out by sunny (or blinding) optimism. Sometimes, these are helpful and necessary coping mechanisms, but other times they are simply a refusal to feel her own feelings. She'd much rather do something than feel something, and will tire herself out with drinks and merriment so that she can fall into bed and snore like a kobold rather than laying in the dark alone with her thoughts.</p>
<b>Common Activities</b>	<p>When left to her own devices, she's a kinesthetic learner, and she likes making and doing things. If she's not at target practice or improvising a bawdy drinking song during happy hour at the local tavern, she's riding her chocobo, carving a bow, exploring some ruins... the list goes on. She doesn't stay still for long, and for an accomplished adventurer, there's no shortage of leads to be followed and new excitement to be had.</p>

<b><u>How They Look</u></b>	
<b>Character Model Differences?</b>	<p>She has quite a lot of freckles on her face and shoulders. Otherwise the character model is accurate.</p>
<b>First Impressions</b>	<p>At 3'1", Solele is on the tall side for a Lalafell, and though she has the rounded features all her kin share, she tends toward the gangly in terms of build, at least comparatively speaking (which is to say, this is something only other Lalafell are likely to notice). Since she grew up surrounded by other Lalafell, most of whom were shorter than her, Solele thinks of herself as tall. Derogatory comments about her height tend to be met with bemused obliviousness.</p> <p>Solele's coloring bespeaks a penchant for the outdoors: her tanned skin is dotted with freckles, and her copper-colored hair is streaked with blonde highlights from the sun. For years she kept her hair around shoulder length, usually pulled back into pigtails and only let down to sleep, but in recent years she's periodically cut it shorter and let it be for a while. She has two red tattoos on her face: one on the right cheek, a traditional Lalafellin character that all the women in her family get when they come of age, the other on the left cheek, a butterfly, which she had done in Limsa shortly after leaving home. Her green eyes are large, bright, and attentive.</p> <p>Solele is a fidgeter: always moving, even if it's just to kick her feet back and forth under the table. Her endlessly sunny disposition lends itself to frequent smiling, wide grins of amusement, and loud belly laughs.</p>
<b>Second Impressions</b>	<p>She snores really, really loudly, and talks in her sleep, usually nonsense. She has a tendency to shift from foot to foot when she's feeling bored or impatient. She has very calloused hands and fingers, and quite a lot of scars, mostly on her arms and torso. Most of them are difficult to notice without getting very close up, since her skin tends to scar light and blend easily.</p> <p>Color pallette: Rose pink, blood red, mesa red, gobbielbag brown, cream yellow, meadow green, ice blue, othard blue, regal purple, pure white</p>
<b>Style of Dress</b>	<p>She tends toward clothes that are casual and easy to move in, usually with lots of pockets. If forced into formal wear, she'll nearly always go for something red or green. She likes</p>

	danglies, both on her clothes and as jewelry.
<b>Combat Style</b>	<i>Beyond the norms of their job; what are their physical strengths and weaknesses? Do they incorporate elements of other classes/jobs or past experience into what they do?</i>

<b><u>What They've Done</u></b>	
<b>Major Canon Differences?</b>	<i>Does your WoL's story generally follow FFXIV's MSQ, or are there any serious divergences?</i>
<b>A Realm Reborn</b>	<i>Anything notable about their actions and development during ARR; events that affected them, headcanons about their interactions with NPCs, timeline of them picking up jobs and sidequests, etc.</i>
<b>Heavensward</b>	<i>Same as above, but for Heavensward.</i>
<b>Stormblood</b>	<i>Same as above, but for Stormblood.</i>
<b>NPC Relationships</b>	<p>Solele gets along best with the Sylph and the Moogles. She has also spent some time with the Vath and the Vanu.</p> <p><i>Opinions on and relationships with named NPCs, factions, etc, beyond what's laid out in canon. How do they feel about the other Scions? Are they especially friendly with any beast tribes, or loved (or not) by the people of specific towns?</i></p>
<b>PC Relationships</b>	<p>She and F'lori Fauhn (played by Nil) are basically besties. She sticks up for him in social situations.</p> <p><i>Need to add others</i></p>
<b>Public Perception</b>	<i>Anything notable about your WoL's relationship with their unwitting(?) fame and glory.</i>
<b>Residence</b>	<i>Where do they live? If you have in-game housing that's "canon", linked pictures are good.</i>
<b>Is Hildibrand Canon?</b>	<i>The most important question on this sheet.</i>

<b><u>Trivia</u></b>	
<b>Likes/Dislikes</b>	<p>Likes: people, alcohol, adventure, sunshine, beaches, mountains, forests, high-risk situations, exploring new areas (especially untamed wilderness), listening to people's life stories</p> <p>Dislikes: liars, cold weather, people who are stuffy or overly formal, staying in one place for too long, complex problems with no ideal solution</p>
<b>Fears</b>	Hurting people she'll never meet because of the decisions she makes. Losing more friends. Having to return to a "normal" life due to insurmountable illness or injury. Ghosts and the undead.
<b>Virtues/Strengths</b>	Optimistic, can put a positive spin on any situation. Honest, friendly, loyal. Diplomatic, reads people well, easily solves disputes. Encouraging (good at pep talks). Responsible when it counts, but knows how to kick back and have fun.

<b>Vices/Flaws</b>	<p>Black and white morality. Blindly optimistic to the point of refusing to see the reality of a situation. Encourages others to push themselves too hard or take unnecessary risks; forgets that not everyone can do what she can. Situationally shallow: takes only a surface interest in most people despite seeming invested. Adrenaline junkie. Hedonistic tendencies, particularly drink and women. Selfish.</p>
<b>Habits and Quirks</b>	<p>Solele has difficulty sleeping without background noise, ideally the presence of other people. For that reason, she can often be found napping in odd places: on top of a building near a busy market square, or on a tree branch above a popular fishing hole, for instance. She actively enjoys sleeping outdoors and making camp under the stars is her ideal of a luxury vacation.</p>
<b>Moral Convictions/Alignment</b>	<p>Solele is no philosopher, and not one given to complex moral codes. She lives her life by a set of simple, subconscious rules--easy to understand, if not always easy to follow.</p> <p>Rule #1: Friends help friends. "Friends" here can refer to comrades, fellow Flames and free company members, and basically anyone else Solele has a reason to feel loyal to. Solele will never allow a friend to deal with their troubles alone, or abandon them in their hour of need. This is not always a purely positive trait: it applies even if they do not want her help, or if they brought the consequences of their actions upon themselves. She will drop more objectively important tasks to aid a friend who is in trouble, and it can cause problems when she's in a position of leadership, as she is the sort of person who will risk the lives of many to save the life of one.</p> <p>Rule #2: "When in Rome." Solele will respect the rules and culture of whatever place she is in, and will not break the law absent a good reason. However, once that good reason has presented itself, she will completely disregard all rules, regulations, hierarchies, and chains of command in order to see justice done.</p> <p>Rule #3: Everyone has value--you just have to look harder to see it in some people than in others. In the end, though, folks are folks, and most of them are basically good people who want to do the right thing. Personal differences pale in comparison to all we have in common; she is open and accepting, despite occasional awkward kneejerks and foot-in-mouth moments.</p> <p>Rule #4: Never refuse a request for aid. If there is anything Solele believes in above all else, it's helping people. Though there's usually something big, bad, and potentially world-changing looming on the horizon, she always finds time to help the smallfolk, and she's become something of a local hero in many of the small settlements scattered throughout Eorzea.</p> <p>These rules make Solele out to be of generous spirit, altruistic and kind. This reputation is, in many ways, well deserved. Her generosity of spirit quickly comes to an end, however, when she is confronted with the darker side of humanity.</p> <p>Solele's willingness to kill, cheerfully and without hesitation, is difficult for some to reconcile with her otherwise bright and sunshiney personality. In truth, though, one stems from the other: her belief in the inherent value of every individual leads her to be utterly uncompromising toward those who would threaten the livelihoods of others. She loves people and wants to believe in the very best of what they can be, in redemption and reconciliation, but when someone is out of chances, she will do what needs to be done. And how she decides when someone's out of chances tends to be more situational than consistent.</p> <p>Much as she hides it through games of emotional dodgeball, there is an anger that roils deep inside her, railing at the various horrific ways in which people fail to empathize with and care for each other. She can help here and there, but in her more cynical moments, she realizes that there is precious little she can do about</p>

	<p>the deep-rooted, socio-cultural cycles of injustice that plague the world. She doesn't oblige every request for help out of altruism, but simply because she can't <i>not</i>--otherwise the restless anger would consume her.</p>
<b>Regrets</b>	<p>Solele's regrets mainly revolve around the deaths (or near deaths) of her friends. The scions who died in the imperial raid, Moenbryda, Wilred, the sacrifices that were made to secure her escape from the bloody banquet, Haurchefant and Ysayle, Papalymo, even Yotsuyu--each left a mark on her spirit, and she will always wonder if she could have done something different to save them.</p> <p>She can't let herself regret people she's killed. That way lies madness. But she wonders, sometimes, if it's enough to say she did what she had to do.</p>
<b>Languages</b>	<p><i>What languages do they speak/write/read? How literate are they? How's their handwriting?</i></p>
<b>Diet and Favorite/Least Favorite Foods</b>	<p>Solele will try anything once, and has made something of a hobby of sampling the local cuisine of any place she visits. Her culinary excursions sometimes end in gagging, but that's part of the fun.</p> <p>In general, she likes salty things, citrus, pickled fish, fruity desserts, meaty stews, alcoholic drinks, and eastern-style noodles.</p> <p>She dislikes bland dishes, most shellfish, plain bread, smelly cheeses, and spinach.</p>
<b>Voice</b>	<p><i>In-game voice setting #2</i></p> <p><i>Dialect/accent? In-game voice setting, or link to a voice reference? Speech quirks, favorite turns of phrase, impediments?</i></p>
<b>Zodiac</b>	<p>Capricorn (not very accurate at all)</p>
<b>Personality Tests</b>	<p><b>MBTI:</b> ESFP, <b>Enneagram:</b> so/sx 7w6, tritype 278 probably</p>
<b>Secrets</b>	<p>Solele is a very open person--she doesn't conceal a lot, and when she does it's mostly subconscious. She's not good at talking through her own negative emotions: anger, sadness, and guilt get repressed and channeled into other things, never spoken of.</p> <p>Though she speaks of her family often, she is deliberately vague about where they reside when in mixed company, in case her enemies decide to target them.</p>
<b>Religion/Spirituality</b>	<p>The hillfolk of Meadowbrine are a superstitious people, and their religion, such as it is, is neither organized nor codified and can vary significantly depending on the individual. Generally speaking, though, they revere both Oschon and Llymlaen, who in most cases also represent the various dualities of the world. Though they are equally acknowledged as deities of wind, Oschon is more associated with winds over land, where people dwell, whereas Llymlaen is associated with the winds of sea and sky, realms which cannot be freely traversed by man. Echoing this, Oschon can be associated with life, and Llymlaen with death.</p> <p>They are also both seen as trickster deities and bringers of change, wanted or not, and in some cases they are not so much worshipped as appeased. However, they can also be petitioned to bring change for those who are unsatisfied with their lot--just be careful what you wish for. Oschon's variety of change is gradual and enduring, like the shifting of seasons or tides; he is who you pray to for healing during a period of mourning, or for a change of heart in a loved one. Llymlaen is fiercer; her change is immediate and often catastrophic. More often appeased than petitioned, she may nonetheless be sought out by those seeking to devastate their rivals or strike out on a bold new path.</p>

	<p>Many of their holidays come from the typical Eorzean calendar, but there is also the Feast of Llymlaen in early spring, in which the hillfolk celebrate all the ways their lives have changed over the past year, in the hope the Llymlaen will not feel the need to bring greater and more violent changes in the oncoming spring monsoons.</p>
<b>Education/Academics</b>	<p>She and all her siblings were taught their letters as well as basic arithmetic at home, plus the practical skills of sheep husbandry and weaving. How thoroughly each child grasped a given subject was variable, but there were a handful of books around for the more academically-minded to peruse, and the family was supportive of those who sought further education in Limsa or Ul'dah--just as long as they planned on bearing their new knowledge back home with them eventually.</p> <p>Solele was never the academic type. From a young age, she would rather climb a tree than read a book (in contrast to her brother Sori, who would climb the tree with her and <i>then</i> stop to read a book once he'd reached the top). She is a kinesthetic learner who needs to get her hands dirty: dry lectures put her to sleep, and she has trouble focusing on the written word for very long. Put something in her hands that she can touch and manipulate, however, and she's good to go.</p>
<b>Skills/Talents/Hobbies</b>	<i>Hand/Land or otherwise.</i>
<b>Sexuality and Romance</b>	<p>Solele likes sex, a lot, and favors other women (though not exclusively). Drunken one night stands are not uncommon for her. In terms of relationships, though, it's all a big shrug--she's busy, and not particularly interested. Sex feels nice, and is a fun way to get to know someone, but that's it.</p> <p>She has a bit of a thing for the taller races (Roegadyn women and Elezen of both genders), but that doesn't usually affect her choice of partner in the moment. It's more a preference reserved for late-night fantasizing.</p> <p>Since she's unlikely to ever truly settle down, she doesn't expect to enter into a long-term relationship any time soon. If she did, it would be with a fellow adventurer, someone who could share her wanderlust. Even then, though, Solele isn't ready to compromise: she prefers to go where her whims take her without having to concern herself with someone else's needs and desires.</p>
<b>Fun Facts</b>	<p>She does write her own songs, she just thinks they suck. The pages are always covered in erase marks and half the time they get abandoned in the wilderness to decay. She never shows them to anyone, but if she gets really drunk sometimes she'll start belting one. They actually do pretty well amongst the bar crowds. Of course, she has no memory of this.</p>
<b>External Info</b>	<p><b>WRITING</b>  <a href="#">Drabble: W'vani before the final battle with Zenos, featuring Solele as a side character</a></p>