

Important Figures:

Name: Minerva Griswalde

Age: 24

The manor girl, the creator of the very Coalition universe to fulfill her own version of a “modern fairytale”.

She has great ambitions to become the world's greatest author of all time. A literature nutjob. A wounded fairy named Lila appeared out of her mansion and she took her in. Instead of being praised the fairy insulted her deepest ideals, causing Minerva to flip and murder the fairy out of rage.

She gained the fairy's powers and

Name: Lila

Age: 600+

A fairy of tremendous size at the top of her glory. Timid and self deprecating who is often the scapegoat of my characters

Biggest Achievement: ?

Biggest Regret: ?

Settlement 1:

Name: Walter Fletcher

Age: 16

A quiet, daring, intelligent boy, Walter was raised an orphan in a small bustling town.

Walter grew up in an orphanage constantly plagued with food and heat problems. Rather than blaming the townsmen not being empathetic to donate supplies, he denounced the caretakers for not trying hard enough to fight for their survival.

Walter's life got even worse when the orphanage suddenly closed down, Walter survived his first few days by stealing food from different households, before learning how to survive out in the wilderness, which he eventually became very proficient at.

Instead of going somewhere far to live on his own, something irresistible kept

prompting young Walter to return to his town; books.

For the sake of knowledge and self-improvement, Walter gathers food and resources at daytime, carefully planning out his next library heist. At nighttime, he'll launch his heist, ending the day by the campfire voraciously reading the books he stole.

His intense lifestyle continued for a month before he was finally caught red handed by the very owner of the Library. Upon being caught, 3 o'clock in the morning, the librarian, a wise old lady, sternly questioned and demanded him to explain his rash behavior. Unwilling to give up his pride, Walter faced the librarian and laid his opinion in plain sight. He argued passionately that the path to personal success, such as wisdom and knowledge are undeserving to the lazy, sloths, and the unmotivated. How success is entitled only to those who had to sweat tears and blood to seize the opportunity, and those who are bold enough to take concrete action to secure their destiny. He finally cited his detrimental past life in the orphanage, the sacrifice he had to make to survive the past year after it closed down, arrogantly claiming his actions are absolutely justified.

Yet the librarian was having none of it. She dismissed him as a heartless fool for his reckless pursuit for knowledge and severely condemned his behavior. She reprimanded him of how extremely selfish it is to feed off the lifetime work of her painfully accumulating book by book not for the sake of herself, but for the sake of her family, her mentors, and everyone else around her. She suggested to Walter that every book he took away may contain potential life changing inspiration that may change the next reader's fate forever. Her remarks reminded Walter of his days back at the orphan, the hungry eyes of his peers sullen with tiredness and fear, devoid of a drive to keep living. If only his peers had also been inspired from his countless stolen books... even just a paragraph, no... a single sentence even? How many of them could be saved from their fate? From endless hunger? Sadness? Fear? The realization hit Walter like a sack of bricks, collapsing shortly in front of the librarian feeling extremely ashamed of himself. His personal pride was thoroughly shattered, his fighting spirit long gone, his composure in chaos as he broke down in ugly, guilty sobs begging for forgiveness.

The librarian denied forgiveness, citing what is done is done, and that it is futile to seek redemption for that reason. However, despite being staunchly against Walter's self-centered ideology, she is deeply empathetic of Walter and understood fully of the reason he became this way. Instead of handing him to the authorities, she surprised Walter by offering him refuge and food as long as he agreed to work under her for the rest of her life. Walter denied the refuge due to his affinity towards the wilderness, but wholeheartedly honored the opportunity to redeem himself, at least for the Librarian.

He spent the next 4 years reading during his free time while taking care of the library. On weekends, he would go around town and use his knowledge to see if he could help anyone through practical means. Every time someone around him doesn't know something he knows, it will painfully remind Walter of his sinful actions in the past, irrationally putting himself to blame for other people's ignorance for something he knows about.

By the time he was forced into Minerva's universe, he had long transformed into a calmer, wiser boy who wouldn't hesitate to aid those in need of assistance.

Biggest Achievement: Completely turning his life around through repeated struggles and lust for knowledge.

Biggest Regret: Stealing books from a library. The idea of taking away books with the potential of enlightening a person's life forever haunts his mind to this day.

Name: Misha Yanovich

Age: 28

A former Veteran who lived through harsh times and made a living for himself. Acquired PHD's in both Engineering and Architecture. Was a proud soldier serving his country until he was unjustly pinned for a crime. Stumbled upon the Coalition during his escape.

Biggest Achievement: Achieving absolute freedom of making his own projects

Biggest Regret: Being pinned for his unjust crime

Name: Suzanne Tanaka

Age: 22

Masks her insecurity through violence but deep down wishes others to make her feel valued.

She always thought her swords handling proficiency is a part of her identity. She has yet to realize she is lying to herself the whole time trying to prove herself to something she realized is not worth the effort to impress. Therefore it has made her insecure because she was setting unrealistic goals based on her own values and not from others.

Name: Lon Kerlis Rok'Alaza

Age: 15

Lon grew up in a large mysterious religious community where nobody knows the identity of their parents. He was under the care of a priest along with dozens of his peers. He found his passion for stone carving while growing up.

Name: Athena Kit

Age: 17

Athena was born from a fallen noble family that held incredible influence during their peak. She was

Athena is born as a supposed orphan left on the streets. She was adopted and raised in a rich family serving as the family servant. One night, the 3 family siblings risked their life confiding to Athena that they are secretly being abused by their family all their life. Several months later, Athena and the 3 sisters risked their lives to escape their house and started a new life at a village far far from home.

Name: Kerr Helena

Age: 28

Since she was a child, young Kerr dreamt of becoming an aspiring hairstylist when she grows up. She achieved her dream and is the general manager of a well known barbershop in a bustling city that never sleeps. She often plays coy, purposely showering her customers with tactical, deft compliments to incite them to pay handsome tips, on top of an already lucrative price tag. Exceptions extend to people she particularly likes.

Name: Fionn de Leveret

Age: 28

Once a man of mythical origin, a legendary knight who slayed the deadliest beasts and powerful figures back in his universe. A proud, ruthless man, he is believed to have possessed unworldly powers and secrets no mortal being could ever dream of acquiring during their lifetime. His final battle ended up victorious at a heavy cost, just before he landed the fatal blow, he suffered a concussion after being knocked off a cliff that sent him off into a coma. He woke up as a timid, amnesiac 10 year old boy who suffered from a terrible headache from time to time. When he isn't suffering from a headache,, Fionn views the world with gleaming optimism and childlike enthusiasm. Loves to do nothing all day long than to chase the butterflies and gawk at the flowerbeds.

Name: Dumpling Han

Age: 18

In reality, it's just his exuberant, honest way of expressing his feelings, a trait forged into his personality after being raised by equally energetic and boisterous family members.

The big "little" brother of the Coalition

Name: Desmond Chevalier

Age: 35

Settlement 2:

Name: Magdalene Ikn Y'zerva

Age: 24

As a devout follower in her religion, it means Magdalene's asleep during daytime while being active at night. A weaver with nimble fingers meaning her dexterity meets deadly standards at the arts of assassination and fighting.

Name: Mary (Justice) Penthesilea

Age: 59

Name: Shelby Bronté

Age: 18

Raised in a very rich family known for affiliation with motorsports. Her dad is a retired banker who's a racing enthusiast and envisioned his daughter to become a successful racer and nothing else. Because her schedule is crammed full of practice and race days, her grades are downright embarrassing and are often ridiculed by adults and colleagues alike. As a response she blocks out their taunts void of a social life.

Her father supported her journey, but it was mostly tough love.

An important memory of Shelby was back in middle school when she qualified into the front lanes which gave her the best chances of winning. Her opportunity was thrown away when she entered a corner too fast during the first lap and skid off track, wedging her kart deep inside the dirt. Tears running, legs kicking in frustration,

she cursed herself for being a klutz in the middle of a race. She doesn't know whether to walk back to the audience to ask for help, or to stay where she is and wait for help. The minute felt like an eternity, tripping and falling face first on her way back to ask for help. A person across the horizon signaled her to stay as he would call for help. Lifting her kart along with the service man out of the mud, she drove her kart mixed with desperation and fury, finishing the race at second last.

Her father comforted her by saying at least she isn't last, and that she should be proud she managed to catch up despite a major disadvantage.

Humiliated and ridiculed during her last big race, she brought out her A-game during the next big race hosted 3 years later at 17 years old. She paid extra attention to her first corner and hyperventilated in excitement when she got first place.

She aspires to become a rally racer one day. She is outgoing, if a little rash at times like a tomboy. Carries (sometimes wearing) her personal race helmet wherever she goes.

Overheard her dad planning to let her pick her first car as her 18th birthday gift. She told him the car she always wanted and gave him a sincere hug. The birthday car is now gathering dust inside the garage, Shelby Bronte fell inside an ominous portal instead...

Name: Takeshi

Age: 29

Name: Tanya

Age: 21

Name: Castilla Magnolia

Age: 33

Music teacher and a Conductor

Name: Wattson

Age: 57

Settlement 3:

Name: Nowa Dukes

Age: 16

A 16 year old self taught mechanic. Innovative, down to earth, and an upbeat boy in his own silent way.

Settlement X:

Name: Nicole Pasha

Age: 17

Nicole is the lone daughter of a disbanded mafia family who grew up in urban poverty. urban poverty.

She is a former middle school student known for her affinity with smartphones and her excessively quiet nature. This lead to some people believe she is a mute, when in fact, she simply chooses not to speak.

Excessively indulging on her flip phone during class, her bossy, selfish homeroom teacher demanded Nicole's phone to be confiscated in front of the whole class. Suddenly, Nicole retaliated ferociously and crippled her teacher's arm.

Her classroom erupted in chaos. At first, staff were sent to subdue her, followed by the campus security, and eventually, the police. Not leaving Nicole alone, she

She was about to exit school and head home, when she discovered and foiled an assassination attempt on her from her family rivals. The bomb the terrorists brought was set off, blowing apart the school's playground and field while also sending Nicole into a coma. Being the only one at the bombsite, the blame for the damage was pinned on her and she was sentenced to 3 years in juvenile detention.

3 years later Nicole woke up, and was immediately transferred to juvenile detention serving her time in a peaceful and docile manner.

Nicole was picked in a lottery to undergo flogging personally supervised by the head prison guard. Nicole went berserk again, this time not only knocking all the guards present unconscious but also flogged the head guard to oblivion.

She decided she wants to leave the prison on whim to go "somewhere else". Gathering her previous belongings, she brute forced her way to freedom before the national backup arrives, starting her new life as a convict on the run, mingling amongst civilization once again.