Iarlaith (Template)

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About Iarlaith (Template)

A thus-far relatively minor character, though one which can appear in a variety of situations.

Personality

Not terribly concerned with the concept of morality. DnD alignment is tricky, and instances can be found throughout most of the nine boxes. They can be easily anywhere from chaotic to lawful, and tend towards neutral or evil but not exclusively. They prefer the innocent live in peace, but this can take second place to the guilty being brought justice. Lawful societies are easier to manipulate and ultimately safer for them, but they are personally more chaotic.

The ideal life that an Iarlaith wants to live is one where they have the luxury of spending their time creating and viewing art and doing other fun pursuits such as video games or bird watching. They don't like being the person who is directly in control, but do like the power to move things around from behind the scenes or have systems to subtly manipulate those around them.

They enjoy beautiful things.

All Iarlaith are so far exclusively gay. So far all are male, but that's likely less mandatory. They don't care much for propriety and will do what they like in romantic matters. In d/s worlds they are very much dominant personality wise, yet are very easy to mistake for submissive.

They have good social skills, but don't use them to be popular or liked. They would prefer to be thought of as silly or harmless. A favored method is to be a notorious gossip, then manipulate people into trying to trick them into spreading obvious lies, which then reveal information about the allegiances of the liars. They are experts at deception and keeping secrets.

Iarlaith are terrible fighters, though decent tacticians. Their most likely place in a war is among the deserters or draft dodgers - assuming they must do *something* they are ideal in handling supply logistics. They are neither competitive nor brave in the face of danger.

They are fairly intelligent, particularly with their excellent memories. That ability to remember things is useful, but also means they can hold very long grudges. That said, they tend to do poorly in school and lack motivation to stick with a single task if they aren't emotionally invested in it. They are prone to hesitation and would rather risk doing too little than too much, and never overstretch themselves to reach something, because a too-subtle hint might not get the job done but a too-blatant one can give away the whole game. They tend to be extremely observant.

Origin

Began as an original character, very loosely based off of Lord Varys from Game of Thrones in terms of personality. The first template instance was found in Murune, a merman necromancer who married Ara'Vine.

Name Attractors

Vowel clusters containing 'A' and 'I' in them. Huaisang, Iarlaith, Elias, etc. Preferably ones which begin with a vowel.

Attractors

If they have supernatural powers, they are most likely going to wind up with area-manipulation affects which change the battlefield to their advantage, sensory powers, or abilities which allow them to move or bluff undetected such as invisibility or Mystique-style shapeshifting.

They are more likely than average to be a non-human.

Associated Characters

- Sometimes has a Nie Mingjue as an older brother / guardian

Recommended Threads

- [Thread Title/Link]: commentary
  - Authors: [Name] and [Name]
  - Prerequisites: [If Any]
  - Warnings: [If Any]

Trivia

The original name for this template was Elias. It was changed to avoid name collision with the Magnus Archives character, as TMA was reasonably popular and well known at the time this character was being fleshed out.

Nie Huaisang (I-don't-know)

 huaisang753.png

Setting: The Untamed
Species: Human Cultivator
Facecast: Ji Li

This page is specifically for st753m's version of Nie Huaisang. Others may vary.

Character page here.

Aliases: Sect Leader Nie (post-timeskip), Head-shaker (post-timeskip) (in the original language his title is □□□□□, a more literal translation being "one question three 'don't knows'")

Warning: This page by necessity will contain spoilers for The Untamed / MDZS

History

(His history very closely follows that of his canon counterpart)

He is the second son of his father, who was a sect leader of the Nie. When his father died, his half-brother Nie Mingjue took over both raising him and running their sect. Nie Huaisang's childhood was spent in the luxury of a clan heir, and avoiding much of his cultivation training due to fear of the mentally harmful path of saber cultivation which his sect teaches. He instead worked towards pursuits such as poetry and artistry, bird watching, and causing general mischief such as sneaking pornography into Cloud Recesses.

Like the other heirs of the great clans, he attended Lan Qiren's lectures. While there, he became close friends with both Wei Wuxian and Jiang Cheng and tagged along on many of their adventures. He was also in Qishan for the Wen Indoctrination, though missed out on the battle with the Tortoise of Slaughter due to fainting from the heat shortly before they left.

He does not fight on the front lines of the Sunshot Campaign, nor does he join the fight against Wei Wuxian before his death at Nightless City.

Within the time-skip, Nie Mingjue dies of a qi deviation and Nie Huaisang becomes the new Sect Leader Nie.

While in mourning, Nie Huaisang discovers evidence that Jin Guangyao had caused the death of Nie Mingjue. Consumed by anger, Nie Huaisang sets out on an elaborate plot to uncover the murder in a way which destroys Jin Guangyao in the most painful way possible. This is kept well hidden. Outwardly, he is incompetent and foolish. He continues the hobbies from his youth, this time as a cover. Knowing that Jin Guangyao would be susceptible to the tactic, he plays dumb and often cries to his 'san-ge' for help with every minor inconvenience.

In the hopes of gaining allies he befriends Mo Xuanyu, a bastard son of Jin Guangshan, and manipulates him into attempting a sacrificial ritual to bring Wei Wuxian back from the dead. He leaves clues where the resurrected Wei Wuxian can find them, including the spirit of Baxia, Nie Mingjue's saber, which he left at the Mo family manor.

From behind the scenes, he sets other pieces in motion. He frees Bicao and Sisi to tell their tale to Jiang Cheng regarding the death of Jin Guangshan and the parental origins of Qin Su, and creates clues which lead Wei Wuxian to Yi City where they can find where most of Nie Mingjue's corpse had been hidden. Prior to the confrontation at Guanyin Temple, he steals Meng Shi's (Jin Guangyao's mother)'s body and replaces it with a poison trap.

On the night where Wei Wuxian finds Jin Guangyao in the Guanyin Temple, he is brought in as another hostage. When everyone else is distracted by the various other disastrous happenings of the evening, he stabs himself in the leg and blames it on Su She. Sensing the drawn blood of its bearer's brother, Baxia's spirit stabs Su She in front of Jin Guangyao. Afterwards, when it looks like Jin Guangyao might be permitted escape or mercy, he tricks Lan Xichen into stabbing him.

Personality

asdf

Abilities

He has weak cultivation skills, and formed his golden core late. He was trained in the Qinghe Nie school of saber cultivation, but intentionally avoided as many lessons as possible due to the mental corruption caused by the sabers. He is decent with talismans and non-weapon-based abilities. Being a cultivator at all, he can fly on his saber and heal from wounds faster and more completely than a non-cultivating human.

Associated Characters

- Nie Mingjue - older half-brother who raised him.
- Jin Guangyao - initially a friend / assistant, becomes a hated target of revenge
- Wei Wuxian - friend
- Jiang Cheng - friend
- Mo Xuanyu - pawn

Recommended Threads

- making room for new regrets: (wiki page here)
  - Nie Huaisang is one of the four people sent back in time, from partway through the time skip to the beginning of the Cloud Recess lectures. His goal is to prevent the death of his brother, and hopefully take down or divert Meng Yao before he becomes a threat.
  - Authors: argona and st753m
  - Prerequisites: none
  - Warnings: spoilers for the untamed, and some for mdzs by proxy

Iarlaith-and-Emerimis

Setting: Daémon
Species: Human, with Honchcrow daémon
Facecast: Ji Li
Screenname: rain-or-shine

Character page here.

History

Born on the Fleet, and lives in Tower of Autumn. His mother was the second wife of his father, and he has an older half-brother (Muiredach-and-Valaxa) from his father's previous marriage. Both brothers' mothers and their father are dead. His brother was old enough that he took Iarlaith in as legal guardian after they passed.

His family is fairly well off. They are related to the old Rys noble line, but not in the main branch. They have a decent house by Fleet standards, with 2 bedrooms and comfortable even for Valaxa (who is a steelix).

At the point where threads begin, he 21 years old and in school to become a teacher.

Personality

Similar personality to any Iarlaith template

He doesn't have any major goals in his life, and even his career is chosen mostly on a 'eh, I have to do something, I guess?' sort of way. Teaching was something that honchcrow-daemoned people are said to be okay at, and seemed like a better choice than the other options because he enjoys taking care of kids. He's never taken on side jobs, not needing the money.

Iarlaith enjoys media, and video games in particular. Hobbies include painting and drawing. He has an ocarina, but has never been interested in creating or playing music, only listening to it. He also enjoys listening to gossip and rumors, and having the front seat to any interesting drama. He prefers to eat at restaurants rather than cooking.

Iarlaith is exclusively interested in other men. He prefers one night stands, which is considered a negative personality trait by Fleet culture which insists that an emotional relationship such as romance or friendship should preclude such activities. He carefully manages his reputation to be approximately 'shallow but not awful'.

He occasionally enjoys spicy foods.

Abilities

Emerimis is a Honchcrow daémon. Like all daémon, he is more durable than a human. Honchcrow can fly, have a natural resistance to magical effects which cause the target to fall asleep, and are a bit better than usual at targeting weak points in their opponent's defenses.

His four memorized moves are Sunny Day, Rain Dance, Thief, and Fly. Fly allows him to carry heavy objects (up to about 250 lbs or so) without feeling the weight. Thief causes a painful burst of dark energy which can also teleport small objects to the user. Sunny day creates an artificial sun over an area which lasts for a few minutes. Rain Dance creates a small low cloud which generates water through rain for a few minutes over an area.

Associated Characters

- Muiredach-and-Valaxa - older half-brother. Raised him after the death of their parents, and he still lives with him.

Recommended Threads

- asdf
  - Summary:
  - Authors:
  - Prerequisites:
  - Warnings: