st753m

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Settings Run:
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- FireSoul - https://glowficwiki.noblejury.com/books/pokemon/chapter/firesoul
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Counterweight (Template)

https://glowfic.com/templates/1746

About Counterweight (Template)

Personality

Ultimately tend towards lawful neutral. They believe in the power of governments and institutions, and when push comes to shove will ultimately choose to do what is lawful over what is right. For lesser things, and especially for younger instances, there is some level of illegal activity they are interested in participating in so long as it does not endanger/harm others or risk serious consequences.

Their primary goal is typically to seek political power. Counterweights are driven to be a part of society, and to influence it. They are more comfortable in cities than in wilderness, and do poorly when separated from people they care about. When they find something they dislike about the society they live in, they would prefer to change it through legal official channels.

Counterweights tend to be straight, though can also be straight-leaning bi. Opinions on sexual exclusivity and such vary based on culture - they will not do anything they expect will cause scandal. Above average interest in kinks, particularly power dynamics such as bondage. Strongly dominant, in d/s worlds. They have the potential to become interested in either sadism or masochism, though not as a requirement and not as far as many glowfic characters.

They take promises and oaths seriously, and care a great deal about loyalty and fealty both as something they wish to have and something they wish to live up to for those above them. Counterweights prefer honesty and will usually choose to tell the truth, but have the skill to lie if necessary and do easily keep secrets.

They can be very competitive. Often interested in sports, dueling, or whatever their culture has as an equivalent. They are often above average fighters.

Nearly all Counterweights care a great deal about fashion. Most have a strong interest in good food, though rarely themselves cook. Gardening and botany are common but not universal hobbies.

They have a strong sense of wanting to look proper when in a large group. In public, they don't like causing scenes and are on their best behavior. When alone, they are more impulsive.

Origin

Originally began as Blue Oak, from the pokemon video game series. The first instance of this template was Azure Oak, who took on the role of the rival for the Nuzlocke FireSoul. While originally only a side character to his twin sister template Alizara, he is more often written.

Name Attractors

Commonly get names that are associated with the color blue or water.

Last names or family name is usually Oak or a synonym or translation of Oak such as Quercus.

Attractors

- They always have another character who they are part of a duo with.
  - Many Counterweight have an identical twin in the Alizara template.
  - Some Counterweight have a Wei Wuxian as a sibling or adopted sibling
- Most often born into wealth, and commonly as nobility. Is provided with a good education and is often encouraged to become a scholar or scientist.
- If they have supernatural abilities, they will likely revolve around themes of fire, electricity, telepathy, or communication.
- As of now, appear to only be cis men.

A common pattern for Counterweights are that they are often their guardian's least-favorite child. This can lead to conflicting emotions in their relationship with their sibling, who they typically look up to but can also resent both at once.

Associated Characters

- Oak family
  - Alizara, twin sister
  - Zaffre, grandfather
    - Zaffre always raise Counterweights who are born into the Oak family
  - Nyanza, mother
    - Dies at some point, typically before her children can form any memories of her.
  - Lazuli, father
    - Usually absent, for various reasons.
- Jiang family
  - Wei Wuxian, adopted brother
  - Jiang Yanli, sister
  - Jiang Fengmian, father
  - Yu Ziyuan, mother

Recommended Threads

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

Counterweight (Template)

Azure-and-Florentho

Setting: Daémon
Species: Human, with Gallade Daémon
Facecast: Kim Hyun Joong

History

Born on the third of Firemoon, on a slower-than-light generational fleet between star systems, to Nyanza (mother) and Lazuli (father), then raised primarily by his grandfather Zaffre along with his identical twin Alizara-and-Salanaya.

Though the fleet has stopped officially recognizing nobility in any capacity, he is a main-line descendant of the noble house of Oak. As such, he was raised among the wealthiest social class of the fleet. The grandson of a respected scientist, he was provided with an excellent education.

Florentho settled as a Ralts relatively early, and quickly evolved into Kirlia, then Gallade. They received their teleportation license at 16. Not long after, they performed the separation process which allowed Azure and Florentho to travel independent from each other. This was important to become an emergency responder, as Florentho can withstand dangers that Azure can not.

As of the point where most threads begin, he is around 19 or 20. He is on-call for emergencies which require use of Florentho's abilities or moves in order to rescue people, and also uses his excess daily casts of Teleport to assist with transporting things between ships. They take part time classes in government, and plan to run for an elected leadership position once they are old enough to have a decent chance at it.

Personality

In general, compared to others of their template Azure-and-Florentho is relatively optimistic and well adjusted. Having a daemon with emotion sensing provided him with a strong awareness of the emotions of others, meaning he is more polite and tactful. Between this and having a daemon at all, this has also made him more emotionally aware and more in-tune with his own feelings.

Zaffre prefers Alizara over Azure, as she shares his interest in science and research. The Fleet as a whole also has a strong interest in anyone who might be able to get them FTL. Azure has mostly come to terms with this favoritism, as he loves his sister. He chooses politics and social influence hoping that he will have synergy with her work.

While he isn't as intelligent as Alizara, he is reasonably clever. In particular, he enjoys learning about how different people live. Though he grew up privileged and rich, he spends a lot of time talking to people from every part of the Fleet. He especially enjoys the different traditions and festivals going back to different places on the dead world, and the various religious celebrations and ceremonies and their variations between ships.

Azure is straight-leaning bisexual. They have an awareness and general familiarity with the various kink clubs of the fleet. Their choice in partners is considered typical for a Fleet citizen - casual sex as an activity between friends. He's never had a romantic interest, and isn't actively looking though he does want one.

They are very interested in competitive battling. Once they finish their education and get a job in politics, Florentho intends to replace some of his emergency responder moveset with Moves that are better in battle.

Media such as video games or movies only interest them insofar as they are fun activities to experience with other people. PvP games or reading things for a book club will interest him, but solo games or books for their own sake do

not.

His main hobby is fashion. He also helps get clothing for his sister and any friend who lets him. His preferred style is sharp but cool. He is very aware of how different outfits and styles can imply things, and is careful to pick out fashions which say the correct things.

Abilities

Florentho

Florentho is a daémon, and as such has all of the standard features of that "species". He is unusually durable, having an energy barrier which prevents any damage until it is depleted. Daemons are stronger than species of their size are expected to be, and have much higher endurance than humans. Daémon in physical contact with a human or other non-daemon sapient who is not their bonded physical half experience a complex reaction most typically summarized and interpreted as pain. As Azure and Florentho have undergone the process of separating, they can be any distance apart without danger or discomfort, though being in two rooms at once is mildly unpleasant for other reasons.

Gallade in particular have uncontrollable receptive empathy. He can sense the overall mood of an area within 7 meters, and can more sharply pick out individual emotions within 2 meters. Like many psychic type daémon, if Florentho is touched by a non-daémon he will uncontrollably pick up their surface thoughts.

While Florentho can learn any move a Gallade should be able to learn, his most common set of moves are:

Teleport - The ability to instantly move himself and anything he chooses to within a few meters to another location. Can go up to 100 miles away. Florentho needs to have been to a place and deliberately have chosen to memorize it in order to return to it. Can be done up to 20 times per day. Intersecting anything other than air is very dangerous, and the Fleet has special landing pads with strict rules for their use to limit the danger.

Hypnosis - Can cause another person to fall asleep. Fairly unreliable, and often takes multiple attempts. Can be done 20 times per day.

Life Dew - Creates a healing area a few meters across which restores the barrier of daemons within range. The energy does not do much to heal physical injuries, but studies have shown that injuries also heal slightly faster when exposed to it. Can be used 10 times per day.

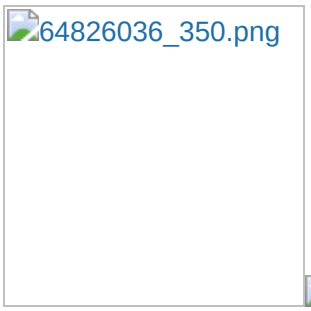
Wide Guard - Creates a large bubble which blocks things from passing through. It lasts for exactly 6 seconds. Can be used 10 times per day. There is a gap of a few seconds in between it falling and being able to be cast again. Works perfectly against wide or large things, such as falling ceilings, but has the quirk of occasionally failing when up against a tightly-aimed danger such as a single bullet.

Appearance

Azure has blonde hair, pale skin, features which on an Earth would be parsed as probably Korean and which the Fleet attributes to strong Kanto/Johto ancestry. 173 cm / 5'08" tall, with a lean build.

Azure focuses a lot of attention on his appearance, and dresses in fancy and expensive outfits. Like everyone on the fleet, his clothing matches the color of his daemon (in his case white and green, with occasional red accents).

Florentho is a standard Gallade. Vaguely human-shaped, 5'03" 1.6 m. White and green, with a red horn on his chest and back.





Associated Characters

- Zaffre - Grandfather
- Nyanza - Mother (desceased)
- Lazuli - Father (absent, not yet written/determined why)
- Alizara-and-Salanaya - Sister, identical twin
- Verity-and-Araeneve - Friend

Recommended Threads

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

Counterweight (Template)

Jiang Cheng



jiangcheng.png

Setting: The Untamed
Species: Human Cultivator
Facecast: Wang Zhuocheng

This page is specifically for st753m's version of Jiang Cheng. Others may vary.

Pre-time skip: Jiang Cheng (three-poisons)
Post-time skip: Jiang Cheng (choose-to-offend)

Aliases: Jiang Wanyin, Sandu Shengshou, Sect Leader Jiang / Jiang-zongzhu (post-Sunshot)

History

(This is almost the exact same biography as is found in Jiang Cheng's CQL canon, found in more detail on the MDZS wiki.)

Early Childhood

Jiang Cheng was born on November 5 to Yu Ziyuan and Jiang Fengmian. He had one older sister, Jiang Yanli. As the first-born son of the sect leader, he was the heir of the Jiang Cultivation Sect of Yunmeng. He grew up in Lotus Pier, their home. As a child, he had three pet dogs (Princess, Jasmine, Little-Love). When Wei Wuxian was taken in by Jiang Fengmian after the death of Wei Wuxian's parents, Jiang Cheng's pets are taken away because Wei Wuxian had an intense phobia of dogs. This initially resulted in hostility and resentment, but they eventually reconciled and grew close.

Teenage Years

He attended lectures at Cloud Recesses along with Wei Wuxian, Lan Wangji, Nie Huaisang, and the other people in his generation. Afterwards, when the Wen clan insisted that the clan heirs and disciples travel to Nightless City for indoctrination, he joined them there as well. While there, Wen Chao took his hostages into a cave where a monster called the Tortoise of Slaughter resided. Using his skill at swimming he helps lead a majority of the hostages out of the cave through an underwater tunnel, then brings a rescue team to retrieve Wei Wuxian and Lan Wangji along with Jin Zixuan.

In retribution for the escape of the hostages, Lotus Pier is attacked. After the fighting breaks out, Jiang Cheng, Jiang Yanli, and Wei Wuxian are sent off to safety, and Jiang Cheng receives Zidian as a final gift from his mother. They attempt to hide, but one day in a market Wei Wuxian is nearly spotted by a patrol of Wen cultivators. Jiang Cheng creates a distraction and is captured and taken back to Lotus Pier as a prisoner where his golden core is destroyed by Wen Zhuliu and he receives a permanant mark with a discipline whip.

With the assistance of Wen Ning, Wei Wuxian rescues Jiang Cheng and hides him in the Yiling Advisory Office. Jiang Cheng did not take the loss of his core well. Fearing that his brother had lost the will to live, Wei Wuxian searches for a solution and finds one. Wei Wuxian creates a false story which claims that his mother's master Baoshan Sanren can repair broken golden cores and uses this as a cover for the real method - Wen Qing transfers Wei Wuxian's golden core into Jiang Cheng's body.

Jiang Cheng fights in the Sunshot Campaign - a rebellion of the other four great clans against the Wen. He rebuilds his sect, retrieves his sword, and searches for Wei Wuxian (who had vanished after the supposed trip to Baoshan Sanren - captured by Wen Chao while in Yiling). Jiang Cheng and Lan Wangji work together in the war, and find Wei Wuxian together after Wei Wuxian's three month stay in the burial mounds.

[Fallout with Wei Wuxian over the Wen Remnants]

[Wei Wuxian's death]

Adulthood

During the 13 years when Wei Wuxian was dead, Jiang Cheng continued to build Lotus Pier into a successful and powerful sect, as well as played a large role in the raising of Jin Ling. To prevent the dangers of demonic cultivation from spreading and to seek out any information regarding his brother, he hunted down demonic cultivators.

[Discovering Wei Wuxian alive]

[Stuff with Jin Guangyao]

[Finale and post-canon]

Personality

Compared to others of his template, he has a much shorter temper. He lacks awareness of other's emotions, and isn't very good at introspective understanding of his own, either. He tends to take things personally, and is unusually sensitive to anything he perceives as an insult or rejection.

Because Wei Wuxians are much more chaotic than Alizaras, Jiang Cheng more often found himself in the role of restraint and caution. Jiang Cheng understands the responsibility of his station; while his personal life has many issues, Lotus Pier under his command is a powerful and well-run sect.

Pre Time Skip

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Post Time Skip

lorem ipsum dolor sit amet

Abilities

He is a cultivator of high skill, though not on the level of prodigies such as Wei Wuxian or Lan Wangji. This means he has access to the standard abilities of any cultivator, including the ability to fly on his sword.

His sword is named Sandu.

Shortly before the death of his parents, he was bequeathed Zidian (also called Purple Lightning), a cultivation tool which can take the shape of a piece of jewelry or a whip. It is a powerful attack, and can also be used to tie someone up in such a way that no one but another person keyed to controlling Zidian will be able to remove it. Its attack has the property of driving out possessing spirits, though only ones which have taken a body by force.

Associated Characters

- Jiang Fengmian - Father

    - Their relationship is distant. Jiang Fengmian always preferred Wei Wuxian, and did not believe that Jiang Cheng properly lived up to their clan motto.
- Yu Ziyuan - Mother
    - Jiang Cheng closely resembles his mother.
- Wei Wuxian - ~Adoptive Brother
- Jiang Yanli - Sister (older)
- Jin Ling - Nephew
    - Jiang Cheng had a major role in raising Jin Ling after the death of his sister and brother in law.

- Nie Huaisang - school friend
- Lan Wangji - fought together in the Sunshot Campaign, later became bitter enemies

Recommended Threads

- never too far to look back: (wiki link)
    - Jiang Cheng is sent back in time from after the golden core reveal of episode 46 to a war camp in the early days of the Sunshot Campaign. He works together with Lan Wangji (also sent back in time to that point, from years earlier) to rescue Wei Wuxian from the Burial Mounds early.
    - Authors: argona and st753m
    - Prerequisites: none
    - Warnings: spoilers for the untamed
- Rewoven continuity: (wiki link)
    - Jiang Cheng wakes up in the past in Wei Wuxian's body (from the point where Wei Wuxian ought to have been revived, to the beginning of the Cloud Recesses study arc).
    - Authors: st753m
    - Prerequisites: none
    - Warnings: spoilers for the untamed, angst

Iarlaith (Template)

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.

Iarlaith (Template)

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:

Vine (Template)

https://glowfic.com/templates/1496

About Vine (Template)

One of st753m's main templates. They tend to be ancient immortal wanderers, religious figures who happen to be atheist, or dragons. Always very tall.

Clusters

Vines have three personality states / subtemplates which they can inhabit. While other character subtemplates form based on initial childhood environment and become unchangeable for an individual instance, any Vine can turn into any state from any other, much like water can change between solid, liquid, and gas based on temperature and pressure. This isn't immediate, but tends to be a gradual shift within a few weeks to a few months. The states and their requirements:

- **Frost Vines** are Vines which can Not escape their situation, and do Not feel safe within it.
- **Steam Vines** are Vines which can Not escape their situation, and Do feel safe within it.
- **Fluid Vines** are Vines which Can escape their situation (and therefore feel safe)

All Vine either start out as Frost or Steam, as children are inherently unable to leave their initial circumstances for a number of years. It is possible but not common for Vines to be twins of each other separated at birth with one starting as Frost and the other as Steam.

- Typical Frost Start:
  - The Vine is born to a single mother prostitute. They are raised in a poor environment.
  - Somewhere between the ages of 10 and 15 they are falsely accused of a crime.
- Typical Steam Start:
  - The Vine is born to a single mother prostitute. They are kidnapped by a wealthy and powerful noble who needs an heir and refuses to get one the normal way (often a Diamondeye alt).

Personality

Vines are Good, in DnD terms, though are willing to perform evil acts for immortality. While their aesthetic is Chaotic, and some may think of themselves as such, their typical actions are either Lawful or Neutral, depending on circumstance. They acknowledge the collective power of society; while they don't often *like* governments, they will obey out of a mix of convenience and fear.

They are very adaptable. They bounce back from trauma unusually quickly and completely.

Their primary (and often only) major goal is to attain immortality, and to survive once they have it. They are willing to stop at nothing to achieve their own survival. This assumes that they are in a world where the afterlife is not present and provable - in worlds such as the standard DnD universe where immortality is known they consider that sufficient (Death in DnD is just getting trapped in another dimension, which is a shame but not Horrible). They are generous with excess, giving away anything they don't need, though do not overstretch or sacrifice themselves.

All Vines are genderless, though typically use the pronouns of their birth gender for convenience. They all inhabit a narrow spectrum between pansexual and sex-positive gray ace. They have zero kinks of their own, and are typically turned off by anything 'mean' sounding like bondage, even in worlds where they don't have trauma associated with them. They are strongly submissive in the d/s-as-gender-equivalent sense. They are attracted to people who are Strong and Competent.

Vines dislike nicknames, though they don't mind their names being shifted to reflect foreign pronunciations.

They believe strongly in people being treated equally.

They also care strongly about the truth, and in making sure that people know the truth. This can conflict with their practical needs - Vines often have secrets that need to be kept for their safety or goals. When this happens, they do ultimately choose their safety over honesty, but are unhappy about it. This makes them very curious. They are good at keeping secrets when it's important to do so, or if the information is not relevant to share.

They are slightly below average intelligence. That doesn't mean stupid, and they can learn even complex things, but it takes them longer to learn them. Their memory in particular can be bad, especially for names. They have a knack for picking up sculpting and magic which alters the body.

They prefer practical things. Aesthetics are only important in that others react to them. This can cause shapeshifting Vine some difficulty with uncanny valley unless they are working with an existing model.

They very much also prefer practical *reasons* for things: "it feels good/bad" is rarely an acceptable answer for them. This puts them at odds with things such as Amentan pollution instinct. Policies should be backed up by facts and only facts.

They often dislike vehicles, particularly spaceships. Ones where they can't stop without harm (such as airplanes) are especially bad, followed by ones going through inhospitable terrain such as boats for Vines without gills.

Frost Sub-template

(Occurs when trapped and unsafe) Element: Water (frozen)

Paranoid and nervous. They tend to have a lot of phobias. Germophobia is a major and likely one. They are clingy, and will often find the most competent person and follow them around and be as Helpful as Possible.

Perhaps it is coincidence, but Frost vines seem unusually likely to cause destruction. Examples include the destruction of the Setebre Empire in Murune, and Verity-and-Araeneve's vandalism.

Water Sub-template

(Occurs when not trapped) Element: Water (liquid)

They are curious. They are interested in exploring and studying things. Their study habits are flitting and capricious - learning just enough to satisfy their curiosity before wandering to another shiny looking object.

Their standard behavior is to act somewhat like a sidequesting character in a sandbox game such as Skyrim, wandering around and helping with anything that catches their attention and being generous with anything they don't themselves need.

They can also be somewhat flakey and unwilling to commit to things. That said, their wanderlust will never take them from a comfortable place to a less comfortable place - when they leave, it's because their previous location has become untenable. For example, Ara'Vine spent nearly a full century at the Olivine Monastery and only left due to the growing corruption and mismanagement.

Steam Sub-template

(Occurs when trapped but safe) Element: Water (steam)

They are effective and ruthless at accomplishing their goals. Typically very frustrated, easily annoyed, and sarcastic, they are powered by spite. Their dislike and hatred is often directed at groups who seek to limit or interfere with the transmission of true information or who perpetuate inequality. They are often outspoken atheists.

Name Attractors

Vines have names whose meanings translate to truth, honest, or other related concepts.

Vine is a word from my fake language. Vi means truthful/honest, and Ne is a generic masculine name ending syllable. The original Murune Vine changes the exact pronunciation slightly over time (as not all places he lives have the same sounds, and his culture did not have issues with anglicizing that modern earth does) but it is always two syllables long.

Other names which fit this pattern:
Male: Amin, Adil, Liem
Female: Verity, Alethea, Sidika, Sati

Screen names have no overarching pattern, and there have so far been no large-scale interdimensional gatherings which have involved two Vines with the same name.

Attractors

The primary theme of their magics are Survival. This can take several forms. The platonic ideal would be the abilities of SCP-682 (Hard-to-Destroy Reptile). Healing, durability, or barrier-based powers are also likely.

A secondary power focus is to focus on things that provide Information. For example, while the Murune Vine's power is predominantly about shapeshifting and healing, it has an aspect which allows him to know about the inner workings of the human body, which he uses to teach others about medicine.

Their associated element is most often Water.

Vines are always very tall for their species. They tend to be decently muscular and also have a reasonable layer of fat, more like a weightlifter or heavy-weight boxer than a bodybuilder. Other than dragons, they are rarely something that can fly or jump, preferring forms which are more tank-like.

Associated Characters

- Diamondeye (Template - st753m) - Can be a parent, mentor, warlock patron, or god.
- Nyon (Template - st753m) - most common birth mother

Notable Vines

- Verity-and-Araeneve
  - Setting: Daémon
  - Cluster: Frost-Vine start, Steam-Vine during the standard point where threads begin
  - Notes:
- Ara'Vine
  - Setting: Murune
  - Cluster: Varies over time. Begins Frost-vine, switches to Fluid-vine after the fall of Setebre.
  - Notes: The initial instance of this template. A Murune mage (also called Crystal-hearts).
- Baoshan Sanren
  - Setting: mdzs
  - Cluster: Fluid-vine
  - Notes: A particularly extreme example of Fluid-vine's tendency to ignore worldly issues to live on a mountain somewhere.

Recommended Threads

- [Thread Title/Link]: commentary
  - Authors: [Name] and [Name]

- Prerequisites: [If Any]
- Warnings: [If Any]

Trivia

The first Vine instance was the Murune one.

Existing characters who inspired the initial building block traits were SCP 682 and Peter Pan, some of which changed as the character developed.

Vine (Template)

Verity-and-Araeneve

 suicune.png

Setting: Daémon

Species: Human, with Suicune Daémon
Facecast: Angel Coulby, pokemon TCG artwork
Screen name: crystal-clear-water

History

She was born to the local Nion alt and an anonymous sperm donor on the sixteenth of Watermoon (approx. May 17 on an Earth calendar). She was an only child. They grew up poor, living in a single room in one of the less fancy Halls of the ship *Column of Summer*. Verity often spent her evenings wandering around alone while her mother entertained clients.

She settled at age 15. They'd been vandalizing a statue, and were running after getting spotted. Various church groups and political factions began trying to get her on their side for various things, and this also attracted a lot of people trying to invade her privacy. Azure befriended her in order to teach her proper etiquette for the parties and events she now had to attend, and was the only one she didn't completely ignore.

Their education up to 15 was typical. Because she settled relatively late and had no particular passions or skills for any field, she had been put in generic classes rather than specialist ones. After settling as a Legendary, she switched to home schooling for the last year of standard school then began taking classes in law - the one non-religious thing Legendaries are required to do being to select and manage the Fleet's judges.

Her mother died when she was 19, of an unspecified illness. At the moment of standard glowfic thread start, she is 20 or 21. Verity now lives alone in one of the large and fancy apartments in *Tower of Autumn*. Her standard duty is to purify the canals and water of the ships on rotation, as well as participate in various ceremonies as needed and handle the occasional judiciary thing. Her free time is spent creating or playing VR games and weightlifting. She has relatively few friends other than Azure and Alizara.

Personality

Is in the Vine template, and typically starts in the Steam-vine subtemplate. As with any Steam-vine, they are unhappy and their primary guiding emotion is frustration at being trapped.

Verity is genderless, and indifferent to pronouns (default is she/her, mostly to avoid confusion with Araeneve and the plural they). Araeneve is agender, prefers they/them. Verity is pansexual, and typical for a Vine in what they want in a potential partner. Due to their history with having to deal with gossip and busybodies after settling as a Legendary, they are less prone to casual hookups than either Vines in general or the average member of their culture.

She is an atheist and greatly dislikes both the respect given to her and the requirements of the church. They regularly want to act out against various rules they consider unreasonable, such at the requirement to wear daemon-matching clothing. Azure mostly manages to talk them down from causing any real scenes, though they do complain a lot.

She compulsively rearranges her furniture, and keeps large stacks of empty boxes around which she'll occasionally knock over and re-stack. She likes not being findable and typically leaves her phone at home.

Not being able to duel other daemons has likely had some negative psychological effects. They are simultaneously overwhelmed with too many people paying attention to them and too many social things they hate, while being isolated from things they would like.

Abilities

Araeneve

Suicune are legendary, which means they are unusually powerful compared to non-legendary daemons. Suicune in particular are especially 'tank-like' in how much damage their barriers can absorb before they faint. Araeneve can easily carry Verity, and could carry or tow more passengers if not for the issue with daemon touching. They resist flinching.

They can walk on water, and purify water which they walk on. This goes by what 'should' be in the water, so they are able to remove salt that has seeped into fresh water while keeping the proper amount of salt in ocean water, and so on. [it is undetermined how far this effect reaches at once, but isn't infinite. Perhaps somewhere between 3 and 10 meters?]

They have an excellent sense of smell which is as good as a dog's. This includes the ability to smell fear or sickness, identify people through scents, and track people across long distances.

Blizzard - A large swath of land is encased in a vortex of extremely cold wind and shards of razor-sharp ice for about 6 seconds.

Surf - Potable water is produced beneath Araeneve's front paws, rising up as a controlled bubble, then shot outwards in front of them. Capable of spraying at a wide angle and with bone-breaking force.

Reflect - Creates a force field about 2 meters diameter which causes physical things travelling through it to lose much of their momentum. It hangs in the air where it's created, and dissipates after a short while.

Rest - Araeneve falls asleep, and in so doing quickly recovers their barrier.

Verity

Has some basic programming knowledge, and skill with creating simple VR games with whatever the Fleet's equivalent of RPG Maker and the like would be.

Is educated in basic things required of a Legendary, including knowledge of the Fleet legal system and the differences between the religious denominations recognized on the fleet. She also knows a fair bit about how water is cycled and handled.

Appearance

Verity is 6' 1" (186 cm). She has a broad build with a lot of muscle and a layer of fat.

Araeneve is 6' 7" (201 cm). A standard suicune.

Verity relies on Azure to do her clothes shopping, as she hates it. Like everyone in the fleet, she wears the colors of her daemon (blue, teal, purple, white details). She prefers pants rather than skirts so she can ride her daemon.

Associated Characters

- Nion - mother, deceased
- Azure - friend
- Alizara - friend / acquaintance

Recommended Threads

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

Trivia

crystal-clear-water refers to Pokemon Crystal, the game with Suicune as it's mascot, as well as Suicune's water purifying ability.

Araeneve's name is from my fictional language of Setebran, created for the setting Murune. It breaks down into:
 a- = negate, opposer, opposite
 ra = the gods, the will of the gods, the plan of the universe, capital-c Creation
 -en = doer, actor, one who does
 eve = wolf, predator, hunter
[[[[opposite of [the will of the gods]] one who does] wolf] = wolf who acts against the gods
It should be pronounced approximately ah-RAH-en-EV-feh, with the R being halfway between an R and an L, and the last sound being a short half-spoken puff of air rather than a full syllable.

It is also a portmanteau of Ara (opposite of creation = Destroyer) and Raen (enactor of a god's will = Champion), two of the titles which the Murune Vine has used.

Alizara (Template)

https://glowfic.com/templates/1571

About Alizara (Template)

A brilliant scientist who learns to break her bounds to do what is right.

Personality

Initially appears to be Lawful, or possibly Lawful Good. They are stuffy and would much rather sit in a library or work on a structured project such as cross-stitching or programming than do anything frivolous.

They are quiet, though not shy. They don't say more than they need to.

Alizara want to be researchers. What they're researching depends on the world - the Daemon Alizara is trying to build FTL engines, while the FireSoul Nuzlocke Alizara is interested in size-distorting technology such as pokeballs. They can also be magical researchers if magic is more powerful than technology in their setting.

So far, all Alizara are women, straight, and trans. For d/s-as-gender-equivalent worlds, they are demi-dominant.

They do not care about food. Their ideal way of handling nutrition would be to eat flavorless meal replacement shakes for every meal. Their habit of creatively skipping "unnecessary" steps like cooking vegetables which are technically edible raw or not heating/cooling things or skipping nutritionally unimportant spices means that they are very bad cooks.

Alizara are very intelligent, though not on the level of a Feanor. They are especially good at math, engineering, and memorization. They can read a book then always know the contents, though their memory isn't perfect for other things.

Origin

Alizara's first instance was in FireSoul, a Pokemon FireRed / SoulSilver Nuzlocke. She played the part of Red and Gold, though had an entirely new personality from them, designed to be more of a rationalist protagonist.

Attractors

Alizara come from a wealthy home which can offer them an excellent education. Their HRT or other transitioning stuff is handled early and with understanding from their legal guardian.

If they have an associated element, it is usually Fire. It illuminates, it is a vital technology, and it has the chance to destroy when allowed to go out of control.

Their magics will often include mind control, or buffing/empowering allies.

Name Attractors

Their names are based on the color red, or things relating to fire.

When they transition, they prefer to feminize their birth name rather than choose a new one. Alizara from Alizarin, for example.

Associated Characters

- Oak Family
  - Azure - twin brother
  - Zaffre - grandfather
  - Nyanza - mother, typically dead
  - Lazuli - father, typically absent

Recommended Threads

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

Alizara-and-Salanaya



metang

Setting: Daémon
Species: Human, with Metang Daémon
Facecast: Kim Seuk Hye, plus art from the Pokemon TCG

History

Alizara was born to Nyanza, the daughter of esteemed scientist Zaffre. Her mother died when she was 6, and she was raised by her grandfather and given the best education possible. She identified as a girl very early, and was raised as one past toddlerhood.

Salanaya settled as a beldum fairly young, at 10. Alizara had always known that she wanted to be a scientist, one which studied space and engineering for improving the speed and function of the ships. Salanaya evolved into Metang at 17.

At the moment when most threads are likely to begin, she is 19 or 20 years old. She studies science, mathematics, and engineering, and has an apprentice-like position in the team studying FTL. Though brilliant, she's still too young to be in charge of something that important. Metang don't have any especially useful Moves they can learn, so her schedule is rarely impacted by being called on for them.

Personality

Very similar to any Alizara.

Alizara is a woman, straight, and trans. Salanaya is agender, but uses she/her pronouns and the feminine variation of her name.

She has relatively few friends. The people she spends her time with are mostly her classmates and her fellow researchers, though she'll tag along with her brother if he's going somewhere reasonably quiet. She enjoys watching documentaries and listening to non-fiction audiobooks, and doing various word puzzles / crosswords.

Abilities

Salanaya

Salanaya has settled into the form of a Metang. Their element is steel / psychic. They do not begin separated.

All Metang move around by levitating. They can't go more than about 20 feet high, and while they can carry things this slows them greatly.

Metang also have a natural resistance to moves which lower stats.

Rock Tomb - Produces a few boulders of sandstone which fall and crash upon a selected spot.

Psychic - Telekinetically lifts and throws something. Can be used to pick up and carry things.

Sunny Day - Produces a false sun which provides light and heat similar to a very hot day for a little while.

Flash Cannon - A laser-like beam of bright light capable of cutting things.

Alizara

Capable of memorizing information unusually well.

Appearance

Alizara is 5' 5" (165 cm) and has a slight build.

Salanaya is 3' 11" (120 cm)

Alizara has blonde hair, pale skin, and features which on an Earth would be parsed as probably Korean and which the Fleet attributes to strong Kanto/Johto ancestry.

Like most Alizara, she relies on her Azure to handle picking out clothing that looks decent. She does enjoy long dresses, and has expressed a preference for poofy sleeves, making her usual clothing similar to the typical 'princess' style dress. As with everyone on the fleet, she wears clothing matching the color of her daemon - in her case steel blue-gray with white details.

Associated Characters

- Zaffre
  - Grandfather
  - Lived with him since birth, became her primary guardian at 6
- Nyanza
  - Mother
  - Raised by her initially. She dies when Alizara is 6
- Lazuli
  - Father
  - Absent. Exact reason not yet determined / written
- Azure-and-Florentho
  - Brother, identical twin
  - Closest friend and confidant, they are nearly inseparable.

Recommended Threads

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

Trivia

Their screenname, Meteor Mash, is a pokemon move

Salanaya comes from a combination of Salamandra and Vernaya, the two first pokemon in Alizara Oak's team in FireSoul.

On glowfic

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