

The Wild Blue (WIP)

Still working on this, so some links may be broken and info is most certainly not complete!

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Factions (Greater)

The major groups of people in the Wild Blue.

"The Organizations"

General Description:

A collective of various organizations that came together and founded Nightport many years ago. They also remotely control Cloud City. Each organization has their own inner structure and laws that vary drastically, but the "law of the land" typically applies to outsiders. The leaders or representatives of each organization come together to collectively discuss affairs and make decisions. Despite their piratical ancestry, they're really quite civil...usually.

Sub-groups:

- [The Fire Angel Association](#)
- [The Orange Scarves](#)
- [The Jade Razor](#)
- [The Cobalt Sisterhood](#)
- [The Voiceless Ones](#)

People of Interest:

- People
- Here!

Known Alliances and Enemies:

- [Haven \(Faction\)](#) (Trade and War Alliance)
- The Empire (Cease Fire)

Haven (Faction)

General Description:

The leadership of Haven is electoral and each guild, union, or district has fair and equal representation within the government. While not a perfect system, there are strict checks and balances in attempt to prevent significant wealth disparity and the formation of classes within the social structure.

Sub-groups:

- Factions
- Here!

People of Interest:

- Places
- Here!

Known Alliances and Enemies:

- "The Organizations" (Trade and War Alliance)
- The Empire (Cease Fire)

Locations

The major and minor places across the Wild Blue.

Adrift in the Blue

General Description:

The worlds of the Wild Blue float in a sky of breathable gases circling a small, cold star. Scholars believe that the star is made from pure Essence—the strange energy that sorcerers channel for their magic. This “solar system” is much smaller than you might think—it takes about six weeks to cross from one side to the other on a standard sky ship. Most of the worlds of the Empire are so closely positioned that it takes only a day or two to travel from one to another.

Major Territories Visited:

- Ilysium
- Cloud City
- Nightport

Encountered Groups:

- The Imperial Guard
- The Crew of "The Blusing Countess"

Cloud City

General Description:

An illegal mobile mining platform that doubles as a home for thousands. The city chases the large storms of the Wild Blue in hopes of easier access to the thick gases of the depths that get kicked up, which it then sells to the Free Worlds. With the right equipment, ships can mine these gases for pockets of diluted Essence. Chasing the storms can lead the city into Imperial skies and the occasional run-in with an Imperial cruiser.

Points of Interest:

- ????
- ????

Present Factions:

- ????
- ????

Haven

General Description:

The most prominent of the Free Worlds. Here, in the sprawling city hubs, the Trade Union tries to impose some order on the bickering clans and factions of the Free Peoples. Slavery is outlawed here, so many ex-slaves make Haven their home.

Points of Interest:

- ????
- ????

Present Factions:

- ????
- ????

Ilysium

General Description:

The capitol world of the Empire, home to the great noble houses. Ilysium is rich and decadent, attended by servants, slaves, and the elite bodyguards of the nobility.

Points of Interest:

- Ruins of an Unnamed Research Facility
- ????

Present Factions:

- The Great Noble Houses
- The Imperial Guard

Nightport

General Description:

Unlike other worlds, Nightport does not rotate, which means one face is always in darkness. It is on this side that pirates and smugglers have built a hidden port city in which to carry out their nefarious dealings. This hive of scum and villainy is a dangerous place, but almost anything may be bought or sold there, including secrets. There is a smaller, isolated settlement on the star-facing side of the world. This is jokingly referred to as "Lightport," because it's funny. Also because the pretentious elven researchers that reside there gave it a pretentious name that's difficult to pronounce.

Points of Interest:

- The Docks
- The Back Market (Stall Vendor Area)
- The Crooked Row (Main Market Row)
- The Whispering Pits

Present Factions:

- "The Organizations"

Olympia

General Description:

The staging world of the Imperial Sky Fleet. From here, expeditions are launched into the colonial expanse and all across the Wild Blue. Olympia is also home to the finest brewers and distillers in the Empire.

Points of Interest:

- ????
- ????

Present Factions:

- ????
- ????

Locations

The Imperial Expansion

General Description:

Debris and stuff!

Points of Interest:

- ????
- ????

Present Factions:

- ????
- ????

The Lower Depths

General Description:

The heavier gases form a dense layer of fog below the “sky” of the Wild Blue. This fog is corrosive —people need to wear gas-masks to breathe and most airship hulls will start to corrode after a single exposure. Pirates and other criminals sometimes use the lower depths to evade Imperial patrols and launch raids from hiding. Unfortunately, the depths are home to sky squid and other monstrous things....

Points of Interest:

- ????
- ????

Present Factions:

- ????
- ????

The Remnants

General Description:

A swirling maelstrom of spinning world-shards. The Remnants are almost impossible to navigate, even for the best airship pilots. It's said that the pirate king, keeps his secret fortress somewhere deep within the Remnants and only those who know the secret of the true course can ever reach it.

Points of Interest:

- ????
- ????

Present Factions:

- ????
- ????

People

The various people across the Wild Blue and beyond!

Arabella Hilless

General Information:

Bones hired her as a mercenary. She has a lip piercing and a provocative nose piercing. Arabella is straight to the point, and quick to trust, as if eager to make friends, possibly resulting from being bullied as a child. She is uncharacteristically afraid of small animals.



Notable Traits:

Species: Human (Native)

Combat Style: Exceptionally practiced Street-Fighting

Profession: Mercenary

Appearance:

Hair Color: Light Brown

Eye Color: Blue

Skin Color: Light Human-like

Cheerful Marley

General Information:

Info Goes Here!



Notable Traits:

Species: Totally Human

Combat Style: Chi Manipulation

Profession: Cook/Alchemist

Appearance:

Hair Color: Black

Eye Color: Pale Blue

Skin Color: Pale Human-like

Clara

General Information:

A sheriff in the wild frontiers of Haven and sometimes the surrounding skies between the Free Worlds. She values justice, but also empathizes with those who have no choice but to break the law to survive.



Notable Traits:

Species: Fau'nim (Taura)
Combat Style: Gunslinger
Profession: Sheriff

Appearance:

Hair Color: Black
Eye Color: Dark Violet
Skin Color: Fair Human-like

Graff "The Fat Man"

General Information:

Owner and sole (non-Bones-made abomination) worker of "The Missing Finger," a small dining stand in the vendor stall area of Nightport's market. He is a rather large man who seems to have quite the history of piracy and adventure based on his looks. He is, in fact, missing one of his fingers. He's very well-connected with some unsavory types and can find unofficial work and hard-to-get information for those who are looking.



Notable Traits:

Species: Human (Native)

Combat Style: Brawling

Profession: Cook

Appearance:

Hair Color: Black

Eye Color: Brown

Skin Color: Tan Human-like

Hani Steelquill

General Information:

Roza Morningfall's apprentice at the "A Bit of a Scrap" imbued armor shop. She seems unenthusiastic or uninterested and is often seen reading a book.



Notable Traits:

Species: Dwarf Vampire (Native)

Combat Style: Unknown

Profession: Imbuing Apprentice

Appearance:

Hair Color: Sandy Brown

Eye Color: Pale Green

Skin Color: Fair Human-like

Jackie Morningfall

General Information:

Cousin to Roza, Jackie is the receptionist at The Whispering Pits' Office of Enforcement. She seems ferociously loyal to The Orange Scarves and the leadership of Nightport itself, though she heavily questions the viability of The Voiceless Ones' place in the government. Known to be a hopeless romantic, she also comes off as if she considers everyone else to be an idiot.



Notable Traits:

Species: Human Vampire (Native)

Combat Style: Unknown

Profession: Administrative

Appearance:

Hair Color: Red

Eye Color: Gold

Skin Color: Golden Human-like

Kieran Padove

General Information:

Captain of The Blushing Countess. He's laid back and really doesn't let much get to him. He's very often accompanied by a harsh smell of a very specific kind of smoke.



Notable Traits:

Species: Elf

Combat Style: Unknown

Profession: Salvaging

Appearance:

Hair Color:

Eye Color:

Skin Color:

Konohito

General Information:

Long-time rival of That Guy. Currently traveling aboard The Blushing Countess.



Notable Traits:

Species: Human (Native)

Combat Style: Ninjutsu

Profession: Mercenary

Appearance:

Hair Color: Black

Eye Color: Brown

Skin Color: Medium Human-like

Nambra

General Information:

Info Goes Here!



Notable Traits:

Species: Human Vampire (Native)

Combat Style: Unknown

Profession: Unknown

Appearance:

Hair Color: Black

Eye Color: Pale Gold

Skin Color: Pallid Gray Human-like

Raztasz

General Information:

Owner and head chef of "Delights from the Deep," a restaurant in the main market row of Nightport. He's very nimble, and usually thinks before he acts. Intermittently asks questions during conversations. Raztasz is a bit of a perfectionist, which is likely what annoyed his wife into recently divorcing him. He practices cooking methods using goblin blood due to its ever-changing properties, granting a unique and surprising dining experience.



Notable Traits:

Species: Goblin (Native)
Combat Style: Unknown
Profession: Chef

Appearance:

Hair Color: Blonde
Eye Color: Pink
Skin Color: Mood-ring

Rixxi Rustrivet

General Information:

Just a super cool goblin that hung out with the crew of the [Insert Ship Name Here] for a while. I was basically the IRL equivalent of a tutorial quest-giver. But they're all set to go off into the world! I'm so proud of them. Maybe I'll see them again someday. Who knows?! Anyway, I have to figure out how to format this stupid wiki thing!



Notable Traits:

Species: Goblin ("Exotic")

Combat Style: Gunner

Profession: Mechanic

Appearance:

Hair Color: Rusty Red

Eye Color: Teal

Skin Color: Green

Roza Morningfall

General Information:

Roza is the owner of the "A Bit of a Scrap" imbued armor shop in the main market row of Nightport. She is socially impulsive, optimistic, and constantly flattering people. She seems to have random bits of long-forgotten knowledge, possibly from glimpses into the past resulting from her unique method of imbuing.



Notable Traits:

Species: Human Vampire (Native)

Combat Style: Unknown

Profession: Imbuing Master

Appearance:

Hair Color: Dirty Blonde

Eye Color: Pale Brown

Skin Color: Tan Human-like

Usouwynn Hardbelt

General Information:

She is the daughter of one of the finest shipwrights in Nightport. While she specializes in restoring "recovered" ships, she and the other workers of the Hardbelt Shipyard are capable of creating fine vessels from the ground up. Usouwynn is almost always accompanied by two assistants, an elf and a gnome, who often bicker between themselves. She speaks in a hushed whisper, as if always trying to prevent others from overhearing her conversations. Some say that she easily holds a grudge, which might lead some to believe that her husband stays with her because he's too afraid to leave.



Notable Traits:

Species: Dwarf

Combat Style: Unknown

Profession: Shipwright

Appearance:

Hair Color: Dyed Black

Eye Color: Blue

Skin Color: Brown Human-like

Weermirk

General Information:

First mate of The Blushing Countess. Had tea with Undine Moondancer.



Notable Traits:

Species: Goblin (Native)

Combat Style: Blooded Magic

Profession: Tinkerer

Appearance:

Hair Color: Purple

Eye Color: Lime green

Skin Color: Mood-ring

Species

The different variants of people from the Wild Blue and beyond!

Species

Dwarf

General Description:

Info Here!

Notable Traits:

- Traits
- Here!

Notable People:

- People
- Here!

Species

Elf

General Description:

Info Here!

Notable Traits:

- Traits
- Here!

Notable People:

- Kieran Padove

Species

Els'thaan

General Description:

Info Here!

Notable Traits:

- Traits
- Here!

Notable People:

- People
- Here!

Fau'fau

General Description:

Fau'fau are almost indiscernible from animals minus a few tells. While most variants of this species don't have the capacity to speak humanoid languages, they can learn and understand them. They also tend to be quite a bit larger or smaller than the species they share ancestry with.

Sub-species:

- Goat
- Hamster

Notable Traits:

- Traits
- Here!

Notable People:

- "Hamtaro"

Fau'nim

“ I hope this world has catgirls in it, just like from one of my Japanese animes.

-Gilbert Fedora

General Description:

Fau'nim are extremely similar to humans in appearance and biology with the exception of subtle secondary traits of various species of animals such as ears, horns, tails, and sometimes eyes. Some display subtle mannerisms, behaviors, or abilities akin to the animal that they share their secondary physical characteristics with.

Notable Traits:

- Subtle or minor secondary animal traits
- Animal characteristics are dominant and with extremely few exceptions, can not skip generations.

Sub-species:

- Cattle (Taura/Tauro)
- Canine
- Feline
- Reptile

Notable People:

- Clara

Species

Fau'vir

General Description:

Somewhere between human and beast, Fau'vir are reclusive and scattered throughout the Wild Blue. It is extremely rare to see them living among the other species, but not entirely unheard of.

Sub-species:

- Bear
- Wolf

Notable Traits:

- Traits
- Here!

Notable People:

- People
- Here!

Goblin ("Exotic")

“ You want me to what? Glide over to the other ship with my WHAT?! I have NO clue what you're talking about.

-Rixxi Rustrivet

General Description:

Goblins not native to the Wild Blue. No one seems to know where they come from. Probably because they never asked. It's okay though...it's complicated. They lack the strange, evolutionary features of native goblins.

Notable Traits:

- Short
- Green
- SUPER COOL
- Everyone loves them
- Some of them consider every day of the week to be Tuesday

Notable People:

- Rixxi Rustrivet

Goblin (Native)

General Description:

Goblins native to the Wild Blue. Very similar in appearance to "exotic" goblins, but with a few evolutionary quirks.

Notable Traits:

- Sharp teeth and claws.
- Gills on their necks, though sometimes in other places
- Underarm membrane that can be used for gliding
- Goblins unconsciously change color based on their emotion. They can control this somewhat, but intense emotions are nigh impossible to overcome.
 - Fear causes goblins to turn yellow.
- Goblins also unconsciously change color based on their morality.
 - Evil goblins tend to appear red

Notable People:

- Weermirk

Human ("Exotic")

“ We fight over all kinds of things, like which Star Trek is the best one, whether you should you watch subs or dubs... [My world is] quite a tumultuous place. Which waifu is the best. ...And don't get me started about the console wars.

-Gilbert Fedora

General Description:

Similar, if not identical to the humans of the Wild Blue.

Notable Traits:

- Ideal physique
- Euphoric
- Enlightened by intellect

Notable People:

- Gilbert Fedora

Species

Human (Native)

General Description:

One of the more common species across the Wild Blue.

Notable Traits:

- Traits
- Here!

Notable People:

- Konohito

Species

Undead

General Description:

Once living, now un-living.

Sub-species:

- Ghost/Wraith
- Whatever the Heck Dr. Bones is

Notable Traits:

- ????
- ????

Notable People:

- ????
- ????

Vampire (Native)

“ Can one who has died inside still truly be alive?

-Konohito to Captain Kieran Padove, The Blushing Countess

General Description:

Most commonly human, but other species becoming vampires isn't unheard of. While technically alive, they share many traits with those among the undead.

Notable Traits:

- Traits
- Here!

Notable People:

- Nambra
- Roza