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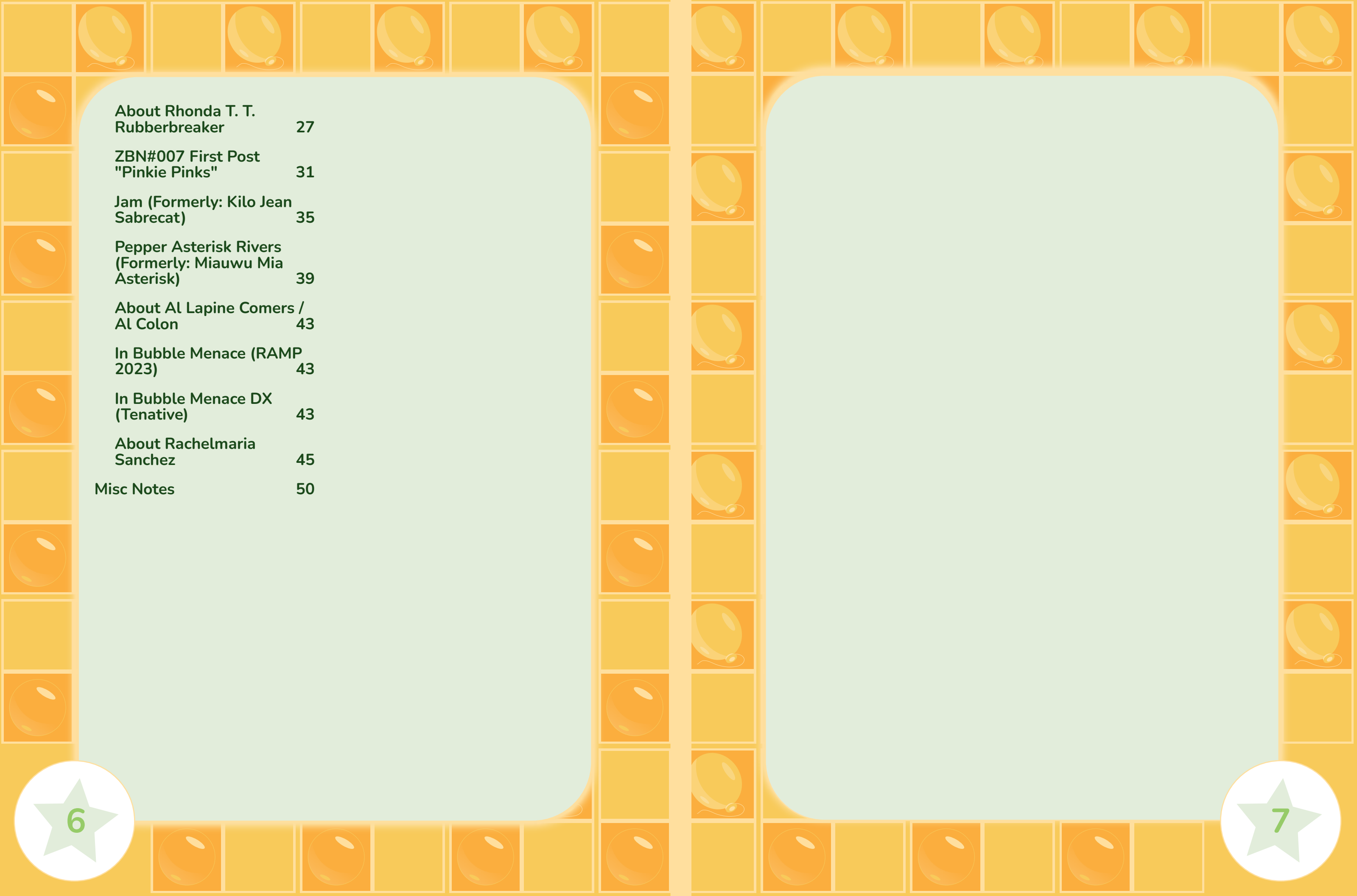
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Hello World: An Introduction to Yohz Hylan

Why a Compendium?

I primarily created this as a handy and searchable reference for the details and concepts of my fictional settings, as well as a character reference. In the process of planning it I realized others might be interested in using it for roleplays or fanart or coming up with other ideas of their own. At some point, I'll probably make a more less and easy to update version of this in the form of an online blog rather than one compiled document. But for now, a single document it is. Plus, that opens up the option of making a print version sometime!

The Vibe and Tone

Yohz Hylan's tone can be succinctly described as "Hopeful-Dark" can be described as playfully silly, a little bit horny, occasionally pensively dark, but ultimately hopeful. People die. Injustice happens. There's good times and awful times. Sometimes good intentions and good actions don't get the best outcomes.. Even some of the most influential and helpful people may be dealing with the worst vices. But in everything, there is always the hope and the strive for things to improve, however slightly, in the future.

In most cases, things can be assumed to be taking place in a fairly contemporary setting with limits to life and physics fairly similar to our real world. Though,

especially in the case of videogames, sometimes the limits of reality and durability will be stretched in favor of allowing the games to be fun.

Yohz Hylan General Chronology

Pre-Revolution Era & Caliber Revolution (~Year -10 to 0)

Pre-revolution tensions in Caliber against GUNS.

Caliber Revolution begins and culminates with the Declaration of Independence.

Caliber gains sovereignty and becomes independent.

Reconstruction Era (Year 0-15)

Rebuilding of the nation, economic experiments, and cultural identity formation.

Global recognition of Caliber's governance model.

Dazzle's Inventions (Year 0-16)

Dazzle invents Punctura and durable bubble tech as a teenager (could align with the end of the Reconstruction Era).

Revelromp Dalliance's Research (Year 5-10)

Revelromp (Senior) takes notice of Dazzle's technology, leading to further development.

Events of Bouncing Flash (Year 10-15)

Dazzle's adventures in "Bouncing Flash," including formation of the Bubble Breakers.

Bubble Menace (Year 15)

Bubble Menace Incident occurs over a period of 4-6 months in GUNS, caused by Rhonda.

Rhonda tries to fix the incident, then flees to Caliber by the end of Year 15.

Jam's Discovery and Formation of Jam Team (Year 15-16)

Jam discovers the technology and begins training friends for body modification.

Ribbons Creation & Escape (Year 16-17)

Ribbons is created.

Exploration and Squee Biology (Year 17-18)

Jam, Ribbons, and Pepper arrive at Caliber and begin exploring Squee biology.

Squee Reproduction Discovery (Year 18-19)

Discovery of Squee's "Fertile Shell" reproduction process.

Squee Population Growth

(Year 19-22)

Rapid population growth among the Squee.

Squee Settlements (Year 22-30)

Squee form settlements.

Creation of First Helibuster (Year 30-35)

First Squee Helibuster is created.

Squee Community Growth & Bea's Birth (Year 35-45)

Bea is born, and the Squee community continues to grow.

Dazzle's Departure to Caliber (Year 36)

Dazzle withdraws from Bubble Breakers after the Bubble Menace incident and leaves for Caliber.

Escriba Island Revolution (Year 37-40)

Revolution concludes, Ruriguard is no more than 8 years old at the end.

Jam and Pepper flee to Caliber (Year 40-45)

Dazzle invited to Caliber to meet the first wave of Squee.

Bouncing Flash Chronology

(This section in particular needs refinement.)

Dazzle Flasher shouldn't really be living past 90, and it's always been specific that Punctura is created in her teens since it's specifically done as a class science project. With that in mind, here's the general timeline of Bouncing Flash in relation to Dazzle's age in years.

0-10: All of the family is together. Gets the local nickname Sparks from the light reaction from her emotional peaks. Still small and fragile.

11-12: Implications of a Crystal Cafe worker being a creep. After Sparks reports them, they go missing.

"Murder" starts officially working at

the Crystal Cafe shortly after, and is very protective of its workers, especially Sparks.

13-16: General shift in mindset to keep to herself and her family. Creation of **Punctura, Glamour**, and the **DECELL** and the start of the bubble tech that comes with it. First meeting with Luna prior to her trips to space. Massive inexplicable growth spurt.

17-20: Dazzle starts using the reputation for the bubble and balloon association to fund the cost of fueling Punctura and relevant research.

Dazzle ecomes a live streamer and educational speaker.

Dazzle "Phantasm" Buster (the CopyCat performer) sets up shop, unbeknownst to Dazzle F.

22-29: Events of Bouncing Flash occur. Establishment of the Bubble Breaker org. **Puncturabot** armed robot is created. Dazzle encounters it when raiding the coastal arms facility but fails to destroy it. Deci's show Emmelpi starts to gain mass popularity on TV globally: **"Dazzle Buster"** is a character on the show, clearly inspired by the CopyCat Dazzle.

30-33: Events of Metal Bubble Dragon / Meta Bubble Panic / Bubble Menace occur. Bubbles becomes the first known DECELL Lifeform, but is spoken of as an android to delay Dr. Metal's imprisonment. Rhonda flees from. GUNS to Caliber. Dazzle withdraws from Bubble Breakers organization believing she's

partly to blame for the lives lost.

37-40: Escriba Island Revolution. (Ruriguard is no more than 8 years old by the time this concludes.)

40-45: Jam and Pepper flee to Escriba Isles, knowing that GUNS does not claim jurisdiction but unaware of the current islanders.

45-50: Dazzle invited to the island by Jam to meet the first wave of Squee in person. Encounters Ribbons. Phantasm, Luna, and some of the others drop by in this same timeframe, gradually reshaping the culture of the island to be more bubble-friendly. Island renamed.

52: Rurigard unintentionally starts a 3 month conflict between the Squee and the Island Revolutionaries by causing explosions when trying to scare off Squee with his fire tricks. This leads promptly into the development of the first Squee Helbusters. Dazzle, Pepper, and Last Chance both put their efforts into training them to be a capable defense force. Pepper's emphasis on decisive action and Dazzle's emphasis on cautious defense quickly results in differing schools of thought in the collective, but the deity-like treatment of Pepper and Pepper's tendency to leave without explanation result in her having her way.

Post Dazzle Flasher: Dazzle Buster 1st (the Squee) lives. Behaviorally takes heavy inspiration from the stories about Dazzle Flasher. In appearance and skill preferences, heavily favors the cartoon Dazzle Buster. As soon as Buster starts

picking up the livestreaming gimmick of the predecessors, an influx of older fans of Emmelpi arrive on the island, including show creator Deci herself. The accompanying boost in trade makes the islanders more willing to accommodate the migrants.



The Locations of Contemporary Times

Caliber

Generally, the progression of its names are: **Escriba Isles, Bullet, Caliber, Yohz Hylan.**

The Zones of Caliber:

Revelry: Loud, proud, extravagant and maybe overly friendly. North/Central. Skews Collectivist / Communist.

Looner: A region near the centre of the island, and one of the largest regions on the island. A noisy place known for extravagant celebrations, risque public behavior, easy available of drinks and partners, and their monthly sports events sharing the name of the settlement. Contract-based commune. Also hosts the Looner Library, a “library of anything” for people to exchange and borrow all sorts of things across many communes they have contracts with with a focus on maintaining the usufruct value of the things exchanged.

Cookie: A densely populated region that prioritizes food, drink, and other sustenance for all who want it or enjoy making it. Despite the name, their most popular food item is a style of spicy, citric soup made with a fruit that has a unique taste when grown in that particular region.

Caramel: Particularly dense number of people interested in architecture,

interior planning, and things to do with building homes. There’s good schools for that particular subject here.

Vanil: A relatively laid back commune for its high population, a good place to raise kids and socialize. Looks like a perpetual region-wide birthday party is being thrown.

Cerah: Filled with artists that highly value aesthetics and beauty.

Arcade: gaming. like. seriously just imagine a bunch of people living in a giant arcade/mall with everything on free-play and you’ve got the idea.

Sugary: Spoken as “Shoe Gary”, a previously abandoned region that was predominantly repopulated by rabbit-esque Squee. Much of the architecture is tooled towards using pneumatic-punk giant fans, pumps, gas cylinders, and other gas-based tech for automation, transport, and fun. Since Squee are large and lightweight, they are able to use these tools with an ease that their non-Squee counterparts often cannot. People who like big things are likely to visit or live here for the novelty.

La Tex: Risky in more ways than one. Southern, Resistant to change. Skews Individualist.

Escriba: Carrying on the original name of the island from its time before GUNS or the revolution. Filled with determined fighters and lots and lots of dogs. Tries to retain as much of old pre-Bullet islander culture as possible and will

defend themselves violently when people seem to be trying too hard to shake things up. Relies heavily on the sea for their food, power, and day to day life. “Don’t stop us and we won’t stop you” negative-liberty leanings. Has several dojos for various martial arts, many of which present themselves as mystical in nature.

Bullet: Broken off from Escriba some time after the island-wide revolution. Tries to maintain a microcosm of GUNS culture within the bounds of the island, but is not well liked and still has a history of violent crime and illicit weapons trade. However, this is one of the best places to learn firearms combat tactics as the gun enthusiasts here are often very familiar with their weapons and have experience from past conflicts.

Ysyx: An extremely sex-positive region that believes that getting rid of all stigmas and limits for sex is the best way to encourage healthy, safe, sane, and consensual behavior across all of its people. Despite the positive intentions, they are constantly under suspicion for sex-trafficking and abuse with plenty of evidence of such.

Riz: A small area attempting to replicate the culture and aesthetics of Rizqi islands, organized by the children of some popular Rizqi natives. A low population collective with an affinity for caffeinated drinks and large trees. [Revise?]

Action: High stakes scooter racing. Existing place to live where speed and thrills are what are expected of anyone

sticking around for long. Often takes in abandoned vehicles from the other places and repurposes them into dangerous racing machines for their various speed courses.

Chamber: Heavily fetishistic culture like a blend between Ysyx and Looner. Has a good library of resources and many places for people to live, but heavy use of disposable materials tends to leave them producing a disproportionately large amount of physical waste compared to other regions. Manages to avoid the controversy of Ysyx by keeping a very firm policy of only allowing adults and their children to stay, but people who stay here long are still assumed to be fond of some degree of public kink displays. This is where Jam and Pepper eventually setup their primary residence and begin the population of Squee and Squee Helibuster. Famous for previous violent conflicts with Escriba who feared they were being invaded and attacked by the Squee populace. [Tone Down]

Celestia: A quiet place, peaceful place for people wanting a slower pace. Eastern-costal areas. Skews Communist, but Anarcho-primitivists and Anarcho-Naturists are more likely to congregate.

Celestia: A nudist beach for naturalists. The iconic region for this entire locality. Their mascot is an iconic mature traditionally-feminine unicorn.

Stock: Livestock agriculture, hand-made tools, survivalist leanings with particular emphasis on encouraging groups of three people and at most one

pet.

Reload: Mostly people who left Escriba or Bullet but wanted a more peaceful place to live. A common retirement spot. A contract commune where people who are most able do their best to provide for those who need the most.

Serene: A settlement rebuilt after a disasters flood. Many fixtures are raised up and the new architecture is focused on withstanding future water conditions. People who live here tend to live fishing or swimming. Microbikinis are common.

Neon: A community of creators with a particular affinity for neon lights, glassware, and dance. They keep most of the region within a large dome structure that produces an artificial “endless night” for those who favor it. Strobelights are an iconic fixture.

Twilight: A varied mix of people with strong opinions about population, birth, and the nature of sex, as well as people who believe heavily in supernatural phenomena like ghosts and spirits. The population is predominately young-adults. The “**Dead Cats Club**” is here. Despite kind of a macabre theme, everyone here is devoted towards trying to help everyone living here find what happiness means to them.

Grand United Nation of States (GUNS)

A large federation that favors tradition and pride. It’s known for its celebration of

individual freedom and the ability for anyone to ascend to wealth and endless pleasure through hard work and dedication. Filled with ambition, GUNS is almost unanimous with imagery of sizzling burgers and loaded firearms. However, people here often have a limited grasp of what life is like for people living elsewhere on the planet. The people here typically use DEARDAV Glamours that resemble cats, rabbits, foxes, cows, with a large variety of less common appearances sprinkled about.

They typically have a particular fondness for breasts and denim that is readily identifiable at a distance.

It can be considered similar to the United States of America in the real world.

Rizqi

[The setting for most of Bouncing Flash]

[Rizqi is a city and Special Administrative Region of Alavice. It can be considered very similar to the real world Hong Kong. The characters here are primarily pandas, foxes, mice, cats, and rabbits. Rarely there are dragons, but people who adopt the dragon appaerance can expect some prejudiced treatment.]

[There is an exceptionally high amount of naturally forming crystals here which can be traded like money or used like batteries, but individually they are not particularly valuable. This sight tends to throw off visitors. The Crystal Cafe is one

of the notable locations where Dazzle Flasher works and lives.]

The glistening Special Administrative Region of Alavice, it perpetually posts with the energy of a massive marketplace. The Crystal Cafe is a microcosm of the city’s own energy, with its interior heavily decorated with the crystal themed décor. The Crystal Cafe is the home and workplace of Dazzle Flasher, who alternates between her private research in her own time, serving drinks and meals for visitors, and putting on shows to entertain and teach those around her.

The inhabitants favor glamours of pandas, foxes, mice, cats, and rabbits.

Terra Australis

Filled with rugged and durable individuals that love open spaces and exploration. Somewhat similar to Australia. Theo’s homeland. They typically have a fondness for open vests and various hats that often lends a unique look in a crowd. Kangaroos and Mice are the most common Glamours here, but there’s plenty of others. (I should porobably add something here about rough living conditions and very dangerous animals, but I’ll think about it when I’m less sleepy I guess.)

The Rest

Pretty much for the rest of the entire world, you can probably just assume it’s exactly the same as the real world location and history.

Society

Economy and Trade

Religion and Spirituality

Laws and Governance

Science and Education

Art and Culture

Fashion

Social Norms and Taboos

Creatures and Critters

Squee and Squee Helibuster cartoony balloon-like creatures made of elastic microbubbles. Somewhat like cartoons made real. Both types produce children that imitate the aesthetics of their caretakers's favorite people, but it doesn't determine their personality.

Squee

Squee are bunnylike creatures. They're intelligent, giant, lightweight, and balloon-like. They like to build pneumatic / fan based-tech, but speak in balloon-like voices. They have their own language.

They’re large, soft, friendly, innocent,

Squee Helibuster

Squee Helibuster are a variant of Squee that are closer to human size, much heavier, and have far more varied body

types and appearances than the original Squee. They often have a wrist-band smart device / communicator to interact with their Player One system, customized armored vests, and a combat harness that can be used for mounting saddles, weapons, or carrying bags.

While the original Squee were created in the image of Emmelpi to be the realization of the idea of “Living Cartoons”, Squee Helibuster instead are a compatible but more combat-capable variant which was brought into being with the primary intent to train them as a defense force for all Squee. Because of this, they’re often much heavier, much more likely to have sharp crystal claws and teeth, and a more compact and deft bodyshape. However, despite their training and education skewing towards tasks like combat, couriering, and scouting, they still have their own interests and tastes just like anyone else. They have a particular tenency towards wanting to spread joy across the world like an endless, ever growing party. While the risks and dangers of reality were enough to make the docile Squee largely keep to themselves, the Helibuster have been trained to know and confront this risk and danger with calculated intent. Maybe they can’t have their endless party, but they sure will try.

Squee Helibusters are a bit like a mix of a dragon, a rabbit, a kangaroo and a Yoshi. Helibusters can make "Shells" just like Yoshi can, but they don't have the long tongues or tendency to eat things like Yoshi do. They are similar to but different from Squee, which tend to look more like

giant pooltoy bunnies.

Metal Bubble Dragon

Concepts and Technologies

DEARDAV

A cosmetic technology that allows people to reshape and alter their apperance with various glammers. While most aspects of appearance are alterable, using this to intentionally disguise age is a critical taboo. While this technology is generally assumed to exist in-world, it primarily exists as a filter for the viewer/reader/player to contextualize why all of these supposed animal people act effectively exactly as humans. This does not explain away different character’s various memories or retellings of events being unrealistic, or outright impossible relative to the constraints of the canon: since reality is subjective, these character’s different memories of events in their respective media (games, written text, drawings) may simply be “misremembered” or “exaggerated for effect”.

Cake Drones

The result of somebody’s cooking experimentation gone surprisingly well. Experimental batter was intended to make longer lasting pastries and breads, but it created an extremely durable and rock-solid shell that made a viable sustitute for plastics and ceramics. The light weight conveniently lended well towards building

drones. And eventually somebody had the idea to make toy drones that looked like, smelled like, and even tasted like real cakes, but could fly autonomously if desired. It wasn’t long before other people took that idea and strapped weapons to them.

Sudden Cookis

Delicious, soft, and moist cookies that seemingly appear from nowhere at all. (Directly inspired by the idea of being able to teleport/warp cookies that was discussed in an Alixesque chat.)

Mimigaism

The ideaology that was practiced by Al L. Comers’s family and the village they came from. The core tenants include:

- **Share and Care:** We're all in it together. Contribute what you can. Take what you need. Share.
- **Money Isn’t Everything:** Kindness, trustworthiness, and respect are more important than cash. We don't need money to know what's fair and friendly.
- **Minimize Harm:** We don't attack or interfere with others unless not doing so would endanger others.
- **Crisis Leadership:** We may appoint a temporary leader with limited powers and privileges. The leader may be recalled by consensus at any time.
- **Open Doors:** Anyone who

chooses to live like us may join us.

- **Adapt:** Exceptions to these tenants may be made to protect the tenants.

Usufruct App

[Review: https://www.youtube.com/watch?v=bFDCa5mq5Jo&list=PLBLOXm2fh15yo-4yNL06wCmVj_7cYg8Be&index=2]

[Also, review your OneNote]

Large Libraries of Things

Very similar to contemporary libraries as of 2023, but larger and more commonplace. Community hubs that lend out diverse inventories beyond books, such as tools, furniature, gadgets, instruments, entertainment devices, small vehicles, etc. The purpose of which is to alleviate unnecessary redundancy of expensive equipment when many of these goods only need to be in used by specific individuals for a small amount of time, and to facilitatte those things reaching those who need them.

Zephlings

Dispensories

Lun Awakenings

Notable Events and Phenomena

The Caliber Revolution

The Caliber Revolution is an ideological and political revolution that created the environment for the Caliber Revolutionary War, which lasted from [Year] to [Year]. During which, the Six Colonies secured their independence from the Grand United Nation of States and consequently established Caliber as an Autonomous Zone. Their new identity was founded on principles of equal access to tools essential for personal and collective goals, a commitment to minimal coersive power structures, and an overall emphasis on collective wellness.

Bouncing Flash

A series of events centered around Dazzle Flasher (Then: “Sparks”), her creation of Punctura, and the following application of her Bubble Tech to establish MicroBubble Cells, Shells, and Elasticity Extender

Bubble Menace

The series of events set in GUNS primarily revoving around Rhonda, AI, Rachel. This follows from the development of Punctura and it’s misappropriation by the Dalliance Arms Corporation

Metal Bubble Dragon

[Directly inspired by Classic Mega Man and Mega Man X, it’s pretty much just Robot Masters Going Wild, but the robots are now microbubbles. Explain this better later.]

Vestige Frostbound

[Shortstack bunny tries to survive in an icy wasteland.]

SCALEBEA.STS#0777

Yozh Hylan

Celestial Revelry Vanguard - Party in the Stars

In-World Fiction and Myths

Emmelpi

Factions

Bubble Breakers

Creators of Squee

Creators of Squee Helibuster

Characters

Create a Caliberian / Tourist

Design your own Residents of the tropical island of Caliber (formerly Bullet). Or have an existing character visit as a tourist! Or draw your interpretation of any design already under this entry, if you prefer.

Caliber is a rather diverse environment that might bring to mind Yoshi’s Island in aesthetics. Lots of bubbles and balloons all over the place, and it’s rare that there’s not at least one spot on the island showered with confetti streamers and

glitter. The "everlasting birthday party gone wild" is the iconic attribute of this location.

Caliber Residents:

* Always furries/scalies/anthros. (Admittedly, this is an aesthetic factor, canonically they are all functionally treated as humans.)

* Very rarely wear hats (Those who do are assumed to be deviant.)

* Never wear trousers/pants, especially not Denim. (Doing so beyond the port settlements will almost certainly see the wearer treated with hostility. This has to do with the violent breakaway from its former occupation by Grand United Nation of States)

* Public nudity is rare, but acceptable.

* Bottomless-outfits are the norm. <https://tvtropes.org/pmwiki/pmwiki.php/Main/HalfDressedCartoonAnimal>

* Dresses, skirts, swimwear, and leotards are all common ways to stylize and are welcome.

* Non-Denim shorts are considered OK. Denim shorts are treated as suspect, depending on the perceived maturity of the person wearing it. While shorts are considered a modesty option for tourists who do not like the local standard, it can be seen as a G.U.N.S. loyalty "dogwhistle".

Tourists are free to travel anywhere they want on the islands but are heavily encouraged to wear clothes that blends in

if they go beyond the popular tourist hotspots.

Acai Arcadia

Species

Red Panda

Gender

Female

Height / Weight

Moderately short

Body Type

Bipedal humanoid anthro.

Acai Arcadia the Video Series

Get ready to meet Acai Arcadia, the spunky and streetwise red panda from Rizqi! With sharp claws and huge paws, this tan and brown-striped young adult is always ready to tackle any problem that comes her way. And with her "hero" outfit and abilities, she's a force to be reckoned with!

When she's not pursuing her degree in computer engineering and AI, Acai loves bright lights and arcade games. But lately, she's been haunted by dreams of a sparkly purple teenager and the ominous phrase "Cyclone." Could it be a sign of an approaching threat? With the help of Dazzle Flasher's new tech, Acai is determined to find out.

In battle, Acai is no slouch with her

martial arts skills and special moves. She can curl into a neon purple ball and bounce off anything in her path with "Pachink!" Or slide into "Code 302" to avoid obstacles. With her "2B!" divekick, she can transition into her Spin It! move for even more devastating attacks.

So get ready to join Acai Arcadia on her quest for answers and action-packed battles. She's fierce, fearless, and ready to take on anything that comes her way!

--

Acai Arcadia, Bio:

Acai Arcadia - Female - Red Panda - Young Adult (19)

A tan and brown-striped red-panda with sharp claws and and huge paws. She has a white muzzle, brown stripes under her eyes, and short white hair. Her eyes seem to shift between sanguine red and lilac purple depending on the viewing angle. She usually wears a dark blue hoodie with purple cuffs and hood, and under that a vibrant, glossy purple leotard with removable burgundy leggings. The zippers on the leotard and leggings are large, glowing orange letter As.

She has an alternate "casual" outfit: Same as her "Hero Suit", but with LED-striped jeans. She almost never wears this.

She also has an alternate "fanservice" outfit: Wearing only a holographic purple bikini with glowing white 'A's in strategic places. When wearing this, her hair is straightened out and her chest fluff is

even fluffier than usual for modesty. She almost never wears this.

Like most residents of Rizqi she has some redumentry martial arts skills and her physique shows that she's kept them as part of her workaroud routine, but she's far from adept in a fight.

-

A spunky, streetwise resident of the island of Rizqi, she lives with her single father and is very accustomed to finding and fixing problems and teaching herself how to fill in the gaps when people around her don't seem to have an answer for something. She's currently on break between school semesters and is planning to pursue a degree in computer engineering and AI once she starts college. She likes bright lights and arcade games but both are becoming increasingly rare on Rizqi.

Lately she's been having recurring dreams of being in a huge stadium, fighting a sparkly purple teenager she's never seen before. She always hears the phrase "Cyclone" before being hit the first time, and wakes up when the girl rams into her at a high speed. She can extend the dream by fighting back, but it always ends the same way.

After bringing her dreams up to her friends, one of her friends suggests she meet up with Dazzle Flasher, who has new tech that should help Acai figure out what's going on with those dreams. Little do either of them know she's about to be given the keys to a multidimensional

existence and ultimate power over her reality...

-

Specials:

D.P!:

A rising uppercut. Looks cool, but not particular strong.

Spin It!:

Curls into a fast spinning, glowing neon purple ball.

Pachink!:

Shoots forward in her ball form, bouncing wildy on anything she hits until she slows down to a stop. Makes her dizzy and requires recovery afterwards.

Code 302:

Stops rolling on the ground early and transitions to a slide. If hitting something during the slide, bounce backwards and into the air.

2B!:

A fast, shallow divekick. Can transition to Spin It! before it hits a target. If this hits a wall, she will briefly run up the wall before doing a backflip off of it.

Amber Bassett Roseyes

A Jakkai who runs an online custom-video-clips store getting paid to do what was already a pleasant hobby for her before she knew there was any money in it. She always has a camera nearby- not just the one in her phone- and usually something shiny nearby to really make the image that much more eye-catching. She dabbles in cosplay when people request it, but she doesn't consider herself an actor.

Amber left her rural country home and

adopted a new name in the years following her gender-transition and relocated to the outskirts of a much more modern town. After getting to the new town, she studied hard to earn a bachelor's degree in theater production with a specialization in lighting design. She occasionally volunteers at the school helping give back to the community that taught her.

Very fond of neon lights, glowsticks, holograms, light shows, fireworks, and memphis-style abstract art designs- none of which really existed much back where she grew up. Red is her favorite color, but when it comes to clothes, she tends to wear black outfits with brightly colored patterns printed or sewn in.

Generally speaking, this character is designed primary to be used in mature contexts rather than to be friendly for all-audiences. That doesn't mean she can't be used in such scenarios, but care and tact should be used when doing so.

Jakkai are from Slightly Damned the Webcomic by Chu. In contexts where Jakkai are not appropriate or allowed, Roseyes can instead be treated as a Cabbit and given floppy rabbit ears and a long tail to match.

Amethyst Crystal

Notes: This character shows up as part of Bouncing Flash and may join Dazzle's Bubble Breakers.

Dressed in a glistening, sparkly, crystalline amethyst bodysuit that covers her from her neck to her ankles, the 18-year-old catgirl

is a sight to behold. Her pink-dyed hair blends with her natural blond near the tips of her bangs and tail, which she ties into two long ponytails. She used to wield large weighted beads on the ends of her hair, but now she relies on her razor-sharp claws to defend herself. A translucent ruby red collar and cuff adorn her neck and wrist, serving as a fitness tracker and data storage device. Her lively amethyst eyes sparkle with youthful energy.

Energetic and optimistic, the catgirl's naivety is endearing. She has a penchant for flashy and shiny outfits, as well as colorful decor. She loves to race, despite never quite keeping up with her friends. She handles rush purchases and preparations for their meetups, though she frequently fails to counter-argue Becky's wilder ideas.

She likes to ride and squeeze balloons, but her true passion lies in balloon-watching, as the lack of control and unpredictability of balloons gives her a sense of anticipation and risk that she craves. She has a fondness for blue and crystal-style balloons, and a superstitious belief that yellow balloons bring good luck to poppers, while ruby red balloons bring good luck to non-poppers.

Despite her youthful nature, the catgirl is a competent melee fighter, specializing in the following moves:

Wild Shredder: A series of lightning-fast swipes and slashes with her razor-sharp claws that can shred through any

foe.

Twin Cheeks: A playful ground-pound-style butt stomp that delivers a surprising amount of damage to enemies caught beneath her. While she visually spreads her legs out while doing this, it makes no difference on functionality. Can transition to Purrfect Crush.

Wild Splash: The catgirl jumps into the air and lands belly-first onto her opponent, causing a playful splash that stuns them momentarily and leaves them open for further attacks. Can transition to Purrfect Crush.

Paw Print Pounce: She pounces forward with extra speed! Can be used without a target for mobility. Can be canceled into Wild Splash, or if she reaches her target she can kick away to pounce off of it and knock it away.

Gem Strike: A quick, blunt jab. Mostly for interrupting a threat.

Crystal Blades A three strike string of two sweep kicks followed by a high kick.

Purrfect Crush: The catgirl latches onto her opponent with her claws and wraps herself around them, squeezing as tightly as possible to deal massive damage. This move requires close proximity to the opponent, and the catgirl must successfully grapple them to execute it. While she is squeezing her opponent, she is vulnerable to attacks from other opponents, so timing is key when using this move. The move has the potential to be very powerful if executed successfully,

but if the opponent is able to break free, the catgirl will be left vulnerable to counterattacks.

Sapphire Spinball: A defensive move where she rolls into a fast spinning ball and bounces into anything she collides with. This will make her dizzy for a while afterwards.

Spin Cycle: Twirls around with her claws out, scratching up anything nearby. She believes makes her fall slower when in the air, but nobody can prove it.

Ann Razorfang

Important Notes

"Su Busteberos" setting counterpart for Gale Razorfang (a fancharacter) and Catssie (a fancharacter). Much more friendly to erotic situations than the other two.

Main Differences:

Didn't inherit a a family business, did a lot of under-the-table work to survive.

Found an investor in Luna to jumpstart plans of "going legit" in exchange for GOING TO THE FREAKING MOON

gun instead of a crossbow.

FRAGILE SPEEDSTER

Has a strong fondness for cosplay and the idea of people transforming into other things

Unstoppable barely-constrained libido.

Limited distinction between public and private places.

An odd-jobber with a fondness for neon lights, plushies, arcade games, and guitars. Hoards artwork, roleplays, and writes novels that will never be published. Well meaning, whimsical, loud, oversharing, and over-exerting. Worked at a hunter's shop as a kid. She wants to own a balloon shop / guitar shop / arcade and has found an angel investor (Luna) to kickstart those dreams into reality in exchange for one Particularly Odd job involving space travel.

30-something Pansexual Her Kinky in Public (OCSB) Worked many oddjobs to pay off debts Loves cosplay Last worked as a bartender until recent.

The terms of the agreement require a bit of space travel...

Moves: Happy Hour Fling Substitute Recycle

Held: Air Balloon

Annie Mae

Species: Tanuki / Red Panda (?)

Gender: Non-Binary, Null (They/Them)

Height / Weight: Small

Body Type: Pipedal Anthro Humanoid

Important Notes

Originally designed as Freedom Planet 2 Fan Character: <https://>

freedomplanet2.com/ Any mentions of "Theme Park" can be assumed to refer to Zao Land. Any mentions of "The Mascot" can be assumed to refer to Mayor Zao.

Annie Mae's name is inspired by Anna May from Havoc Fox: <https://twitter.com/havocfoxgame?lang=en>

A squatter living in the a theme park willing to defend the park with their life.

Loves the theme park.

Loathes the theme park's mascot.

The mascot of the park is a cartoonish romanticization of a corrupt politician with a fondness for greed and overindulgence lifts the wealthy and powerful and leaves the poor to fend for themselves. Annie can't stand it. If only they could change the mascot's mind, the whole country could be as cool of a wonderland as the best parts of the park they love so much.

Dressed from head to paw in mascot branded merch (because it's hard to get anything without their face on it in the park) Annie spends their day to day enjoying the park and helping anyone who needs advice, food, or physical assistance. When not tending to the various park residents, Annie sometimes practices guitar with dreams of joining a band, or enjoying the various rides and games all around the theme park.

Anything from rampaging giant robots

to violent thugs show up in the park seemingly every week. And every time Annie does their best to try to make the park a better place to be.

Despite not intending to do so, Annie frequently breaks their toys and gadgets and other scavenged goods when trying to play with them. This natural tendency for destruction is why they are so quick to part with the things they've found, and why they have no interest in living in place that they own.

—

Raised by a "Family" of Annies who used to hang out together in the same city.

Annah - Engineer and carpenter. Went missing during a robot raid. It is unclear if they was abducted, ran away willingly, or slain in the attack.

Anneliese - Painter and Martial Artist. Got involved with gang violence trying to find Annah. It is assumed she were hit by a criminal of the smooth variety.

Anamarie - Pyrotechnics specialist and fan of firearms. On the one year anniversary of Anneliese's loss he vanished, leaving behind all of his belongings.

Anna May - A musician with a love of stage performances and improvising. Has a petty thieving habit. Trying to start a band. She's not feeling as bold about the idea after the other Annies were lost. Occasionally visits the Theme Park to

perform and to visit Annie May.

--

Annie Mae - Just trying to get by hiding out in the theme park and is enjoying life there, despite being at odds with the amount of stealing and rule-breaking they must do to stay there.. Keeps encouraging Anna to form the band she always talks about.

Blythe

[Technically not my character, I just commissioned the visual design. I should maybe remove this section.]

Candie Sugarcoat

Candie Sugarcoat is a sparkly pink and white Squirrel with a pattern of pink spots on her white fur. She has big round ears and a long, curly tail with pink and white stripes. She's known for wearing a lot of cute, colorful clothes, but her favorite outfit is a pink and white striped shirt with a denim skirt and white sneakers.

When she's at the beach, she loves to wear a pink one-piece swimsuit with a little ruffle on the back. She always brings her sketchbook with her, and she spends most of her time drawing pictures of the other girls and the balloons they pop.

Candie is the youngest of Rhonda's close friends an age of 18, and she's a bit naive and shy. She's not really into balloons, but she loves seeing the other girls have fun, and she's excited to be a part of the contest. As she watches the girls pop balloons, she can't help but get caught up in the excitement.

One hour after helping judge a balloon-popping contest:

Candie scanned Rhonda's workshop before her eyes settled on the overinflated pink, star-patterned balloon on the other side of the room. She couldn't resist the temptation of popping it. It would be an exciting feat for her.

Candie began to walk towards the balloon, her excitement building with each step. The balloon seemed even bigger up close, the surface shiny and taut with air. Candie gulped, knowing that this would be a challenge.

The young Squirrel licked her lips, taking a deep breath as she approached the balloon. She stood over it, her tail wagging excitedly behind her, and she could feel her heart racing. She raised her leg, trying to throw it over the balloon to get on top, but the balloon proved to be too big for her.

Candie frowned in frustration as she struggled to get onto the balloon. She tried stretching her legs further, her tail waving back and forth behind her. Finally, she managed to throw a leg over and she straddled the balloon. In her excitement, she forgot that her skirt was too short and lifted too high, revealing her lacy rabbit-print undergarments.

With a bit of a wiggle, Candie positioned herself on top of the balloon, her weight barely pressing down on it. She was just about to lower herself when

suddenly, BANG! 💣💣

Little did she know, Rhonda saw the whole thing..

--

Sketchbook Flattery: Candie sketches her focus target, raising her Revelry while also raising or lowering the target's Revelry based on their opinion of being admired. This is her primary interaction skill to "cash out" her remaining Stamina for Revelry gain, and most of her other specials exist to get the target into a situation where she can use this.

Honey Pot: Candie intentionally tries to look and sound cute, small, and harmless to appeal to targets that like cute things. While it takes very little Stamina to execute, it leaves her vulnerable if ignored (small Revelry penalty) or attacked physically/verbally (large Revelry penalty).

Stompy Stompy: Candie playfully stomps the ground with her toe claws, which is physically ineffective but embarrassing when she's wearing her favorite skirt, making it endearing to some targets who like cute things or pawpads. This move can only damage or pop things that are vulnerable to sharp objects like her toe claws (which aren't even that sharp).

Cuddle Me / Backstab: Candie cutely snuggles and cuddles her target affectionately, gradually digging her finger and toe claws deeper and deeper until she succeeds or runs out of Stamina if she's trying to damage or pop her target. If her

Revelry is critically low or she knows she's in a dangerous situation, she'll skip the gradual buildup and suddenly dig her pencil and claws into her target's backside.

Candie Puff: Candie cutely sits down and blows up a balloon with her cheeks puffed out, making her fur extra fluffy due to static. If she does this long enough, the balloon will burst. If her target is a balloon, she'll blow up that specific balloon, but otherwise, she has her own balloon to inflate to get her target's attention.

Catssie (?)

Abandoned in childhood, Catssie eventually found herself under shelter of a band of mercenaries. Earning her stay as a mech racer and combat pilot, her skill with guns was as much about keeping safe as it was about earning cash. She frequently dreams of another life as a lizard-woman with an adoptive family much like her own, traveling the world doing odd-jobs for cash. She often tries to draw what she looked like in the dreams, but can never get the details down.

For a while, work slows down. The team settles down on a relatively peaceful station. Catssie takes up a side gig working at the local bar. One night, she stumbles across the spitting likeness of herself but with scales! And a robot arm! And an actual pressure suit that protects the legs! It's almost like the physical manifestation of her dream self! The two spend time together in the bar, have a blast, get in a couple of fights, and eventually pass out. When the two come two, neither

remember the events of the night particularly well. Nor did either get the other's phone number.

Smitten with the vague memories of her Other Self from that night, Catssie decides to buy the mech she was piloting out from her crew and start her own solo pursuit after The Bar Lizard. She stocks up on supplies and ammo and makes plans to join up with the Petrov crew... Just in time for an Imperial raid to nuke the station. Unable to find her old crew or catch up with the Petrov before they leave, she's left with no choice but to escape in her mech.

Without her old family nearby, or the new support team she was planning to work her way into, she's left to fight and plunder her way from planet to planet, scraping together whatever she can to survive and catch up with The Bar Lizard.

-

Catssie's thighs are embarrassingly sensitive to touch and she does not deal with high heat very well. She only wears clothes below or around the waist when it is necessary. Her experience with mech racing has her very comfortable moving at high speed with rocket boots. For this reason, she owns a spare set of miniature jet anklets for rocketing and launching around when dealing with missions on-foot.

Despite the extensive experience with firearms and space-capable mechs, she would happily give up arms to leave a peaceful life hosting a bar-cade of her

own, if given the opportunity. But she knows she can never truly rest until she rendezvous with her counterpart again.

Loves cooking, singing, loud noises, and party balloons. Her cooking knowledge is limited and all of the loud noises damaged her hearing, making it hard to hear the music she loves so much. That never stops her from enjoying those things.

Important Notes: Originally, this character was directly inspired by Cassie from the videogame Starbuster by Prototype Theory. Since then, the names Catsandra Ann has been used for a handful of different things that aren't directly related to this character concept. And honestly, I'm not too fond of this particular version of the concept anymore. Will probably remake it ore replace it eventually, but for now she gets to stick around.

Cora Thunderheart

Cora's life is a patchwork of complex experiences. During the Lun Awakenings, a time marred by the chaos of the Bubble Menace, she found herself unwittingly caught in events that would forever change her trajectory. Kidnapped and groomed, she lived a life that was superficially enviable yet underpinned by the turbulence of her circumstances. Her relationship with Starlight, although seemingly privileged, was a double-edged sword that cut deep into her sense of self.

Having been a passive beneficiary of Starlight's capricious favor, Cora now

faces the stark reality of building a life on her own terms. She is a survivor grappling with the aftereffects of her past, seeking to forge a meaningful identity beyond her unintended notoriety. Her accidental association with the Bubble Menace has left her with a burden of unintended consequences that she is still learning to understand and navigate.

Cora's ideology is emergent, a reflection of her personal struggles and the lessons learned from her involuntary role in larger events. Her philosophy is not yet fully defined but is rooted in seeking balance between personal agency and the ripple effects of her actions on the broader community.

Cora aspires to integrate into the society of Caliber, drawn to its ethos of acceptance and the promise of a fresh start. She is cautious yet hopeful, aware that her past is a part of her story but not the entirety of her identity. Her aim is to contribute positively to her new environment and to find a place where she is valued for who she is becoming, not just for the shadows of who she was.

Dazzle "Phantasm" Buster

Species: Feline (Human)

Gender: Female

Height / Weight: 8’ 2”

Body Type: Humanoid

Balloon Preference: Anything bright, sparkly, and dazzling. GlitterBurst Silvers and see-through bubble-like clear balloons

are an ever-present part of her kit.

Phantasm "Phanta, Dazzle, CopyCat". She is a long-legged cat woman with well, kept seemingly ever-pristine ghostly white, soft, silky fur. She stands at around 8'2" with a sleek, slender build. Her bust is modest, but her legs are shapely and she actively flaunts it when benefits her. Her ears and curly hair are an inky black, and she has an incredibly long ponytail tied back in a golden clasp. She wears matching glossy black fingerless gloves and shiny gold high-heel stilettos that emphasize her paws and claws. She wears small golden earrings in each ear, a golden collar necklace, and a golden watch on her left arm. She's usually wearing a very tight, dark and reflective dress that is too short for her leggy frame. But she's also following bottomless cartoon character rules, so the exposure is fine.

On paper, she sounds like Rhonda's ideal partner for balloon shows: Phanta LOVES being the center of attention, she has a lively history of performing for all kinds of clients of any age and interest, she's been on TV before and is a familiar likeness for it. And most importantly, she has just as much of an intense, intimate fondness for balloons as Rhonda.

And yet the two constantly annoy each other and bicker over silly things, trying to prove who's the real balloon enthusiast and who's a faker or a creep. They can't be together for more than a few minutes before things get wild and balloons get busted.

However, Phanta is not wealthy, nor

does she have the means to make balloons in her own. She spends a lot of money on enormous blue and clear balloons to sit-pop, emulating the style of another performer who is known for her passion for durable bubbles instead. This imitation is why she has the nickname CopyCat .

Phanta is a sultry and seductive feline with a commanding presence. She's confident and charismatic, always ready to take charge and be the center of attention. She moves with a sleek and sensual grace, ensuring all eyes are on her. Her voice is deep and rich with a mature and alluring tone, and she speaks with an RP English accent. She can be a bit haughty and arrogant, especially regarding her balloon-popping skills, but she's also very passionate and loves what she does. When she's not performing, she enjoys relaxing and indulging in her favorite hobbies, which include reading and listening to music. Despite her tough exterior, Phanta is a caring and loyal friend to those she holds dear.

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Phantom Breaker / Peach Cradle: Phanta jumps high in the air, then slams down to the ground with her powerful legs. This creates a shockwave that stuns anyone nearby and can cause smaller balloons to pop. It's a move that she reserves for situations where she needs to make a big impact.

Phantom Specter: Using her collection of clear balloons, Phanta can create an illusion of herself moving quickly and unpredictably. She can use this to disorient

opponents or to make it seem like she's in multiple places at once. She can also use the balloons to create a path for herself, bouncing off them to move faster or to reach new heights.

Eclipse Crescent: This move starts with Phanta leaping into the air, then doing a spinning roundhouse kick that ends in a standing split. It's a move that shows off her flexibility and strength, and can be used to knock back opponents or to create space for herself.

Glamour Punctura: Phanta pops balloons in a dazzling way that scatters silver glitter everywhere. She can use this to disguise her actions, or to get the glitter all over herself and look extra sparkly for a little while. She can control the size and force of the pops to create different effects, and can even use her claws to create intricate designs in the glitter as it falls.

Dazzle "Sparks" Flasher

(The “Yohz Hylan / Zephlyings” canonical version of Dazzle. Based on a game I was working on around 2017 - 2019 until it was eventually abandoned.)

2020 "Bouncing Flash" Description:

Sparkly, Bouncy, Heavy, Flashy! That's the Dazzle Way!



Dazzle Baozhu Flasher is an adult panda with an overwhelming devotion to bubbles that drives her day to day motivation. In her teens, a school science project resulted in her invention of Punctura, a wristwatch that can create bubbles for a variety of uses from personal protection barriers to house furniture as tables and chairs to simple decor. From that day, she pursued an education in engineering and used that knowledge to integrate bubbles into everything she does.

While an introvert that typically keeps to herself, her compulsion to pursue bubbles and generous trusting nature tends to be the cause of her problems. The most persistent of which being a constant need for money: The bubbles Punctura products consume large amounts of Crystal Energy, and as a result she constantly works as a sever for the Crystal Cafe, as a live streamer, and as a performer for hire to feed her bubbly efforts. While her quirky behavior makes her a bit of an outcast, there are enough who think well of what she does to support her lifestyle.

When she's feeling good, you'll know! She sparkles when happy, and flashes when her mood spikes. If she's not at a computer or working on Punctura in a workshop, she's probably bouncing on bubbles or stumbling into bubble trouble.

Sometimes volunteers as a substitute teacher, and interested in running a non-commercial organization. Putting all her time into bubbles leaves little time for

those other pursuits.

What would happen to her should she lose the object she considers her reason for living? Surely, she has other interests? Right?

Estelle

Not really my character, I just commissioned the visual design...

Everest

Not really my character, I just commissioned the visual design...

Gale Razorfang

Gale Razorfang An owner of a balloon retailer and hobbyist writer with hoarding tendencies. Well meaning, whimsical, loud, oversharing, and over-exerting. Tends to take the straightforward approach to pursuits without offering explanation and putting in effort until too exhausted to continue. Apprenticed and trained at a hunter's shop prior to opening their own.

Moves: Happy Hour Fling Substitute Recycle

Held: Air Balloon

Honeydew "Mel" Melon

Make your own petalsona guide: - Fantasy race not already represented - A flower not already represented, which appears on their outfit somewhere - A name based on that flower - Ashley

Melly Hon Eydu

Toymaking Kobold. Their honeydew melon flower is either affixed to their tail with a decorative elastic band, or tucked to the side of their gear. They make their money doing graphic design, sign-making, painting, and occasionally house-cleaning. They spend most of their free time building small gadgets and amusements to entertain themselves and collecting various shiny things to decorate their home.

Despite the hoarding tendencies, they have no particular sentimental things for the objects they're collecting, and will freely give away or sell almost any of their collection if asked. This has been a boon for the local parents, as they can give these toys to their children or use them for themselves to pass the time.

Lately, Melly has become infatuated with the idea of petal crash / puzzle crash, but they find little interest in competing. Instead, when they crash petals, they prefer to make pretty puzzles that are as interesting to look at as they are to solve.

Detached and brash, they can't help but get up to mischief from time to time, but they don't mean to hurt anybody.

Theme Song: [hyperlink blocked]
*I'm just a toymaking kobold
I'm always hoarding these play-things
And I will happily give them
To any one who wanted
To ask for something
I didn't scheme
a grand dream
when I built these things
Please enjoy the*

*Pretty Colors
I didn't scheme
a grand dream
I don't need these
Please enjoy the
Sound it's making
--
I'm just a toymaking kobold
There's not much meaning in these things
That one's a little bit pointy
I didn't think that
it could hurt anyone
I'm just a toymaking kobold
I just want to make a cool puzzle
I don't that it's wise to share them
I will keep these things
To my self, yeah, yeah
Colored blocks
glide around
They're so pretty
What a gorgeous
Cacophony
Colored blocks
glide around
They're so pretty
Such A Cool Puzzle
Shiny Playthings*

Jam (Kilo Jean Sabrecat)

(Page already exists, just scroll down!)

Luna "Pause Paws" Mars

Luna Mars is an astronaut that went to the moon and came back. A natural knack for numbers and a bit of lucky timing saw her small balloon-collecting-project-turned-retail-business grow into a large corporate franchise store/manufacturer and near-monopoly Lunatex Inc. on the Southern Islands of Yohz Hylan. Friendly,

well-meaning, and deceptively intelligent, her status and fortune gained her some enemies that would like to see her wealth crumble and often fear just how soon the company's power will be abused against the populace.

Despite a reputation for her wealth, she often pours excess funds into angel investments to other people interested in getting into the balloon trade or into funding for children's educational material. While these sponsorships, grants, and investment contributions often come with no strings attached, depending on her mood, she might attach outlandish stipulations to these offers. Usually when she does, this involves space travel or children's edutainment media. Lahti took one such offer promising all the wealth to start her own business in exchange for a fairly short mission to the moon.

One of the most effective ways to do well in the business of balloon decor is to join Lunatex Inc.'s Certified Balloon Mastery program. One of the stipulations of joining the program requires the decorator make exclusive use of Lunatex's balloons in decor jobs for as long as they stay in the CBM' registry. This ensures their balloons stay the standard on the market and the version of the good most familiar to parties. Which in turn convinces newer decorators trying to learn it themselves that they must be doing it wrong if it doesn't look like what the other pros are using. And they in turn join the program.

The restriction does not apply to retail sales, a forgiveness existing primarily due

to the pushback of businesses that know where to get balloons for cheaper.

Miranda Wrounding Gurgeh

Miranda Wrounding Gurgeh stands out in a crowd, not just because of her Basset Hound features, but also because of her striking appearance. She has soft and sleek cream-white fur, and a metallic green highleg leotard that accentuates her lean, toned figure. Her lab coat is always slightly rumpled, evidence of the countless hours she spends in the lab. Miranda's long, floppy ears are always alert, and her bright, curious eyes seem to take in everything around her.

Despite her sharp tongue when she's exhausted, Miranda is incredibly kind and supportive to those around her. She's always willing to lend an ear or offer a helping hand. Miranda is passionate about her work and loves to experiment with new and exciting ideas. Her love of balloons is evident in everything she does, and she often incorporates them into her experiments.

Growing up on Caliber Yohz Hylan, Miranda was always interested in science and technology. Her parents were both scientists, and they encouraged her curiosity from a young age. Miranda showed a natural talent for experimentation and innovation, and she quickly made a name for herself in the scientific community.

When Miranda isn't working, she enjoys spending her time pursuing her other hobbies. She's an avid reader of

science fiction novels and loves to explore new worlds through the pages of a book. She also practices yoga to keep her body and mind in shape. But perhaps her favorite pastime is balloon art. Miranda is a talented balloon artist and enjoys creating intricate sculptures for her friends and family.

Miranda Wrounding Gurgeh is a force to be reckoned with, both in her professional and personal life. Her sharp mind and kind heart make her a valuable member of the community on Caliber Yohz Hylan, and her love of balloons and innovation inspire those around her to think outside the box.

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Celine had always been captivated by Miranda's scientific work and would often drop by her lab to see what new invention she was working on. Clad in her metallic green highleg leotard and lab coat, Miranda would be deeply engrossed in her experiments, surrounded by beakers and test tubes filled with bubbling liquids.

One day, as Celine entered the lab, she noticed a flurry of balloons floating around the room. Miranda looked up and beamed with excitement. "You have to see what I've created!" she exclaimed. Miranda then revealed her latest invention, the Gummi Blasters. These were balloon-shaped, translucent balloons filled with fruit juice and a special gummy substance that made them stretchy and chewy. "They're perfect for the monthly Balloon-Popping tournaments!" she added.

Celine was intrigued and excited to try the Gummi Blasters. Miranda handed her one of the giant cherry balloons to test out, and as she bit into it, the balloon exploded, gushing cherry juice into her mouth, flooding her senses with flavor. The Gummi Blaster was messy, and Celine couldn't imagine putting the entire thing into her mouth!

The next month, Celine attended the Balloon tournament at Revelry, and the energy of the region was overwhelming. The collective spirit and festive vibes of the event were contagious, and people from different backgrounds and social classes had come together to participate in the event.

As Celine watched the tournament, she couldn't help but notice the colorful array of Gummi Blasters that served as targets. They were a hit! Miranda's invention had taken the region by storm. Celine was proud of her friend and felt lucky to have been a part of the creation of something so unique and special.

Rally Glitterlock

Large, yet bubbly and affectionate. Occasionally vain and manipulative. Firmly believes in the value of sculpture and construction, but is much makes of living as a fighter for hire. Can be competitive. Loves volleyball and quick thrills.

Detail-oriented collector. Keen eye for appearances and motion. Regular customer of Gale's. Slower movements, harder hits. Nirvenese immigrant. Fond

of vibrant dye.

Moves:

Iron Tail Brick Break
Giga Impact Return
Held: Heart Scale

Jakkai are from Slightly Damned the Webcomic by Chu. In contexts where Jakkai are not appropriate or allowed, Rally can instead be treated as a Cabbit and given floppy rabbit ears and a long tail to match. In addition, when using the Cabbit version, all instances of “Nirvenese ” would instead be “Sybil”, named partly for Siberia and partly for Sybil of Psuedoregalia.

Rhonda T. T. Rubberbreaker

(Her profile is already written in a dedicated page. Scroll down!)

Rinnah Rabbitear



Rinnah Rabbitear Easy-going and naive student that wants to research magic/science. Always up for revelry. Loves ball-games and fireworks. Freely exchanges favors but can’t keep a secret. Wears huge loose pear-green shirt that almost engulfs their whole body, and black swimming-trunks. Natural affinity for acrobatic

movement. Friends with the other two... kind of. It’s a bit complicated.

Moves:

Quick Attack Bounce
Uproar Encore
Held: Shiny Orb



Jakkai are from Slightly Damned the Webcomic by Chu. In contexts where Jakkai are not appropriate or allowed, Rinnah can instead be treated as a Cabbit and given floppy rabbit ears and a long tail to match.

ZBN#--- Honey Bee "Bea"

Species: Squee Helibuster (?)

Gender: Presenting Female

Height / Weight: 5’ 4” (Roughly average human teenager height.)

Body Type: Humanoid / Upright
Squee Helibuster

Appearance

Bea is a humanoid feline female with vivid orange fur and dark diamond-shaped stripes that alternate on her legs, arms, and tail. Her hands and feet have dark fur with glossy pink paw pads. She has shiny short golden hair and green eyes, framed by three bangs over her face and two thinner stripes under each eye. Her ears, floppy and dip-like, share the same stripe pattern as her limbs and are the most distinct indicators of her Squee Helibuster heritage.

She typically wears a red bra, a glittery purple crop top, glossy red shorts, and a striped yellow-and-black jacket. Most of Bea's clothing are hand-me-downs from Pepper, Bea's mother. Her jacket is the first clothing she bought for herself, and hints at her self-chosen identifier, "Honey Bee."

When in public in Caliber, she adheres to the local norm of foregoing bottom wear in public. Any other time where it is convenient, she switches to denim blue bell-bottom jeans. She feels self-conscious about her legs because she doesn’t look like most other Helibuster, yet isn’t exactly a human either in terms of her psysiology.

Thematically, Bea struggles with the question of "Who am I supposed to be?" She doesn’t consider herself a human since the manner in which she was “born” was much closer to how one might assemble a doll. She feels odd considering

herself a Squee Helibuster, since while her physiology and chemical makeup is largely the same as theirs, her body structure is unusual since most Squee and Squee Helibuster skew towards quadruped bodytypes, or hunched kangaroo-like forms. Whatever it is that she is, she knows that she is who she is... whatever that is, exactly.

Bea has a recurring curiosity about inflation and expansion, which she finds hard to control. She often wonders if this is a part of her Squee heritage. There is no reason for this to be the case however, and it is much more likely that this is some degree of emotional imprinting from the kinds of activities her parents tend to get up in her home, and the particular common activities of Caliber Island.

Bea resides post-revolution Caliber, a society still grappling with its newfound identity. She often finds herself at the intersection of different cultural expectations: she looks humanoid but identifies as a Squee Helibuster. This dichotomy leads to varying interpretations by the island's inhabitants, who, despite a general resistance to categorization, still sometimes place her in boxes she doesn't feel she belongs in.

Bea also took it upon herself to create ZBNs (Zehpling Buddy Numbers) and identifiers for other Squee Helibuster and similar beings. This categorization system reflects her own quest for identity and serves as a way to understand and organize the world around her.

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Bea also took it upon herself to create SBNs (ScaleBeast Numbers) and identifiers for other Squee Helibuster and similar beings. This categorization system reflects her own quest for identity and serves as a way to understand and organize the world around her.

Definitely took some cues from tigers too. Her design used to be a lot more simple and plain to be fast to draw, but I wanted her to be more thematic to what I was planning to use her for.

Theme basically being "I'm told I'm supposed to be this and This and THIS but I don't even know what I'm supposed to be!"

She's a kind of invasive critter (A Squee Helibuster) who's gimmick is to deliberately design their offspring to imitate the look and behavior of their favorite people or fictional figures. Except Nature vs Nurture doesn't care what they look like, their children are gonna grow and learn based on experience, not intent.

She's confused and anxious because her parents are not the same kind of creature she is, her "sister" figure is frequently mistaken for a pet, the culture she's growing up in just finished a war against the nation her parents are actually from, and she's prone to being naive one way or another.

So there's both the issue of "Okay well, what am I intended to be? Everyone I talk to says something different." "Okay well what even am I right now? I look more like my parents than the locals or the other

Squee, but I'm told I'm a Squee, so..." and "Okay well what do I want to be? Everyone else treats me like a tool, so I can't trust everything they tell me."

ZBN#001 Last Chance "Forbidden Scalebeast"

Last Chance is a luminous yellow Squee Helibuster. Her eyes are a vivid shade of pink. She has a trio of glistening onyx black curved spikes that line the back of her head. She has two long, pointy, floppy ears that hang at the sides of her head, and her underside has glossy translucent-white countershading. Her form is long and slender. She is almost always wearing at least her harness of black straps, which have the role of providing mounting points for equipment and carrying bags, but also help obscure the gaps where her prosthetic limbs are attached.

Occasionally, her love for gothic aesthetics is evident from various other dresses and shirts she might experiment with wearing.

Behind the facade of "The Forbidden," Last Chance is a beacon of warmth, affection, and a playful sense of humor. She possesses an undeniable maternal instinct, fiercely protective of other Squee Helibuster and instrumental in their growth and learning. Despite her powerful and occasionally menacing exterior, she has a soft spot for all things adorable, a craving for sweets, and an insatiable desire to expand her collection of shiny and gothic clothes.

The first of her kind, Last Chance, often referred to as the "Mother of the Zephlings," was a creation of innovation, born out of a collaboration between Rhonda T. T. Rubberbreaker and the Squee community. While she faced challenges during her creation, particularly with her legs not forming as intended, Last Chance has surpassed expectations, proving herself not only as a combatant but also as a nurturing figure to the Squee Helibuster.

ZBN#002 Hard Reset "Rez / Justin Ice"

Crafted by Jam to fulfill a secretive agreement with Rhonda R., Rez alternates between combat training, working R&D with Poplab Innovations, and living with Rhonda as one of her children. "002 Hard Reset" is the identifier they were granted by Bea, while "Rez" and "Rezzy" are the shortened forms First Post and Rhonda always use to refer to them. For a time, Rez insisted on being called "Shadow", "No Refunds", and "Justin Ice", but in each they quickly found the new names uncomfortable and discarded them.

Serious, edgy, seething, and often hard to please. Hard Reset works Poplab Innovations R&D with occasional scouting duties. Works closely with First Post and is aggressively protective of First Post because of the tendency to be a goofball and get hurt. Despite a communal approach to rearing Squee youth, First Post and Hard Reset have a relationship akin to G.U.N.S. native siblings.

For the most part, Squee/Helibuster favor a community-focused approach to raising their young and training anyone who needs it such that everyone is expected to participate a little bit. But First Post and Hard Reset in particular stayed close in the care of Rhonda from their first-day consciousness and well through most of their education and defense training.

As a pair, they're a bit like what we'd expect of two siblings. Pink is impulsive, fast, and obesely lucky. Rez is quiet, pragmatic, and careful. Both would fight to the death to defend the other if in danger.

Hard Reset works hard to help those they feels were wronged, but is often unaware of others' feelings.

Favors semi-autonomous Pin-Shells for combat. The large needle is meant for piercing objects and holding them bound to one spot. But in a pinch, these can be used for makeshift ladders, a grab bar for a quick-turn, or an awkwardly balanced "foil" style lunging weapon. While the horn on Hard Reset's head could be used to impale an opponent in a pinch, they will seldom use it as such.

Rez is a large midnight-blue Squee Helibuster, with a bone white curved horn, pale countershading, and pink eyes. The color of their eyes and default P1 Navigator screen tint is the same as Pink's body color.

Part of Cell RGB.

ZBN#003 Break Trace "Wifi / Wufi"

Species: Squee Helibuster

Gender: They / Them / Theirs

Height / Weight: Much much heavier than they appear.

Body Type: Quadruped

Important Notes: In-world, the name "Wufi" is written as "Wifi" but always spoken with the pronounced u. "Woof-y".



Trained and raised as Jam and Pepper's family bodyguard around roughly the same time as Bea's was created, Bea in her youth was never sure if she should treat Wifi as a pet or as her sister.

Wifi is as intelligent as any other Squee and will outlive most because of the lubrication augment: Elasticity Extender drastically slows the crystallization process that affects all Squee such that instead of taking hundreds of years to become life-threatening, it would take thousands.

Wifi is a little bit naïve when it comes to social behaviors due to staying within range of their family at all times, and struggles with speech. They understand most speech in Common and Squeelish

quite well and can read and write it with confidence, but when they try to talk, it comes out as mostly blurbles and bubbling sounds

The translucent top-wear pumps fluorescent EE throughout their body and requires regular maintence to prevent leakage or power drain. A small amount of EE can frquently be seen oozing from the right side of Wifi's maw. They used to feel self-conscious about it and try to hide it or wipe it away, but over the years they become accustomed to it and frequently forget about it until somebody comments about it.

Marks applied via Wifi's licks makes fleeing intruders easy to spot.

The added weight & compression helps with stability for the usual pounce & pin tactic

ZBN#004 Psuedorandom Chance "Lucky Bitty Seven"

Species: Squee Helibuster / Hologram

Gender: Nonbinary (They/Them)

Height / Weight: Tiny and Light

Body Type: Floating Quadruped

"Splody" - A raunchy furry looner software simulation joke program with a Dragon mascot.

"Bitty" - Small cute translucent critter vaguely inspired by Splody. Not a software.

"BT" - A Bitty simulation program with holography tech "Lucky" = A pet name, referring affectionately to any instance of BT or Bitty. The simulation is considered particularly Lucky, though there is no reason to believe this.

--

My personal mascot. Also serves as a the mascot for Mascots Aplenty! as a psuedo-canon character who interacts directly with the player. The lore here is that Bitty is a normal organic Squee Helibuster so they have all of the floating, bouncing, size-changing, pinning-oriented build of their kind but also have the same INCREDIBLY DANGEROUS REACTION TO FIRE.

The orbs used to control the status systems for registration are standard SHELL orb computers. Like your whole IoT gimmick, they're all individual computers responsible for handing their own portion of a larger operational system via internet communications. Wasteful and impractical, but having them float around and glow too just looks fun and cool and is totally in the Squee aesthetic playbook.

BT instances are often paired with H4X. Together, the two tend to party like a birthday that will never end. Their combat methods posses birthday themed aesthetics as well.

ZBN#005 Special Procedure "Terra Netty"

Trained as the combat medic and

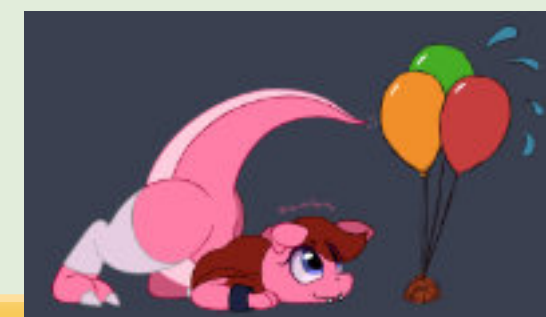
health specialist for Cell Star Dreamer. As capable of patching up humans as she is Squee and Squee Helibusters, though that knowledge does not extend to a strong grasp of human illnesses.

While her Null-shell usage in combat is standard by-the-book practice, she cannot reorder her shots when under pressure without additional tools. Netty has many capable slash-and-rip tactics with her claws as well as powerful technical tail-whip attacks. She uses these skills to deftly deflect shell or blunt attacks used on her to turn the flow of combat in her favor.

She's not all that deep a person, more interested in construction and interior decorating than biological work, healthcare, or any of her designated duties. Doesn't really shirk work either since it's kinda important stuff that needs to be done by somebody somewhere, and if she doesn't do it, then somebody else would have to. One of the more spiritual personalities too, believing firmly that every since little thing people do all connects and influences one another at the most microscopic of levelseverything is important but not too important.

ZBN#006 Recover Gem "Sparks"

ZBN#007 First Post "Pinkie Pinks"



Species: Squee Helibuster

Gender: Presenting Female

Height/Weight: Much Heavier Than She Looks

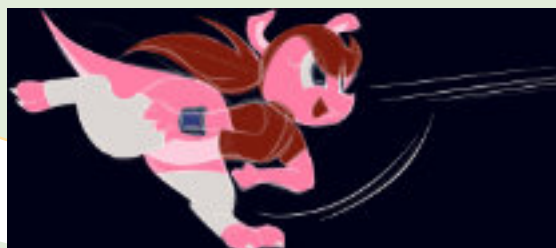
Body Type: Round Quadruped

Balloon Preference: The classic round latex balloon, especially yellow or blue balloons. She loves to blow them up as big as she can before pouncing on them and popping them with her tail or claws

Crafted by Jam to fulfill a secretive agreement with Rhonda R., Pinks alternates between combat training, working R&D with Poplab Innovations, and living with Rhonda as one of her children. "007 First Post" is the identifier granted to her by Bea, while Pinkie is the name of her counterpart character in the cartoon Squee are inspired by. "Pinks" and "Pink One" are the shortened forms Rhonda and Rez use the most often.

For the most part, Squee/Helibuster favor a community-focused approach to raising their young and training anyone who needs it such that everyone is expected to participate a little bit. But First Post and Hard Reset in particular stayed close in the care of Rhonda from their first-day consciousness and well through most of their education and defense training.

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Based on my old Console User Manual stories.

Quirky to the core. FP has incredible luck in combat!

The pin-and-crush set of close-range tactics the Squee Helibusters favor became commonplace not for its efficiency, but for FP popularizing the techniques for sports.

Her name often results in joking remarks about everything she does being the "first time". This joke is repeated so often that many people who haven't known her will in fact assume that she is incredibly at getting things right the first time but not necessarily so much in followups.

She's much heavier than she looks- She uses this to assist in crushing the things that her relatively dull claws fail to pierce. She loves bright colorful things and parties with friends. She's devoted to whatever job she's assigned to, but will try to inject her own flavor of fun into it every time. She is much more comfortable and playful in the presence of humanoid females or other Squee. This is something that's always been the case for her, but was particularly reinforced by stronger, healthy relationships with female humanoids in her youth than any other kind of creature.

Like most Squee, she shares an explosive vulnerability to fire and many of her tools and equipment are themed after birthday parties.

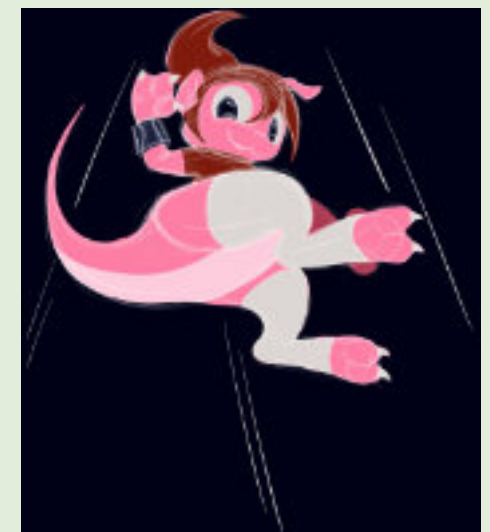
First Post, also known as Pinkie Pinks, is a giant Squee Helibuster who is bubbly, bouncy, friendly, energetic, chatty, and impulsive. Her strong digitigrade legs, round wide belly, and short floppy ears make her look a little rabbit-like and a little dragonsque. Her body is rubbery, springy, and incredibly crush-resistant, with vibrant pink scales and calming blue eyes. She wears a smart-device on her left foreleg with a glowing blue screen, and her tactical vest and gear harness are a bright red that match her red hair. She keeps her red hair tied in a ponytail with a blue scrunchie.

Pinkie is friendly and outgoing, and she loves to chat and make new friends. Her voice is high-pitched and cheerful, and she often makes playful noises while she talks. Her Common speech is toylike and a little cartoonish, but understandable by Squee and non-Squee alike. Her favorite balloon shape is the classic round latex balloon, and she loves to blow them up as big as she can before popping them with her tail or claws. When she's feeling really energetic, she likes to use her powerful tail to ground pound a group of balloons at once.

As Pinkie Pinks walks through town, she can't help but notice a group of children playing with balloons. She happily bounces over to them and starts chatting with them, admiring their balloon creations. They show her how to make a balloon animal, and she giggles with delight as they teach her. After a while, she starts to get a bit antsy and decides to show off some of her own balloon tricks. She pulls out a bright pink balloon and

starts to inflate it. As she blows it up bigger and bigger, the kids watch with excitement. Finally, with a loud POP, the balloon bursts, sending confetti flying everywhere. The kids squeal with delight, and Pinkie Pinks can't help but smile at their happiness.

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Specials:

Pounce and Pin: This move involves First Post jumping and landing on a target, using her weight and sharp claws to hold them down. In hostile combat, this move can be used to immobilize enemies, while in balloon engagement, it can be used to hold balloons in place for her to crush under her body, or to keep balloons in place for decoration purposes.

Hyper Hipdrop: This move is a powerful ground pound that First Post can perform with her huge hind legs. It's strong enough to create small tremors in

the ground, making it useful for defeating enemies or popping balloons.

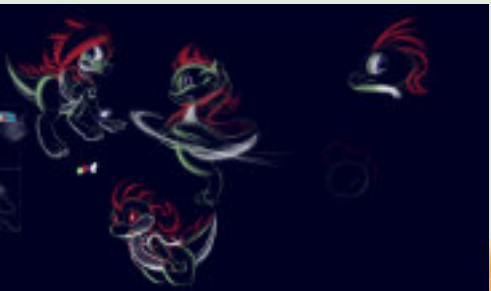
Makes Shells, Throw Shells / Make Friends, Throw Friends: This move involves First Post grabbing an object or creature and using them as a projectile. In hostile combat, she can grab enemies and throw them at other enemies, while in balloon engagement, she can use balloons as her throwing objects. If there is nothing else around to throw, she can produce and throw a Null Shell instead, but it takes more stamina and the time it takes to make the shell means it takes longer before she can throw. When using this move on friendly creatures, they will transform into a bouncing ball and won't be hurt upon impact.

First!: This move is contextual and varies depending on the situation. Essentially, it involves First Post acting quickly and decisively to get ahead of the competition. In hostile combat, this move might involve her getting the jump on an enemy or taking out a group of enemies before they can react. In balloon engagement, it might involve her grabbing a bunch of balloons before anyone else can and using them to create a stunning display.

Part of Cell RGB.

ZBN#008 Abandon Save

ZBN#009 Meta Charset
"Double Yo", "DB"



A rookie Squee Helibuster general service unit currently learning by taking on missions with more experienced Helibuster like First Post as Hard Reset. Cheery and hard to weather, Double is a bit resistant to take on tasks they have little training with, and a bit too quick to assume that tasks they did well in training mean they're perfectly ready to use in practice. Absolutely loves honeydew melon, cantaloupe, and watermelon.

Part of Cell RGB.

ZBN#010 Get Bonus "GB"

A blue Squee Helibuster with a with a snowy white mane. Their tail is long and ends in a brushy tip. The white hair traces along their entire back from the tip of their tail to the top of their head. They have vibrant pink eyes and a study blue armored vest with yellow trim.

He's an adventurous little guy with a zany sensibility and an endless curiosity that leads him to tinker with all sorts of things. While he's inventive and creative, his tendency to present plans that aren't entirely logical sees them working much better when guided by others. Their nickname is spoken as "Jee Bee".

A part of Cell Revelry, cell CYMK.

ZBN#011 Git Commit

ZBN#012 Push Request

ZBN#013 Get Set

Get Bonus's sibling.[TK]

ZBN#014 Concat String "Kay Cat"

Their name is "most likely to accidentally rack up an outrageously large kill count".

Their nickname is "it's okay to pelt your friends with weapons as long as you fix them up afterwards"

... Actually, their name is Concat String. Occasionally going by the moniker KayCat, this Squee Helibuster is as creative and secretive as they are impulsive and violent. They work with Poplab Innovations to create Bustable Decoys, which are meant to startle and blow away hostiles that attack them. They're almost identical to Beast Balloons but without the

ZBN#015 Jagged Vector
"June Venus"

A **Squee Helbuster** tasked with defending the Caramel settlement in the Southeastern quarter of Yozh Hylan. Proposed starting an Air Force for island defense, but a lack of interested people on the island leaves this as more of a dream than a plan. Typically deployed remotely for scouting and rescue missions.

Optimistic and nice, but lecherous and complacent. Adventuresome and knowledgeable, but withdraws from direct conflict and argument when convenient.

Tries to keep her crew safe from their own playful ploys. Loves touching, feeling, and collecting things. Constructs Shell-Drones as a hobby.

Never abandons friends, even the bad ones.

Leader of Cell Revelry in all but name.

ZBN#016 Star Node "Lace Shadowmoon"

Starlace Shadowmoon is a small and short grey furred quadruped with a short brushy pink tail. A trio of bangs hang from her head, covering her right eye. A short and curly ponytail hangs behind her, as pink as her tail and top of her head. Her eyes are large and baby blue. Her ears are large and triangular. She wears pink fingerless gloves on her forepaws, and a warmer pink harness and scarf combo for mounting her weapons and saddle.

Lace adores the fantasy of being a ninja-spy, and as such she has a tendency to try to sneak into places she's not supposed to be, or to hide in places that might be hard to reach. She's developed quite a knack for the getting-in part of sneaking about, but may have trouble getting out. This often leads to her relying on her friends and cohorts to help her out of tight spots.

Despite her apparent idolization of ninjas, she abhors the idea of violence. Her training scores in combat are low not from a lack of skill, but from being fully aware of how much harm she'd be doing to her targets.

Consider part of Cell Revelry.

Species

Squee Helbuster

Gender

Presenting Female

Height / Weight

idk

Body Type

Quadruped

ZBN#017 Backup Tape
"Becky Apples"

Becky craves attention and will quickly take the lead in any situation if given the opportunity. She likes pretending to be a secret agent super spy, but is assigned primarily maintenance, documentation, and scouting work.

Becky is booksmart and of average athleticism but tends to believe her and her allies are far more capable than they actually are. A big dreamer, a charmer, and actively maintains a cutesy persona to those who don't know her. Relies on informed intervention from her allies to route overly-ambitious plans before they take off. Her overconfidence likely be her undoing.

While Becky may superficially share a similar fantasy and combat scores to that of her friend Lace, Becky's much more apt with her athletics and agility than with combat. She isn't afraid to fight or use lethal force. She's just not very good at it, and thus tries to avoid it.

The self-proclaimed leader of Cell Revelry. While she rarely tries to flex this

particular title, it means little as her opinions are valued just as much as everyone else's of Cell Revelry.

ZBN#018 Push Pop "Pierce"

A blue, lizardesque Squee Helibuster with a long and sharp horn and three large pink spikes protruding from the back of their head that curve backwards. Their eyes are gold like the moon, and they were a pink combat harness and battle-saddle.

A restless and fast-moving agent with a fondness for toys and parties greater than many Squee. On weekends, they do part time work for The Party Pen party supply and party planner shop. Their fondness for speed and action makes them excel at courier missions and scouting duties. However, they have a very difficult time speaking to anyone but their closest friends and are often mistaken for mute.

ZBN#019 Stack Smash

ZBN#020 Extend Bounds

ZBN#021 Limit Reach

ZBN#022 Burst Transmission

ZBN#023 Vent Outtake

ZBN#024 Multi User

ZBN#025 Kill Process

ZBN#026 Match Wildcard

ZBN#027 Terminate
Daemon"Warrior"

ZBN#028 Matrix Clock

ZBN#029 Null Reference

ZBN#030 One Pass

ZBN#031 While Standing

ZBN#032 Overclock Remix

ZBN#033 Contact Mic

ZBN#034 Replicator
Automata"Yoshi / Mother"

ZBN#035 Romcheck Fail

ZBN#036 Query Parser

ZBN#037 Sign Bit

ZBN#038 Semantic Check

ZBN#039 Toy Program

ZBN#040 User Space

ZBN#041 Null Void

ZBN#042 Type Check

ZBN#043 Dynamic Cast

ZBN#044 Variable Instance

A bright cyan Squee Helibuster with a particular affinity for all things fae and fairylike. They sport two large iridescent wings, but cannot actually fly.

[Insert a second paragraph here probably.]

ZBN#045 Comma Delimiter

ZBN#046 Graphical Interface

ZBN#047 Command Line

ZBN#048 Double Click

ZBN#049 Unsafe Warning

ZBN#050 Punch Card

ZBN#051 Zedex Fiftyone

Named and themed after Scootles/Zzzzzzx. If something should happen to them, I will retire this character.

ZBN#052 Prototype Theory

Named and themed after Prototype Theta. If something should happen to them, I will retire this character.

ZBN#068 Cutting Edge
"Raven"

Named and themed after Edgy (raven). If something should happen to them, I will retire this character.

Sandy

Species: Hellhound (Fallout Equestria) / Diamond Dog (My Little Pony: Friendship is Magic)

Gender: Female

Body Type: Hellhound / Diamond Dog (Bepidal Canine Humanoid)

Created and designed by Gamma Deekay, as part of his novel **Fallout Equestria: Better Days** inspired by my

fanart of Puppysmiles from Fallout Equestria: Pink Eyes.

Terra Spyke

Terra Raven Spyke is a Cabbit from Terra Australis who relocated to Caliber in the years following Bubble Menace. With a heart full of zest and a spirit that yearns for the peaks, she's become one of Caliber's most recognized rock climbers. However, the mountains aren't the only thing Terra is passionate about. In the quiet moments, between scaling cliffs and challenging terrains, she indulges in stargazing and collecting rare gemstones.

Terra's lively spirit is contagious, and she's often seen teaching others the art of rock climbing, ensuring that her passion lives on in the next generation. When she's not on an adventure, Terra can be found relaxing in Caliber's serene spots, always with a climbing rope coiled nearby, waiting for the next thrilling ascent.

(Very directly inspired by Chu's Rhea Snaketail)

Twist "Jamie" the Rabbit

Species: Rabbit

Gender: Female

Height / Weight: Smol

Body Type: THIGHS LARGER THAN AN ENTIRE PLANET

A fangirl of some fictional cartoon super

villain, she has highly advanced tech hidden in her gloves and shoes that let her manipulate metal and magnets with ease. Not actually very good with robots, but a capable fighter with a deceptive amount of strength in her legs than one would expect from her small stature.

Can often be found helping build homes or moving around heavy items. When she's not reading saucy fanfics or participating in sports that is.

Rumored to wear edible candy clothing. This is almost certainly not true and an easy way to start a shouting match or a fight, depending on the level of insistence. The stretchy translucent fabrics used on parts of the outfit are actually very similar to the elastomers that make up a Squee's body, and are similarly crush and tear resistance and quite easy to clean.

Likes:

- GRAVITY SQUEEZE
- PHOTON ARRAY
- Lemon twist vodka lemonade

Dislikes:

- Butter popcorn
- water
- PLEASE STOP TRYING TO EAT ME AND MY CLOTHES WE ARE NOT FOOD

Videogame

Mechanics

TableTop Mechanics

Character Generation

Combat

Resource Management

Author's Notes
(Behind the Scenes)

Inspirations

Personal Goals

Probably Not Canon

Deliberate Omissions

Other Thoughts



Species: Giant Squirrel

Gender: Female

Height / Weight: 8' 2"

Body Type: Unspecified

Balloon Preference: Red, round, firm, overinflated balloons. Loves to watch others ride, but also likes riding her balloons in private.

Settings Menu: Accessibility Options
-> Give Rhonda a Shirt (Defaults to OFF)

Important Notes

T. T. Stands for ThunderTits, which is her legal surname which she is embarrassed by. She tried abbreviating it to T.T. but that still reads very similar to "tidy" which still embarrasses her. So she tried an alternate nickname of "Rattlesnake". After she found her love of balloons she changed her name to Rubberbreaker to reflect her passion.

About Rhonda T. T. Rubberbreaker

Rhonda Rubberbreaker is a towering and formidable figure. Her powerful build is a testament to her love for balloons, which has fueled her to perfect the art of balloon-making technology. Despite her intimidating size, she is a kind-hearted and cheerful person. She is a giant squirrel, standing at over eight feet tall. Her goldenrod fur glistens in the sunlight, and her fur is thick and fluffy, making her appear even larger. Her long and bushy tail is easily the most impressive feature about her, its bright red color and voluminous fluffiness adding to her already impressive size. Her body is curvy, with thick thighs and a generous chest that she proudly flaunts.

Rhonda's fur is a beautiful goldenrod hue, with a glossy sheen that highlights her toned muscles. Her bright green eyes are always sparkling with joy and mischief, and her long, thick tail is ultra-fluffy, often swishing back and forth with excitement.

She wears a chocolate-colored bow in her hair, which keeps her long red locks out of her eyes. Her signature accessory is her red bowtie and collar, which give her a distinguished and polished look.

In her free time, Rhonda loves to experiment with new balloon shapes and designs, always pushing the limits of what is possible with her balloon-making technology. She takes great pride in her work, and can often be found happily bouncing on her latest creations.

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to T.T. but that still reads very similar to "tidy" which still embarrasses her. So she tried an alternate nickname of "Rattlesnake". After she found her love of balloons she changed her name to Rubberbreaker to reflect her passion.

Rhonda worked in secret with Jam and Pepper to create the first Squee Helibuster: ZBN#001 Last Chance "Forbidden Scalebeast"

A few years later, Jam returned the favor by creating First Post and Hard Reset. They alternate between their combat training and assisting Rhonda with her work at Poplab Innovations.

This has the three living together like a single mother with two quadruped children. While Rhonda's devotion to creating and destroying her playthings made her a particularly quirky person in the eyes of her Helibuster Pseudo-children, they all care for each other deeply.

Rhonda Rubberbreaker is the inadvertent architect of the Bubble Menace, a chaotic period marked by the proliferation of self-producing Beast Balloons that wreaked havoc across the southwestern states of GUNS. Although the balloons were originally a product of her passion for balloon-making technology, their unintended consequences led to widespread damage and a spate of missing persons. Rhonda made attempts to mitigate the disaster and assist those affected but eventually fled to Caliber to escape potential retaliation.

Rhonda's life philosophy centers around choice and authenticity, a creed that comes into conflict with her actions during the Bubble Menace. Although she deeply regrets the incident, she also recognizes that her subsequent journey to Caliber led to positive community shifts, the creation of Squee / Helibuster, and the establishment of Poplab Innovations. Rhonda continues to grapple with the ethical implications of her past while protecting and nurturing the community she helped build in Caliber.

One day, while Rhonda was lost in her thoughts about balloons, Amber Roseyes appeared out of nowhere and teased her about her "intimate" relationship with balloons. Rhonda's cheeks immediately turned a bright shade of red, but she couldn't help but smile at the thought of her beloved balloons. She brushed off the teasing with a laugh and a wave of her hand, pretending to be unfazed, but secretly enjoying the attention.

Specials:

The T.T. Special / The Rubberbreaker Special: Rhonda jumps high into the air and then comes crashing down onto the ground with incredible force, creating a powerful ground pound that can create shockwaves and craters in the ground. However, this move leaves Rhonda somewhat vulnerable and takes a bit of time to recover from, so it's not always the best option in combat.

The Roaring Rattler: This move creates a tightly inflated balloon that is extra durable and makes a stunningly loud noise when burst. Rhonda can use this balloon as a distraction or to disorient her enemies, or she can simply use it to show off her skills as a looner.

The Tail Time Turnabout: Rhonda uses her giant bushy tail to deliver a swift and powerful tail-whip attack. She can keep this move going for quite a while, but she tends to get dizzy if she uses it too much. This move is great for crowd control or for dealing with multiple enemies at once.

The Bouncing Beasterizer: This move summons a giant balloon dog that is loyal to Rhonda. She can ride on its back for faster navigation, or she can dismount and have it pick up objects and bring them to her automatically. The Balloon Beast is incredibly resilient to all types of damage except sharp objects, so Rhonda must be careful when popping balloons in its presence. She doesn't use this move very often, as the balloons required to summon the Balloon Beast are quite expensive.

The Duplica Doppleganger: This move creates a balloon that looks like any creature Rhonda has seen. She can use this balloon to create a decoy or to distract her enemies, or she can simply use it as a fun way to show off her balloon skills. If Rhonda wants, these balloons can even act autonomously and fight back to resist being burst. However, these balloons tend to default to being shaped like monsters and demonic creatures, as Rhonda finds it more fun to pop balloons that are designed to fight back.



Species: Squee Helibuster

Gender: Presenting Feminine

????

Height / Weight: idk

Body Type: Bouncy, Quadruped

Balloon Preference: Anything that moves.

Important Notes

ZBN#007 First Post "Pinkie Pinks"

Crafted by Jam to fulfill a secretive agreement with Rhonda R., Pinks alternates between combat training, working R&D with Poplab Innovations, and living with Rhonda as one of her children. "007 First Post" is the identifier granted to her by Bea, while Pinkie is the name of her counterpart character in the cartoon Squee are inspired by. "Pinks" and "Pink One" are the shortened forms Rhonda and Rez use the most often.

For the most part, Squee/Helibuster favor a community-focused approach to raising their young and training anyone who needs it such that everyone is expected to participate a little bit. But First Post and Hard Reset in particular stayed close in the care of Rhonda from their first-day consciousness and well through most of their education and defense training.

Based on my old Console User Manual stories.

Quirky to the core. FP has incredible luck in combat!

The pin-and-crush set of close-range tactics the Squee Helibusters favor became commonplace not for its efficiency, but for FP popularizing the techniques for sports.

Her name often results in joking remarks about everything she does being the "first time". This joke is repeated so often that many people who haven't known her will in fact assume that she is incredibly at getting things right the first time but not necessarily so much in

followups.

She's much heavier than she looks- She uses this to assist in crushing the things that her relatively dull claws fail to pierce. She loves bright colorful things and parties with friends. She's devoted to whatever job she's assigned to, but will try to inject her own flavor of fun into it every time. She is much more comfortable and playful in the presence of humanoid females or other Squee. This is something that's always been the case for her, but was particularly reinforced by stronger, healthy relationships with female humanoids in her youth than any other kind of creature.

Like most Squee, she shares an explosive vulnerability to fire and many of her tools and equipment are themed after birthday parties.

First Post, also known as Pinkie Pinks, is a giant Squee Helibuster who is bubbly, bouncy, friendly, energetic, chatty, and impulsive. Her strong digitigrade legs, round wide belly, and short floppy ears make her look a little rabbit-like and a little dragonsque. Her body is rubbery, springy, and incredibly crush-resistant, with vibrant pink scales and calming blue eyes. She wears a smart-device on her left foreleg with a glowing blue screen, and her tactical vest and gear harness are a bright red that match her red hair. She keeps her red hair tied in a ponytail with a blue scrunchie.

Pinkie is friendly and outgoing, and she loves to chat and make new friends. Her voice is high-pitched and cheerful, and she often makes playful noises while she talks. Her Common speech is toylike and a little cartoonish, but understandable by Squee and non-Squee alike. Her favorite balloon

shape is the classic round latex balloon, and she loves to blow them up as big as she can before popping them with her tail or claws. When she's feeling really energetic, she likes to use her powerful tail to ground pound a group of balloons at once.

As Pinkie Pinks walks through town, she can't help but notice a group of children playing with balloons. She happily bounces over to them and starts chatting with them, admiring their balloon creations. They show her how to make a balloon animal, and she giggles with delight as they teach her. After a while, she starts to get a bit antsy and decides to show off some of her own balloon tricks. She pulls out a bright pink balloon and starts to inflate it. As she blows it up bigger and bigger, the kids watch with excitement. Finally, with a loud POP, the balloon bursts, sending confetti flying everywhere. The kids squeal with delight, and Pinkie Pinks can't help but smile at their happiness.

Specials:

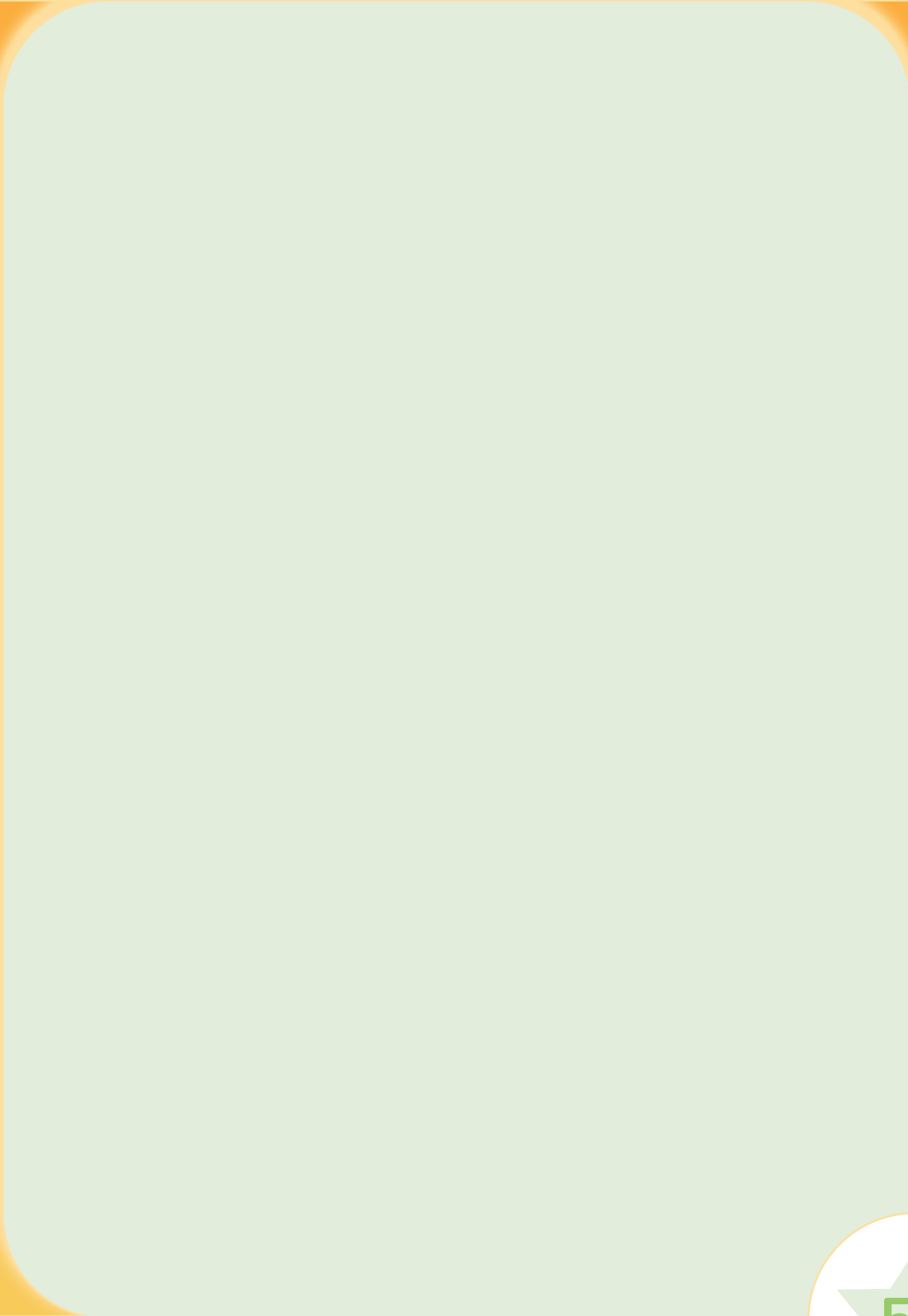
Pounce and Pin: This move involves First Post jumping and landing on a target, using her weight and sharp claws to hold them down. In hostile combat, this move can be used to immobilize enemies, while in balloon engagement, it can be used to hold balloons in place for her to crush under her body, or to keep balloons in place for decoration purposes.

Hyper Hipdrop: This move is a powerful ground pound that First Post can perform with her huge hind legs. It's

strong enough to create small tremors in the ground, making it useful for defeating enemies or popping balloons.

Makes Shells, Throw Shells / Make Friends, Throw Friends: This move involves First Post grabbing an object or creature and using them as a projectile. In hostile combat, she can grab enemies and throw them at other enemies, while in balloon engagement, she can use balloons as her throwing objects. If there is nothing else around to throw, she can produce and throw a Null Shell instead, but it takes more stamina and the time it takes to make the shell means it takes longer before she can throw. When using this move on friendly creatures, they will transform into a bouncing ball and won't be hurt upon impact.

First!: This move is contextual and varies depending on the situation. Essentially, it involves First Post acting quickly and decisively to get ahead of the competition. In hostile combat, this move might involve her getting the jump on an enemy or taking out a group of enemies before they can react. In balloon engagement, it might involve her grabbing a bunch of balloons before anyone else can and using them to create a stunning display.





Species: Human (Anthro Feline via DEARDAV Glamour)

Gender: Non-Binary, Feminine, He/Him/His/They/Them

Height / Weight: idk

Body Type: Soft

Balloon Preference: 24" Round Cantertext Jeweltone

Important Notes

This character probably has the longest legacy of all of the ones I've designed, dating back at least as far back as 2005. This is also probably one of the characters most likely to genuinely trigger someone's traumatic memories, so most of the worst aspects of this characters are probably left implied or ambiguous rather than concrete facts. Not sure. Either way, a notable figure.

Jam (Formerly: Kilo Jean Sabrecat)

Short Summary:

Jam is an individual of sincere passion and complexity, with an affinity for balloons, cartoons, and toymaking. Born intersex and identifying as male, he underwent a transformation for a body with adjustable curves. His unique appearance, secret desires, and criminal activities with Pepper define a life filled with thrill, risk, and authenticity.

Appearance:

Jam's appearance follows a Sunset theme, with orange fur complemented by white countershading, dark purple eyes, and matching long hair with red highlights. He typically dresses in tight and sparkly red beach mini-shorts and a similar red vest that emphasizes his ample bust, adorned with an open orange collar. He also wears a red necklace with small shark teeth and a **spiral sun pendant** similar to a certain videogame console. Despite the common assumption that he is a trans-man mid-transition, Jam consciously avoids associating with LGBTQ+ terminology due to his secret interests and illicit dealings.

Background and Personality:

Formerly a toymaker, Jam's career transitioned into engineering, guided by his love for balloons and cartoons. Connections with industry figures reveal his openness about his balloon fascination. Tech-savvy and adept at illicit negotiations, his underlying interests might lead to legal or violent troubles, yet his sincerity and passion remain true.

Relationship with Pepper:

Jam's relationship with Pepper is multifaceted, bound by shared interests, manipulation, and danger. Pepper's manipulation of Jam's secret desire creates a bond tinged with love, fear, and coercion. Their criminal activities in GUNS and subsequent escape to Caliber intertwine their lives in excitement and peril.

Transformation and Tech Interests:

Jam's transformation, granting him a body with adjustable features, mirrors his unique identity and desires. His genuine love for technology and engineering connects him with various industries, showcasing his ability to create and manipulate new structures and lives.

Crimes and Life in Caliber:

Jam and Pepper's past crimes continue to haunt them, with spies and bounty hunters tracking them. However, their contributions to Caliber grant them a level of protection and acceptance, reflecting their complex standing within the community.

Connections and Relationships:

Rhonda: The unwitting instigator of the Bubble Menace incident in GUNS and later founder of Poplab Innovations in Caliber, Rhonda shares Jam's affinity for balloons. Her Beast Balloons from the Bubble Menace prove Squee to be viable.

Revelromp Dalliance the 2nd: The son of the founder of Dalliance Arms Incorporated, Revel often comes to Jam for personal odd jobs and tech requests.

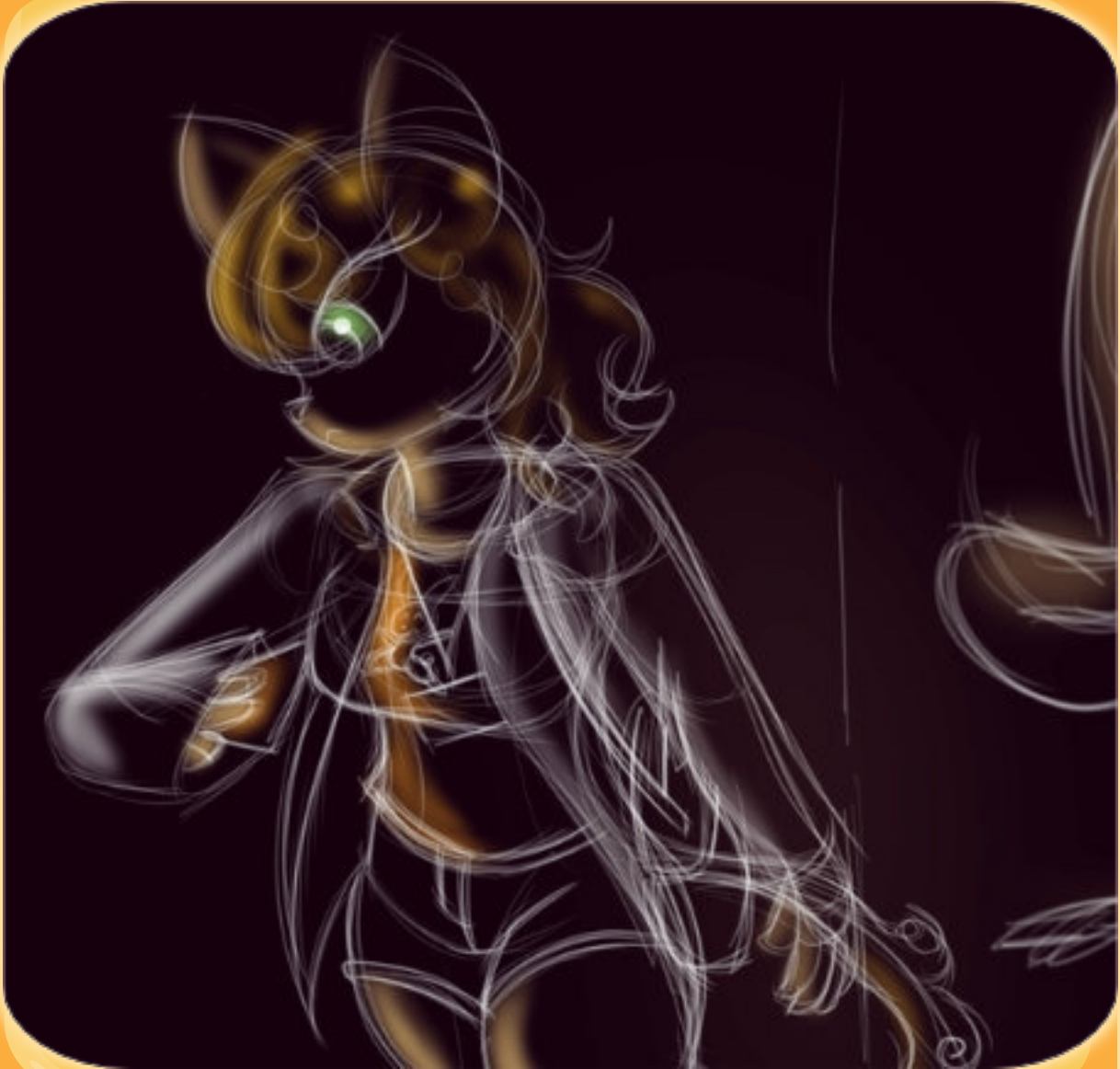
Revel supplies the production of the Microbubbles that Rhonda was researching when making her Beast Balloons.

Luna: Creator of Luna's Balloons, Luna is a wealthy owner of a monopolistic balloon manufacturing company and a former astronomer. Incredibly intelligent but with a speaking impediment, Luna finds Jam creepy but adores the idea of making Emmelpi real and sees potential business opportunities in it. She contributes her blood and DNA to the cause.

Hexy Decimal: The creator of Emmelpi, Hexy Decimal, is not friends with Jam, but as Squee start to become more present around the world, she becomes very familiar with the name and eventually moves to Caliber herself.

Dazzle Flasher: The creator of Punctura, a bubble-making device instrumental in the tech discoveries needed to make Squee, Dazzle sees Jam as a peer in robotics and engineering. However, Dazzle likes bubbles much more than balloons and gets frustrated when the two are conflated.

Theo: A small mouse friend with a romantic interest in Jam, Theo is from a part of Terra Australis where LGBTQ+ sentiments are frowned upon. His confusion over Jam's gender and Pepper's view of him as a plaything for her and Jam to share reflect the intricate and sometimes manipulative nature of their relationships.



Species: Feline (1st Body), Squee (2nd Body), Squee Helbuster (3rd Body)

Gender: Female

Height / Weight: [i should make up some numbers here eventually]

Body Type: Small, round, deceptively powerful

Balloon Preference: Bunny-shaped.

Important Notes

Mia is one of the other characters I originally made sometime around 2005, though the old iteration was a wizard played in the setting of Sabrous MUD.

ANN, REMINDER, REWRITE THIS SHIZ. Either commit to the weird aging thing, or rewrite it to make more sense.

**Pepper Asterisk Rivers
(Formerly: Miauwu Mia
Asterisk)**

New Draft 1:

Mia was born to a fairly wealthy military family. She has a genetic condition that leaves her looking no older than 13, and with a body that will likely fatally strain itself sometime in her 30s.

Because of her condition, she is not considered fit for military service. Since it's the main thing she trained for, she tries to work into a PMC job instead. It doesn't last long, as the appearance of hiring child soldiers destroys the PMC's reputation.

Feeling like her life was stolen from her, she starts to take up high risk behaviors. She exploits her youthful appearance to get her way, and she uses her knowledge of "special interest" individuals to make videos and photos for money, knowing it's potential blackmail material she can use if she needs to.

From her teen years onward, she adores a show called "Emmelpi" about cute cartoon bunnies and their adventures in friendship. She hoards the merch and media based on it. Eventually, an Emmelpi convention at her college has her meet up with a toy maker named Jean (who will later be known as Jam). Jean is clearly sees Mia's youthful look as attractive, and Mia leans into it to get favors and gifts from Jean. Jean offers to pay Mia a questionable amount of money to pop the balloons at the convention, which she impishly accepts. They keep in contact and form a kind of friendship.

Sometime after college and the PMC

fallout, Mia has settled into making videos for her livelihood. This leads to her unintentionally reconnecting with Jean. Recognizing the name, she makes a special video playing into all of his interests, making sure it's just the right blend of cute to fit his taste, but laden with more than enough innuendo and tension to be incriminating if anyone else found he had the video. They agree to meet up again.

Mia reveals the specifics of her condition to Jean. Jean explains that he had been experimenting with the idea of making "real living cartoons" since the Bubble Menace. (BM was an event in GUNS where giant, surprisingly dangerous Beast Balloons flooded many states acting almost like angered wildlife. The balloons were made of microbubble based on a new science discovery, and Dr Metal had already created an autonomous humanoid dragon robot out of the same material to counteract the crisis.)

Jean suggests the same tech to make a living cartoon could probably help Mia overcome her genetic issues. By using a mix of assistance AI, biological components harvested from a kangaroo, similar organic material like blood donated from a friend, and a makeshift lab, they are able to create Ribbons, the very first Squee. However, between the stolen resources to make Ribbons, the ethical code violations of creating a living creature this way, and many legal breeches regarding abuse of Artificial and Alternate Intelligence, Jean and Mia were now wanted people.

Jean's condition starts to degrade again. The duo rush to use more ai plus the knowledge learned with Ribbons to transition her to a new Squee body. Law

enforcement has started to catch up with them, Mia is unconscious and recovering, and Ribbons has a very confused grasp of what is happening. Jean, using his feminine appearance seduces a smuggler named Theo to secure travel off the country. He takes them to Caliber. There, Jean adopts the name Jam, and Mia would later adopt the name Pepper.

Pepper is delighted with her new body, it's just like her favorite bunnies and she loves having bigger thighs than she could ever dream of before, yet she still retains some Childlike charm. However, as time goes on she realizes she can't use any of her old weapons because she's too light and she can't indulge her secret fondness for roller blading because she is struggling to read climate to her new form.

Much later, in response to an attack on the first Squee settlement, the Squee Helibuster variant is made. And soon after, Pepper is transitioned to a Helibuster body so she can fight much more reliably when needed. Her Helibuster body is quite a bit more overtly sexualized with a deliberate pear shape and tight shorts that draw attention to her hips. While there is some element of that to all Squee, Squee were still fundamentally designed after an aesthetic meant to appeal to children. Helibuster were not. At least, not as directly.

Also, Jam is using some of the same tech to make it easier to shift between presenting male or presenting female at will. Both Jam and Pepper will massively extend their lives through this, but neither of them will live forever.

At some point, the two of them "birth" Bea, a special kind of Helibuster that restrains a very humanoid figure quite similar to her mother in her long-lasting look. Bea loves her family, but she does find it uncomfortable how they want to play with her in odd questionable ways. And Bea also has her companion Wifi, a quadruped Helibuster with a machine pumping glowing blue Elasticity Extender through their body. They're constantly got a little bubble of it on their maw.

Ai Draft:

Old Draft:

—

Short summary:

A fickle, manipulative, yet sharp woman from the Grand United Nation of States

She commissioned the creation of Squee as spare bodies to escape the rapid degeneration of her birthbody

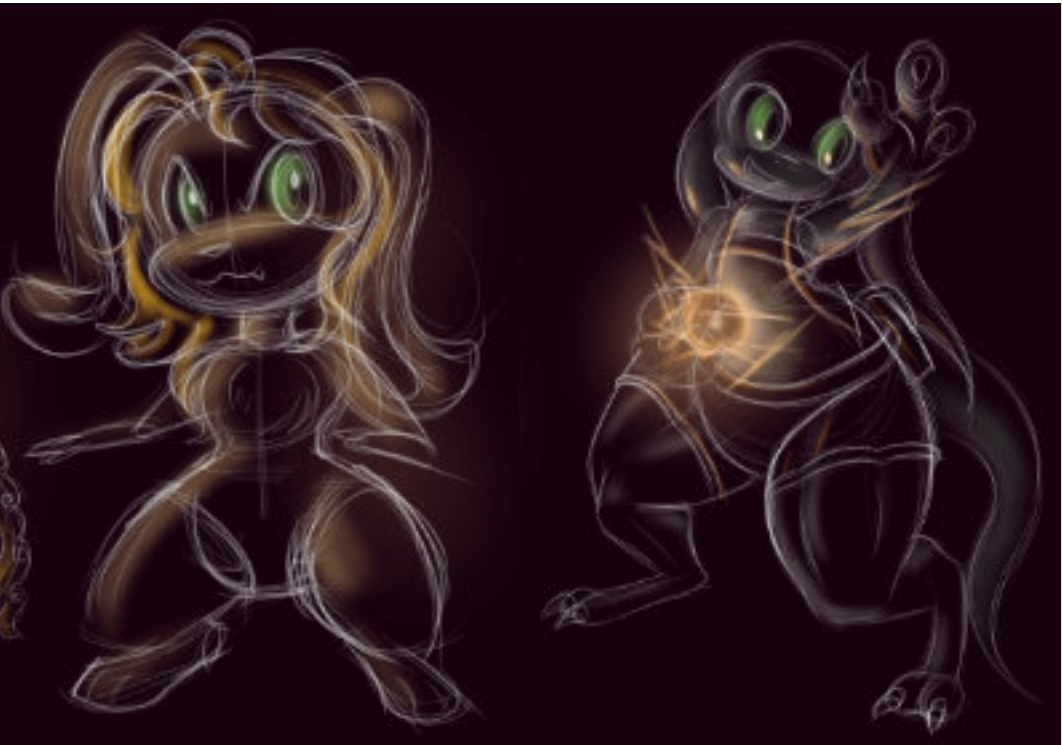
The fraud and trespass committed to fund the project made it necessary for her to be removed from GUNS... which was a transition she was unconscious for.

Pepper's Bodies and the Squee:

Before Pepper was Pepper, she was a human with a feline-based DEARdav (DNA-Embedded AR digital avatar / "Glamour"). Later, as an attempt to escape from the shortcomings of her degenerating body, most of her body was

replaced with parts to give her the likeness of a bunny-like character, like those she adored. Years later, when her interests and goals started to take a more violent trend, her body is retooled again to be more like dragons of fantasy while keeping her favorite aspects of the bunny type look.

By that point she's become very comfortable with the partial dress and gear harness look and is keen on spreading it. Despite all the change, she still identifies herself as a female human.



Unlike her original body, her second and third forms lack human genitalia. It doesn't mean that she can't reproduce, just that the means is a bit different. Ultimately, a critical amount of her body-including her brain- is still as human as it ever was, and will inevitably fail. She is desperate to avoid that fate, but immortality does not exist.

By the same token, the two lines of creatures that came to be based on her likeness also lack those same parts. But unlike Pepper, their minds and bodies are not borrowed from existing humans. They were built from resources around them. And they were taught how to build more of themselves. It is not entirely clear if they would be considered convincing simulations of life, or a new life form, and arguments over that is much more often the root of their social problems moreso than resource competition or reciprocal harm.

Pepper's Cruel Games:

Pepper is the sort of character that plays up the cutesy angle to get what they want, but has a lust for power and destruction. She makes a game of toying with the darkest desires of her friends and encouraging them to drop their inhibitions. She changed their body to be similar to that of a large stuffed animal, much to the delight of their toymaker companion. Despite the large size (8+ feet) the body is light, soft, and agile. This makes it much harder for her to harm others without using additional tools, but still offers more than enough to handle typical tasks, and is fortunately easy to

mend. Occasionally the new ineffectiveness sparks bouts of violent rage.

Memorization of facts, the ability to deceive, and operating machines comes naturally. Empathy and manual physical labor does not.

Pepper and Jam as Selfish Villains:

With Jam adopting a role as a creator-constructing and manipulating new structures and lives for selfish gain, and Pepper adopting a role as a destroyer to prevent resource over-consumption and excessive degradation into depravity, the creator-creation relationship between J&P and all of the living creatures modeled in Pepper's visiage is sometimes assumed to be like mother, father, and child, or like a god and its subjects.

The reality is that the two are simply selfish criminals who overindulge their respective obsessions to mutual benefit. Jam loves to make new things, to iterate, and to see their makings interacted with and enjoyed. Pepper loves to push the limits of the things Jam makes until they break, and to test the limits of her own power. While they both claim intent to leave their world and build a better one, both in reality are just as content to follow along with each-other and enjoy each-other's company. The specific things and beings created and destroyed are almost irrelevant in the relationship between the two.

It doesn't mean that those lives or objects are without value. Just, often

critically overlooked as anything beyond a tool.

After the widespread adoption of Open Synthetic Biology Autonomy Composition Kit and the Semblance of Life Everlasting applications for the ubiquitous nanosystems, complex and heavily penalized regulations for the technology was set into place. The laws for this were not at all standardized between the different countries, and ultimately all of it continued to see wild exploitation.

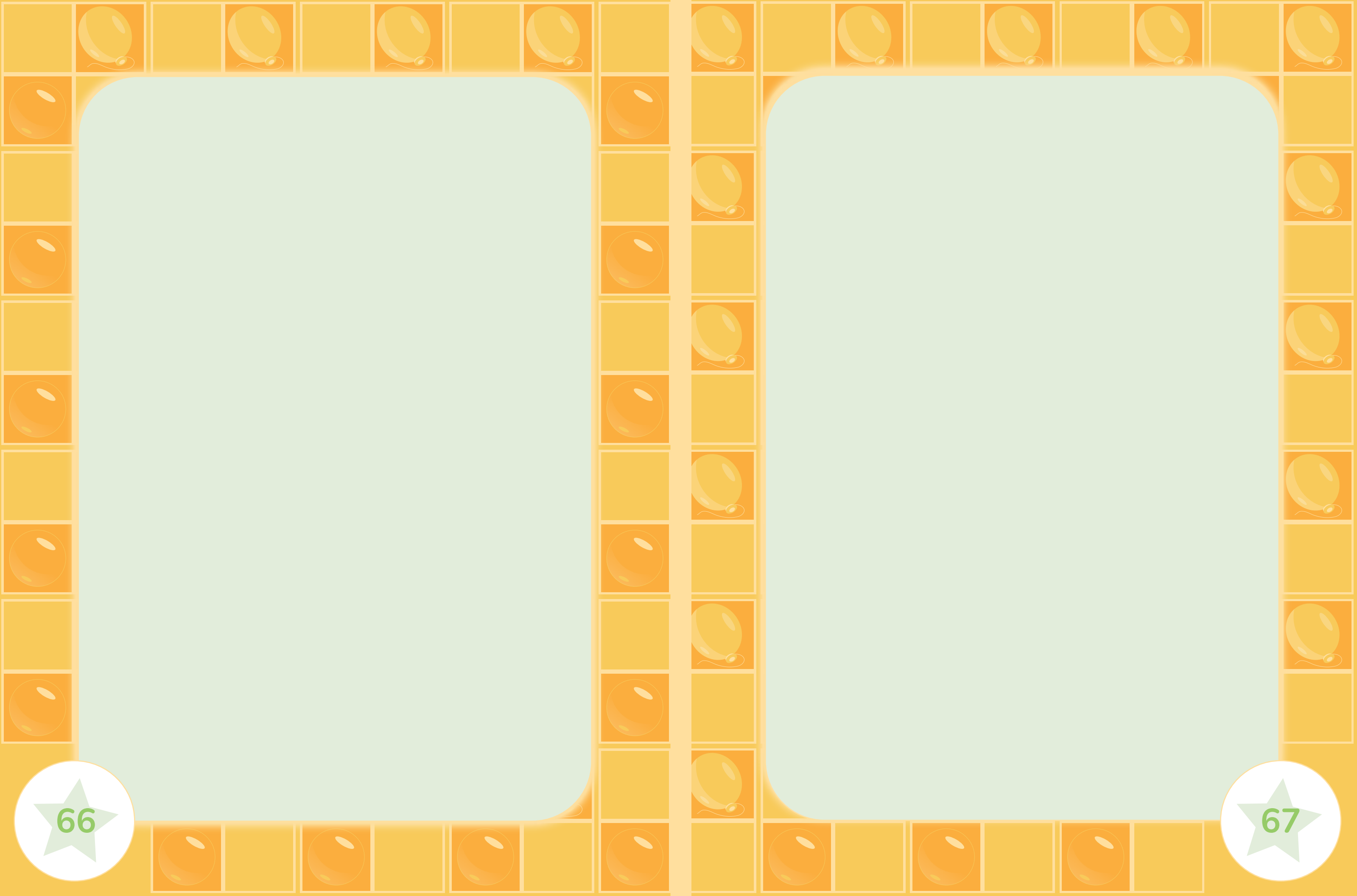
After Jam and Pepper discovered their passion, Pepper decided that if they wanted to have "real" fun, they needed to go somewhere else, make new names, stay as far from their homes as they could. Start over, build what they want. Do what they want. And if they ever get caught, they were as good as dead anyway. So just go nuts, right?

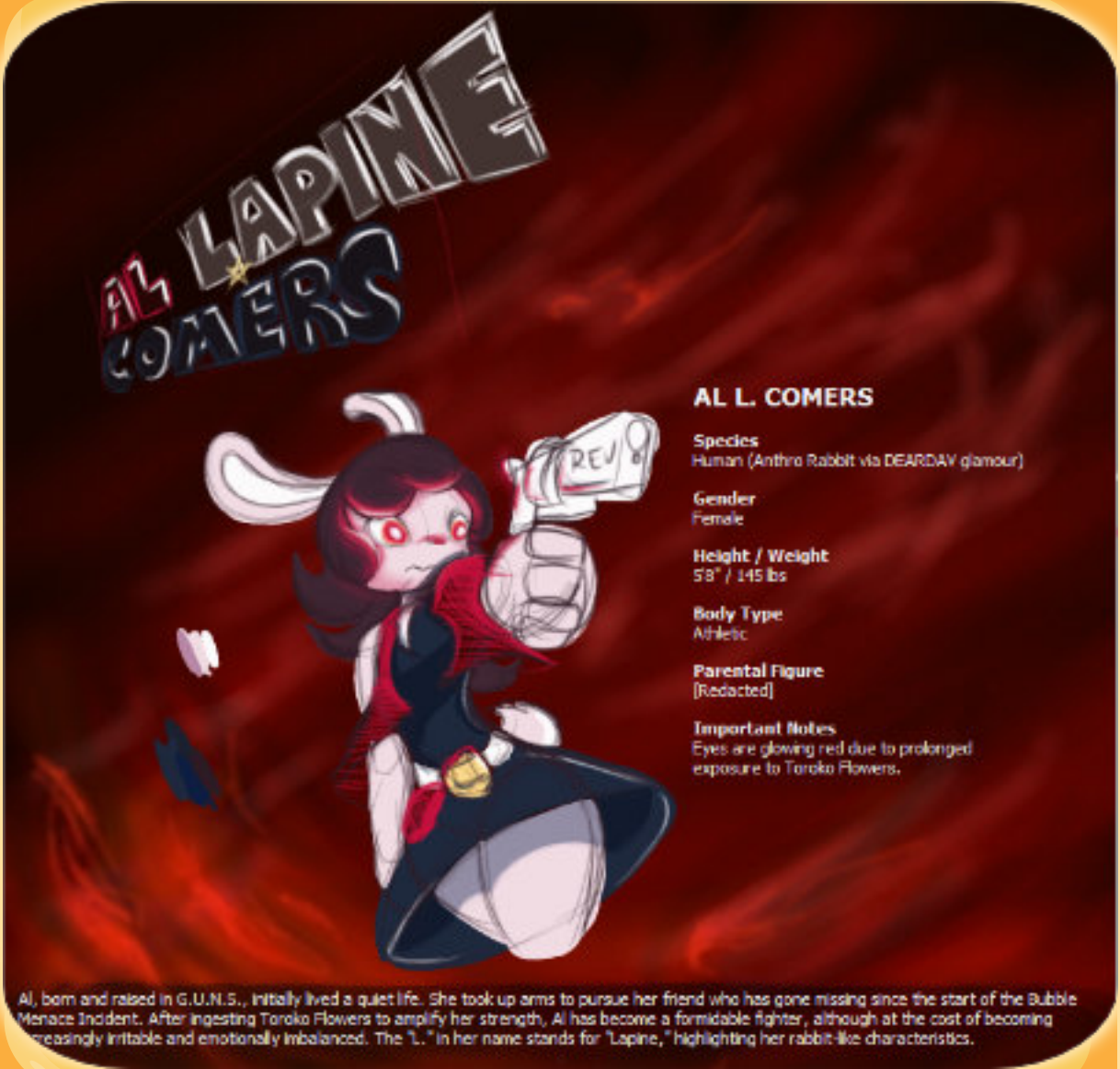
And they were happy together for many many years, until during a routine rampage, Pepper went missing. Jam became obsessed with Pepper to continue the fun times. And in doing so very nearly abandoned their daughter Kim and their large bunny-like "toy" creatures meant for Pepper's attention.

As far as the creatures themselves, some believe that a group seeking change decided to take it upon themselves to defeat Pepper, and therefore have their own everlasting lives. Another belief is that Pepper had finally been found and apprehended by some form of enforcement, to pay for all of the crimes

committee. Or another, more likely option, is that Pepper finally did find a way to create their own ideal world, and simply abandoned their old life, old companions, and old comforts to truly start new, with idealized replicas to replace them with.

Jam and Pepper's use of the new tools is irresponsible, unworldly, and in the pursuit of selfish fun. But they're only two out of an entire populace with access to the same options and more. They are simply not the most dangerous or important thing going on on any given day.





AL L. COMERS

Species
Human (Anthro Rabbit via DEARDAV glamour)

Gender
Female

Height / Weight
5'8" / 145 lbs

Body Type
Athletic

Parental Figure
[Redacted]

Important Notes
Eyes are glowing red due to prolonged exposure to Toroko Flowers.

Al, born and raised in G.U.N.S., initially lived a quiet life. She took up arms to pursue her friend who has gone missing since the start of the Bubble Menace Incident. After ingesting Toroko Flowers to amplify her strength, Al has become a formidable fighter, although at the cost of becoming increasingly irritable and emotionally imbalanced. The "L." in her name stands for "Lapine," highlighting her rabbit-like characteristics.

Species: Human (Anthro Rabbit via DEARDAV Glamour)

Gender: Female

Height / Weight: 5' 8", 145 lbs

Body Type: Athletic

Balloon Preference: Frazzled

Important Notes

Eyes are glowing red due to prolonged exposure to Toroko Flowers. She will become increasingly irritable and self-destructive the longer she goes without renewing her dose. Withdrawal will result in self-destructive effects on the body. It is possible to acclimate to the chemical, but it will take months.

Additional withdrawal symptoms include:

Incomprehensible, impulsive Speech

Unsteady Grip (Can't Reload)

About Al Lapine Comers / Al Colon

Al was born and raised in near the south-west tip of Grand United Nation of States. Al lived a docile, quiet life at home until her friend Rachelmaria went missing a few weeks after the start of the Bubble Menace Incident. She had few friends, and those she had she was clingy to and fiercely protective of. After ingesting Toroko Flowers to amplify her strength, Al has become a formidable fighter at the cost of becoming irritable, rage prone, and emotionally imbalanced.

Her eyes have permanently changed to a glowing red due to the chemical effects of steroid-like Toroko Flowers that were left behind by her parents as part of a "Crisis Kit". Her parents didn't live long enough to explain to her the exact nature of the crisis it was intended for, so she made her own decision.

Disinterested in the broader Bubble Menace incident, Al is on a quest to find her missing friend Rachelmaria. Al puts her quest for her friend above all else.

She prefers to deal with her problems head-on, shooting first and asking questions later. Her main weapon is her Heirloom Revolver, passed down to her from her late mother Dreamer, who in turn got it from Al's grandfather Archer.

In Bubble Menace (RAMP 2023)

In the original iteration of Bubble Menace, Al was simply referred to as "Allcomers". She was able to withstand a maximum of 90 seconds without a refill, and would receive such refills when

arriving at checkpoints marked with large festive banners. She was able to jump, airdash, and use several weapons to dispatch the Beast Balloons (In this case, all modeled after demons from DOOM 1 and DOOM 2).

If you wish to play the original Bubble Menace, it is available as Map# (mapnum) in RAMP 2023:

<https://ramp2023.teamouse.net/guide.php>

In Bubble Menace DX (Tenative)

Very similar to her role in the original version of Bubble Menace, this iteration of Al is more consistent in her goal of persuing her missing friend. Unlikely the previous iteration where running out of time between doses meant taking constant damage, this version of Al heals rapidly when taking damage any time she reloads. However, she cannot reload her weapon after the time has run out until she finds another dose.

In addition, while her mobility has been toned down, her combat aggression has been increased, with the ability to use all of the previous weapons as well as a Blade for meelee that is capable of deflecting enemy projectiles or stray loose objects.

And unlike the previous iteration, she cannot effectively speak to others while in withdrawal. When attempting to make allies, this can be very detrimental, since winning a battle may not mean the outcome of the battle is in the player's favor.



Species: Human (Anthro Rabbit via DEARDAV Glamour)

Gender: Female

Height / Weight: Tall and slender.

Body Type: Slim and Sleek

Balloon Preference: Big and Soft. Doesn't particularly want to interact with them, but wants to have them around as art.

Important Notes

Duis lobortis, quam non volutpat suscipit, magna sem consequat libero, ac hendrerit urna ante id mi. Quisque commodo facilisis tellus. Integer sodales lorem sed nisl. Morbi consectetur mauris quis odio. Ut dolor lorem, viverra vitae, viverra eu, euismod nec, enim. Lorem ipsum dolor sit amet, consectetur adipiscing elit.

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About Rachelmaria Sanchez

Rachelmaria Sanchez is one of the survivors of the Bubble Menace incident, and one of those who experienced the Lun Awakenings during it. Ashamed of her new feelings and impulses, she fled her home for one of the handful of Lun Awakening Retreats. She left without leaving a note or explaining to anyone what she was doing. Al, who was used to seeing Rachel nearly daily, took this as a sign that Rachel was in danger and sought her out.

Tall, slender, and often a bit too confident for her own good, Rachel is a painter, a fashion designer, and a bit of a gossip who likes to chat and flirt with her friends. She's plenty clever and inventive, but not the most deft of paws and certainly not the most athletic person around.

After Al locates her at one of the Lun Awakening Retreats, Rachel is both proud that Al cared enough to come find her, upset that she's put Al into so much danger and indirectly caused her to take on the red flowers, and she deeply misses seeing Al smile, as Al is almost perpetually scowling now.

Like most residents of GUNS, she knows how to operate a handgun and a hunting rifle. She considers herself a terrible shot, and loathes to destroy the art around her.

She absolutely does not understand videogames. At all.

She thinks Al may have romantic interest in her, but she's never really tried to confirm this prior to Al's change, and has been even less keen to ask since.

- **Creative**: Dreams of starting her own animation studio.

- **Disorganized**: Has trouble turning her creative dreams into reality.

- **Reflective**: Enjoys seeing herself in mirrors and videos, especially during intimate moments.

Interests

- **Balloon-Play**: Enjoys playing with balloons, both as a hobby and for personal pleasure.

- **Animation**: Particularly fond of specific characters like Pinkie Pie, Brandy Harrington, Fifi La Fume, and Kablamus.

Fashion Style

- **Undergarments**: Buys elaborate and cute underwear.

- **Clothing**: Tends to wear simple dresses and skirts over her fancy undergarments.

Early Life

Rachel grew up in a small, conservative town where individualism wasn't encouraged. Her family was traditional and didn't understand her burgeoning creative spirit. This made her internal world incredibly rich, as she sought solace in her fantasies and dreams.

Discovery of Interests

1. ****Animation****: Rachel was introduced to the world of animation through Saturday morning cartoons. The lively characters and vivid stories were an escape from her mundane surroundings. Over time, her interest grew, and she started sketching her own characters and imagining her own stories.

2. ****Balloons****: Around the age of 12, she attended a local fair where she was given a colorful balloon animal. This simple act sparked a minor fascination with balloons. Their form, texture, and the sounds they made amused her. Her encounter with the giant Beast Balloons during the Bubble Menace awakened something intense and compulsive within her, making those old feelings of amusement into something much deeper. Ashamed of the sudden change, she sought shelter at one of the secretive Lun Retreats. There, she started collecting balloons of all shapes and sizes.

Higher Education and Career

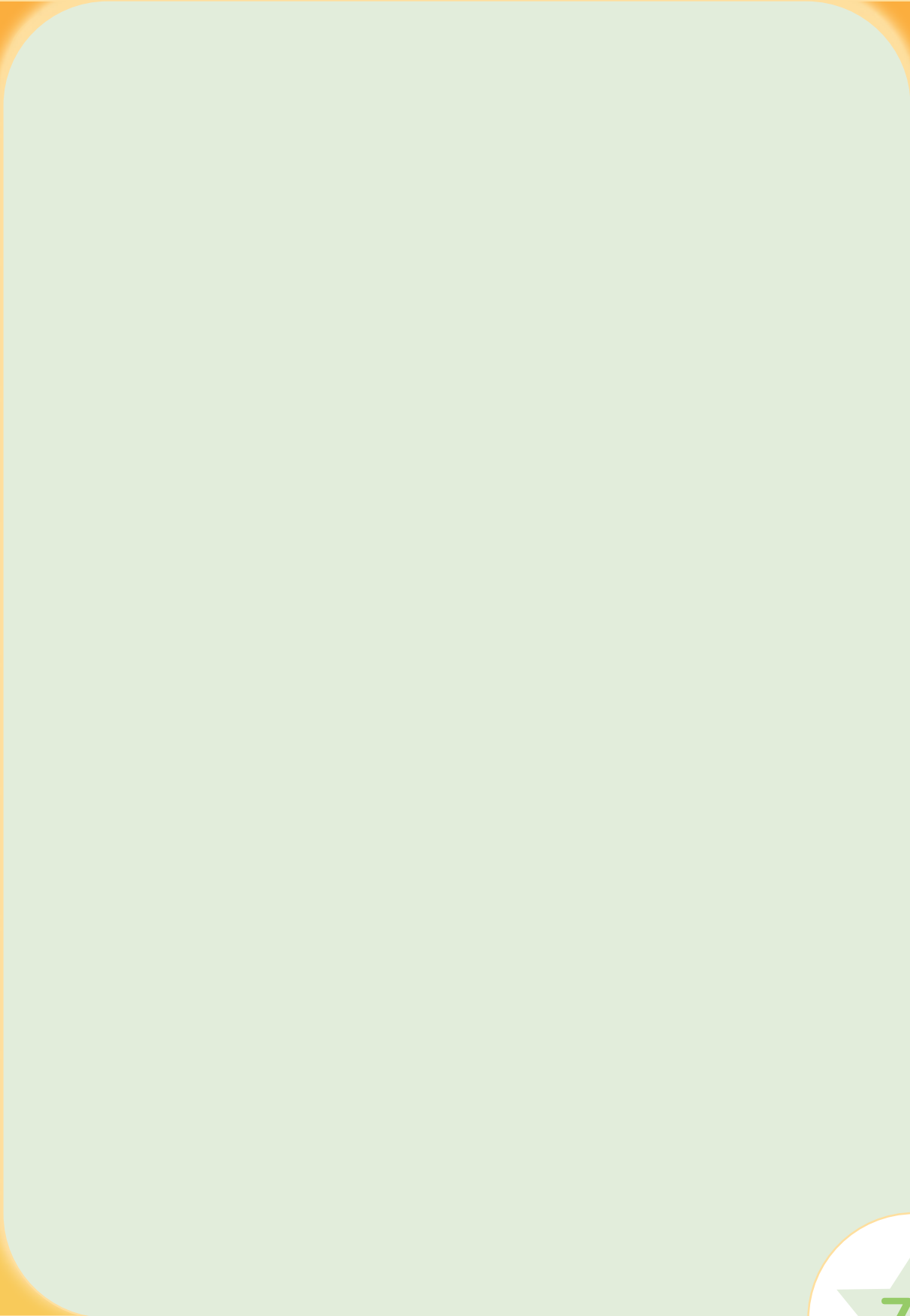
Rachel pursued a degree in animation, which was a struggle both financially and emotionally as she had to move to a city, far from her comfort zone. Unfortunately, her disorganization made it hard for her to maintain consistent grades or complete projects on time. She managed to graduate but couldn't secure a stable job in the animation industry.

Adulthood and Relationships

- After college, shes started to work in

textiles and fashion to pay the bills but continued to engage with her interests in her free time.

- She met Al L. Comers at a local art event. The two hit it off, sharing not just a species but also a love for art and creativity. Rachel appreciated Al's quieter disposition and her lack of pushiness regarding their friendship.





Species: Giant Squirrel

Gender: Female

Height / Weight: 8' 2"

Body Type: Unspecified

Balloon Preference: Red, round, firm, overinflated balloons. Loves to watch others ride, but also likes riding her balloons in private.

Settings Menu: Accessibility Options
-> Give Rhonda a Shirt (Defaults to OFF)

Important Notes

T. T. Stands for ThunderTits, which is her legal surname which she is embarrassed by. She tried abbreviating it to T.T. but that still reads very similar to "tidy" which still embarrasses her. So she tried an alternate nickname of "Rattlesnake". After she found her love of balloons she changed her name to Rubberbreaker to reflect her passion.

Misc Notes

Revising Al's scenario a bit. It'll take a few years for her body to normalize the substance, but eventually she will be able to survive without it.

In the immediate term, after she starts though, she needs more of the chemical constantly. It makes her nearly indestructible because of her fast ability to heal. Initially she needs to refresh it every 30ish seconds, and can't even sleep because of it. Then within a day she's able to go up to 90 seconds without a fresh, her body able to hold more with less averse affects both at its peak and at its least. By the third day she can keep a bit of the flower or alternative in her cheeks to sustain for even longer, which is how she deals with the need to sleep (for at least short periods of time). By the end of the first month she can go a month at a time without a refresh, but it still has particularly noticeable and acute effects on her mood and behavior. That, and with the increased resistance to its effect, she isn't as durable, powerful, or energetic during the long stretch as she is fresh after a refill.

Also, when she's gone too long without a dose, she becomes enraged. She can't hold her Heirloom Revolver steady enough to reload it. She can still fight melee and by deflecting attacks or throwing her enemies and obstacles at each other. But she can hardly speak, sounding incoherent until she gets another dose.

If she goes too long without another dose while enraged, it is assumed she'll tear herself apart. Canonically, this never occurs.

(In gameplay, she has the equivalent of 2 health points, the second of which refills anytime she reloads her weapon. Since she cannot reload when enraged, she is much more at risk when out of time.)

Jam (formerly Kilo)

- **Old:** In his previous incarnation as Kilo, he was warm, friendly, and somewhat dopey. His primary focus was on delivering packages and testing products for toy producers.

- **New:** The warm and friendly nature seems to have carried over into Jam's character. His preoccupation with visual beauty and youth could be seen as a more refined version of Kilo's "toy testing" occupation.

- **Carry-over:** The aspect of Kilo's job that involves testing products for toy producers could be reinterpreted as Jam's innovative approach to microbubble technology.

Bea (formerly Kim)

- **Old:** Kim was Kilo's adopted daughter, warm and friendly but much brighter than her father. She undergoes formal schooling.

- **New:** Bea's relationship with her parents is far more complex, but the essence of being smarter and more formal in her approach to life remains.

- **Carry-over:** Bea's formal schooling could be a focal point in her character development, perhaps even more so given the complex environment she's growing up in.

Luna

- **Old:** Luna was a balloon-loving "Half-Bunni" who was girlish, friendly, and not too bright outside her areas of interest.

- **New:** The character of Luna doesn't seem to have a direct counterpart in the new lore. However, her balloon-loving nature could potentially be integrated into Bea or another character.

- **Carry-over:** The "balloon-loving" aspect could be carried over to Bea's character, enriching her relationship with her parents and adding another layer of complexity.

Wolfe

- **Old:** Wolfe was a rubbery, squeaky creature who was friendly and affectionate.

- **New:** This character's essence might have been carried over into the Squee Helibusters, who are made of

elastic microbubbles and are combat-capable.

- **Carry-over:** The playful and affectionate nature of Wolfe could be a trait found among the Squee or Helibusters.

- **Rhonda T. T. Rubberbreaker:** As the creator of the first Squee Helibuster, Forbidden Scalebeast, Rhonda plays a vital role in the lives of First Post and Hard Reset. Her work at Poplab Innovations and collaboration with Jam and Pepper demonstrates her technical prowess and creativity. Her quirky personality and raging libido add complexity to her character, making her an intriguing figure.

- **First Post "Pinkie Pinks" and Hard Reset "Rez":** These two Squee Helibusters were created by Jam, with Rhonda playing a significant role in their upbringing. Alternating between combat training and assisting Rhonda at Poplab Innovations, they have developed a close bond with her, akin to quadruped children living with a single mother.

- **Forbidden Scalebeast:** While details about Forbidden Scalebeast are not provided, its creation marks the beginning of the Squee Helibuster line and signifies a significant achievement for Rhonda, Jam, and Pepper.

- ****Jam and Pepper:**** Though not elaborated on, their collaboration with Rhonda and the creation of First Post and Hard Reset show their importance in the development of Squee Helibusters.

The living arrangement and the deep care they have for each other provide opportunities for rich storytelling, highlighting their daily interactions, shared experiences, and individual quirks. The familial dynamic, combined with the unique personalities and abilities of each character, adds depth to the narrative and opens up possibilities for exploring themes of family, loyalty, creativity, and personal growth.

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****The Corporate Retreat:** "Utopia Inc."**

- ****Facade:**** Marketed as a luxurious sanctuary, offering state-of-the-art facilities and professional counselors.

- ****Reality:**** A predatory business model. Attendees, upon arrival, are made to sign contracts that put them in debt. They're trapped, faced with the impossible choice of lifelong debt or public exposure.

- ****Endgame:**** Some attendees manage to escape, revealing the retreat's dark secrets and leading to its downfall.

****The Hedonist's Haven:** "Elysium Estates"**

- ****Facade:**** An opulent mansion, funded by a mysterious benefactor. Promises personalized care and understanding.

- ****Reality:**** The wealthy patron has sinister motives, particularly targeting the younger attendees. A few go missing under mysterious circumstances.

- ****Endgame:**** Rumors start circulating about the retreat's dark side. A rescue operation is launched, leading to the exposure of the patron's crimes.

****The Grassroots Refuge:** "Hope's Horizon"**

- ****Facade:**** A community-led initiative, providing a safe space for those affected.

- ****Reality:**** Struggling with limited resources and inexperience. While their intentions are pure, their execution leaves much to be desired. The lack of communication leads to misconceptions about missing individuals.

- ****Endgame:**** With external help and support, the retreat slowly finds its footing, becoming a beacon of hope for many.

****The Secret Kink Bar:** "Lunar Lounge"**

- ****Facade:**** An exclusive, members-only club, hidden from prying eyes.

- ****Reality:**** A place for attendees to indulge their wildest fantasies with Beast Balloons. While consensual, the activities within are deemed obscene by societal standards.

- ****Endgame:**** Continues to operate in the shadows, its existence known only to a select few.

****Character Connections:****

- ****Cora:**** Drawn to "Elysium Estates," she gets entrapped by the hedonistic allure. Her disappearance is noticed, but by the time suspicions arise, she's already deeply entangled. Her eventual escape and return to society as an adult is marked by trauma and a desperate need for genuine connection.

- ****Rachel:**** Joins "Hope's Horizon," seeking understanding and support. The lack of communication leads Al to believe she's missing, prompting her quest.

- ****Al Comers:**** Driven by Rachel's disappearance, she uncovers the truth about the retreats, battling both the physical threats of the Bubble Menace and the moral complexities of the retreats' varied realities.

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I'm deciding to shift from the Scalebeasts terminology to Zephlings. The idea being that the initial Beast

Balloons were made by Rhonda. Those in term were called Zephlings by the states affected by Bubble Menace. In Caliber where the worst effects of Bubble Menace were largely not present, there were instead referred to as Squallkin, the same term Caliberians would use to refer to Squee and Squee Helibuster early after their introduction to the island. It takes some time for Squee to establish their differences and intelligence and autonomy relative to that of the Beast Balloons. But when Squee / Helibuster are acting in a hostile capacity, it is not uncommon for them to be referred to as Zephlings, in a categorical or derogatory sense.