



The following article is currently **NOT APPROVED** for in-character usage.

Neshaten Guide for Creating Characters

This guide will help new and old players in creating a Neshaten characters, whether it's a Shukaren or a My'leke.

If you are having problems understanding something here, then please send a PM to [kyle](#)

Differences between the two main species

Players should be aware that there are differences between the Shukaren and My'leke, one being that the Shukaren are a bipedal race while the My'leke was a quadropedic race. This means the roleplaying style between the two will differ as there are things that the My'leke may have problems doing. So choosing which race you want to play depends purely on what kind of a challenge you want.

Basic details

All Neshaten speak [Tinacen](#), at current they don't know any other language but that.

Players can create either an **adult** or **child** character, please read below what the differences are between the two.

Races

There are two races to the Neshaten, though one race possess two sub-races within.



Important: Make SURE to read the species page!

Shukaren

The Shukaren make up the bulk of the Kingdom, they are the most common and also the easiest of the two to play. The Shukaren are split between the Laibe and Daur, the Laibe resemble full furied Foxes while the Duar are a hybrid of a human and a fox.

Shukaren-Laibe

Shukaren-Laibe are the full fox species that exists within the Shukaren race. They view themselves as superior, they are known for thinking of themselves as better than their altered counterparts, the Shukaren-Duar.

The Liabe are a sub-species of the Shukaren and have the lowest numbers of the race.

[Laibes \(Species\)](#)

Shukaren-Daur

A sub-species of the Shukaren, the Daur are a hybrid between a human and fox. They are known for being curious and always hunting for knowledge, they don't care too much for the tensions or the superiority complex of the Laibe and tend to ignore it for the most part. The Daur actually make up the majority population within the Shukaren race.

[Laibes \(Species\)](#)

My'leke

The My'leke are a four legged sentient species that possess a [Prehensile](#) Tail. My'leke are brave and will never leave the side of a Shukaren, they are honour bound due to past events.

Technology does allow the My'leke to do a lot of the same things a bipedal person can, so they aren't entirely a restrictive race.

[My'leke \(Species\)](#)

Physical Details

The following is a list of physical details that should be looked at, in order to figure out what a character should have.

Shukaren-Laibe

Height

Laibe Adults typically stand between 5'9" and 6'7"

Laibe Children are typically between 3'3" and 5'3"

Weight

Male Laibe weight is between one hundred and one twenty five. Females are in the eighty to ninety range.

Body

They have a fox-full body.

Hands

They have five fingers hands with claws on the tips.

Feet

They have paws with four digits and claws.

Fur coat

Their fur-coat can range in color from orange, yellow, and blue to even black, white, and gold. However, some colors are very rare, while others are not. White and Gold are exceptionally rare colors, while Orange and Yellow are common.

Ears

They have fox-like ears, the color of the inside of the ear is always different from the outside.

Tail

Their colors match the color of their body and can be roughly two-three feet long. The tips of their tails are always different in color.

Shukaren-Duar

Height

Daur Adults are between 4'3" and 5'4" while females are 4'6" to 5'1"

Daur Children vary greatly, from 3'15" to 4'8"

Body

Their bodies are a combination of both a fox and a human, they are two legged, but have some features that speak of their ancestry.

Fur Coat

Because the Daur are not full-body foxes, their fur coat is only a few inches from their body, roughly one to two inches. The color of their coat can be practically anything, from white to black, to red, or even gold. Some rare colors for the Duar is gold and green.

Skin Color

Underneath the fur, most Duar have a white complexion, though some may have a red, blue or light green complexion.

Tail

A Daur's tail is roughly two feet long, sometimes one foot. Their tails tip is shorter than that of the Laibe, but is also a different color. Sometimes, their tails may actually be much shorter, this is **very** rare.

Ears

Daur ears resemble a foxes ears, the inner-fuzz is always different in color than the ear itself.

My'leke

Body Length and Height

Myleke bodies, because they resemble a four legged animal, they are roughly six feet long, this does 'not' include the tail. The max they can grow in height is four feet.

Tails

They have [Prehensile](#) tails, which can grow to anywhere from four to six feet long. Their tails are the same color as the body, the tip is bushy like with an alternate color.

Fur

They have a very dense fur coat, however, they density varies on 'where' they were born. If the My'leke was born in a winter climate, then the coat will be very dense. However, if the My'leke was born in a desert-like climate, then it won't be very dense. The color of the coat is the same color as the skin.

Skin

A My'leke's skin color is rather restrictive, only blue, white, black, and a pale green and light orange are the colors that their skin is - this is the same color as their fur coat.

Eyes

All My'leke are born with heterochromia, meaning both eyes are not the same color, one is one color (such as blue) while the other is another color (such as green)

Ears

Like with the Shukaren, the fuzz inside the ears is a color different from the rest of their body.

Fur along the back

All Myleke have a small rising fan of fur along the back, this fur is flamboyant and thus is a color different from the rest of the body.

Feet

They have four paws, some My'leke may be born with just three claws, but most are born with four.

Psychological Characteristics

Despite being a three species race, the Neshate share a surprising amount of similarities, only the stuff listed here will denote the small number of differences in the species.

Psychological

The Neshaten people, known as the Shukaren-Duar, Laibe, and My'leke, all share the same kind of loyalty to the Kingdom. It is rare to find anyone who is disloyal, and anyone who wishes to betray. This is indirectly caused by both the educational system that Neshaten have, but also, by their closed society.

However, some differences can be seen. Shukaren-Laibe have a strong dislike for the Shukaren-Daur, they view them as being inferior and below them. The Shukaren-duar, on the other hand, don't feel any real hatred toward the Laibe, and generally avoid causing conflict. However, this doesn't mean that a Daur may not feel worried or concerned about the Laibe.

On the other hand, a My'leke treat the Laibe with an air of caution.

In general, however, all three species have a wide range of psychological profiles and can have quirks that may make them act in one way or another. Children exhibit more quirks than an adult, however, this doesn't mean an adult can't have an assortment of quirks that adds to their uniqueness.

Likes

Shukaren-Duar can like anything they want.

Shukaren-Laibe likes many things, but they rarely like the Daur and in some cases even the My'leke.

My'leke can like anything that they desire.

Despite this, it is rare for a Neshaten to like the nation's enemy.

Dislike

Shukaren-Duar can dislike many things, but rarely do they ever dislike a My'leke.

Shukaren-Laibe can dislike many things, but they rarely dislike their own but they do dislike the Daur and the My'leke.

My'leke on the other hand rarely dislike stuff, however, there is always that possibility.

Despite the assortment of dislikes, all species can agree that they'll dislike anyone who attacks them unprovoked or threatens their sovereignty.

Goals

A Neshaten can have any goal they desire, as long as its something they feel they can obtain.

History

Because the Neshaten are a closed society and have never expanded beyond their borders, or meet other races. Their history should consist of both their upbringing, and why they decided to join the Volunteer Military. They also know about the past.

History should also detail their journey through basic training and any struggles they may have encountered. No Neshaten is perfect.

If the character has gone through the Rite of Honour, then that must be detailed precisely in the history of both characters who took part in it.

Factional Details

The Neshaten have both the Volunteer Military and the Youth Division, there is a stark difference between the two. While the Volunteer Military is for adult characters, the youth division is for child characters.

This in short means that the Neshaten allows their children to join the military after they graduate from primary school, the Youth Division is essentially a militia, but characters here are allowed to be deployed on military vessels in order to further thier own experience.

Adult Neshaten are free to serve anywhere they choose as long as the ship isn't full. Child characters must also put in for a request to serve on their chosen ship, but there is a restriction to only one child character per two player characters. This restriction doesn't apply to NPCs.

Adult Characters

Adult characters are unrestricted in what occupation's they can join, it doesn't matter if they are Shukaren or My'leke.

Child Characters

Child Characters are slightly restricted both in occupations and ranking structure. Please refer to the ranking and occupation guide for more details.

It also needs to be noted that a child character's tail size is roughly half a foot to a foot long, depending

on the size of their body.

What 'not' to do with a Neshaten Character

There is really only one thing you shouldn't do with a Neshaten character, if you are unsure about something. **ASK**

New Characters from new players can't create a character who has already gone through the Rite of Honour. However, Veteran players may request this, however there is a cap on how many PC characters can go through a Rite of Honour per year. This cap is just 'one'

For NPC Characters, teh cap is five. However, having a character go through the Rite of Hounour **MUST** have permission of the Faction Manager.

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