



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 character, whether it's a Shukaren or a My'leke.

If you are having problems understanding something here, then please send a PM to [kyle](#) or you can find him on IRC.

## 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.



**Child characters require FM guidance and approval beforehand**

## Naming Convention

The Neshaten have several names they go by, other than their first and last name. The following is the naming setup:

Title - Assigned Name - Honour Name - Last Name - Middle Name - First Name

**Title:** Title is the characters rank in the military or business

**Assigned Name:** Assigned Name is the name of the characters duty station (Ship, station, base)

**Honour Name:** An honour name is a rare, special name given to a character

**Last Name:** A characters last name

**Middle Name:** If a character has one, their middle name

**First Name:** A character first name.

Example:

Q'Abrenal - Sai'hyuma - Trey'nan'ie - Vio'leca - Hui'ye - Cre'baya

This in this example, the naming scheme is a fleet admiral who is incharge of a starship called the Sai'hyuma. She is considered Trey'na'ie, which means 'The Courageous One', her last name is Vio'leca with her middle name being Hui'ya. First name is Cre'baya.

All new characters start out with the last, middle (if they want one), and first name. They do not have a title, assigned, or honour name. Honour names are earned through roleplaying. Title is the characters rank in the military, while the assigned name is given upon assignment to a duty-station.

Neshaten names can be a combination of Russian, Japanese, and Italian or one of the three. A lot of names have an apostrophe located somewhere in the name itself to seperate the two halves of a word, an example is Vio'leca.

## 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 furred Foxes while the Daur 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-Daur.

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

### Weight

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

### Body

They features that match their ancestry

## Hands

They have five fingers hands with claws on the tips.

## Feet

They have paws with four digits and claws.

## Fur coat

Please reference the appearance chart on the species page for details: [Appearance Details](#)

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

### Body

They have some features that speak of their ancestry.

### Fur Coat

Please reference the appearance chart on the species page for details: [Appearance Details](#)

## Skin Color

Underneath the fur, most Daur 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

My'leke 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. Their tail doubles as a biological link, all technology in the Kingdom has linkage points so that a My'leke can operate hardware.

## 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. This includes the toe.

## 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.

## Cultural specifics

The Neshaten people, known as the Shukaren-Daur, Shukaren-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. The Laibe have a strong dislike for the 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.

More cultural information can be found here: [culture](#)

## 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. However, this must be approved by the FM first.

## 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 their 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.

## Occupations

The following is a list of occupations that a Neshaten Character can join in:

Occupation	Short Description	NPC/PC	Location
<a href="#">Marine</a>	Combat Enemies and Repels Boarders	Both	Onboard Starships or Groundside
<a href="#">Aviator</a>	Flies fighters or bombers, and starships	Both	Anywhere
<a href="#">Healer</a>	Treats wounded	Both	Anywhere
<a href="#">Engineer</a>	Performs repairs, maintains starship, repairs and installs technology	Both	Anywhere
<a href="#">Swordmaster</a>	Close Quarters Combat or Bodyguards	Both	Anywhere
<a href="#">Agent*</a>	Intelligence Officer	Both	Anywhere
<b>Officer Level Positions*</b>			
<a href="#">Shipmaster</a>	Captains Starships or Stations	Both	Ships or Stations
<a href="#">Lexicon</a>	Captains XO	Both	Ships or Stations

## Skills

All occupations have set skills that they need, please refer to the occupational pages themselves for these listed skills. On the other hand, all characters regardless of occupation must have the following listed skills:

Skill	Reason
Technology Operation	Required for My'leke due to their biological tail and its ability to control technology
Fighting	The vast majority of all Neshaten are taught how to defend themselves, whether it's with a sword or a rifle
Knowledge	Because of how important history is, but also in order to curb the racial problems that would naturally exist in their culture, all Neshaten are taught about their past and what lead up to them having to colonize a new world.

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