

Character Profile: **Seliy'e of Tol**



Element	Answer
Character archetype	Elemental Psychomagician (Felix Magistrae)
Name	Seliy'e Vora We'a a Tol (Seliy'e of Tol)
Origin/Geographical context	<p>William Gibson said, "The future is here, it's just not evenly distributed." So it goes in the far-off land of Enothia, where only highborn or wealthy felines enjoy access to "real" Magic, the secret locations of ley lines, how Magic <i>actually</i> leaches from them, and how to harness and potentiate it. Most of all, highborn status affords access to the <i>Amythoria</i>, a Magical codex, or record of an endless "debate" between Enothian sages that stretches backward through time past the point of the first Undoing, and forward through time past the next one. In other words, the Amythoria constitutes a constantly tuned record of the evolution and purpose of Enothian Magic, and as such, is kept a tightly-guarded secret. So tightly in fact, that its existence is actually <i>denied</i> by its contributors.</p>

	<p>All cats are Magical to a degree, but most in the low-born strata, even if they somehow realize their potential for cultivation, the best they can hope to achieve is the title of tavern mage or Omnibus Trickster. It is for this reason that magic is derided as a gauche sideshow, not worthy of close examination.</p> <p>This is how the wardens of its Deep Secrets want it.</p> <p>Meanwhile, the Magical future of Enothia is encoded into the eternal now of the Amythoria. Seliy'e, by luck, happened to be born into the litter of its present Keeper, the wise and unfeeling archmage, <i>Orachus</i>.</p>
<p>Age</p>	<p>Thirty-nine in human years, which constitutes young adult status for a Magical Enothian feline who is at one with her powers. Many <i>Felix Magistrae</i> can live to be 150 in H.Y., unless they use the magic for evil purposes. This tends to shorten life.</p> <p><i>Note:</i> Human years are given as a point of comparison only, there are no humans in Enothia.</p> <p>As far as we know.</p>
<p>Gender ID, racial ID, sexual ID, etc</p>	<p>Female.</p>
<p>Role/Job</p>	<p>Seliy'e, assuming she passes her Assessment, will become a <i>Junior Magician Initiate</i>, a feline who has successfully demonstrated knowledge of the <i>Voreath Tetrad</i>, the elemental psychomagic set that acts as the bedrock for all Magic in Enothia (<i>Enothic, air, fire, water</i>). There is no guarantee that anyone who enters the academy will graduate, so graduation is an achievement unto itself. It is NOT however, a guarantee that an initiate has the ability to <i>master</i> the Voreath, which is evidenced by the ability to mix elemental Magic types to achieve ever more synergistic, subtle and powerful</p>

	<p>outcomes—for example, in the case of Enothic+fire—the creation of lava, or in the case of water+fire, the creation of finer and finer grades of steam, which can eventually be used to, say, entice the bashful, yet terrible <i>Epic Shades</i> from the Voyd.</p>
<p>Talents</p>	<p>A true spiritual depth, a deep understanding of the ways of Nature, a holistic view of the world, and the tendency to see oneself as powerful enough to be a Cause, as opposed to an Effect. This is the highborn gift. The other side of this golden <i>K'theri</i> coin is crippling insecurity, also typical of highborn felines, but in Seliye's case, potentiated by her Archmage father's belief that she could not, in a thousand æons, apprehend the Deep Secrets.</p> <p>Which of course, makes her want to pursue them.</p> <p>Seliy'e is gifted with an ability to speak “on the level” with felines of all stripes and all breeds. Many highborn felines do not possess this gift. She got it by spending time with her language teacher Nakitar, having frank exchanges about the needs and desires of those who live snugly behind the high parapets of the Capital. Unlike her friends, and most of the cats she knows, Seliy'e is lucky enough to have a paw set in the wider world.</p> <p><i>Note:</i> Like most of the other animals in Enothia, she speaks on wavelengths that are invisible to Humans.</p>
<p>Weaknesses</p>	<p>In a nutshell, impulsivity, a judgemental nature (she was born into the highest house of feline Magicians, after all), and a restless impatience to go straight from point A to point Q that seems to rob her of the intrinsic joy of the journey and at its worst, create a “means-to-an-end” attitude that can metastasize from carelessness to outright ruthlessness in high-stakes situations.</p> <p>Since her insecurity in her own ability in comparison to her Father and even her fellow initiates causes her to seek forbidden Voyd</p>

	<p>magic which splits reality into a trillion pieces and draws it into her mind...insecurity belongs on this list.</p> <p>Talk about being a Cause as opposed to an Effect!</p>
Goals	<p>To become a powerful mage, master the Voreath Tetrad, and eventually become Archmage of all Enothia, just like her father, his father before him, et al (their lineage stretches back forty-five generations. Which could be a lie). The Archmage secretly has the ear of whatever current ruler sits on the Perch, be it Magistrate or Queen, and is the architect of all Magical defense, vets all Magicians that sit on the Lower and Higher Councils, is guardian and chief contributor of the Amythoria, and is generally speaking, the (unsung) Chief Executive of Magic for all of Enothia.</p> <p>But most of all, Seliy'e wants the Deep Secrets at the heart of the Amathorya. For the simple reason that her father told her that she could not comprehend them.</p>
Secrets	<p>The fact that she was chosen for the Academy based not on her skills, but instead, on the word of her father, whom she begged.</p>
Likes	<p>Likes <i>Nolutta-Jal nut</i> as most Enothian felines do, playing <i>Xriddux</i> (a card game that involves deducing the archetypal shapes hidden underneath the cards) as most <i>well-to-do</i> Enothian felines do, likes deploying her rapier wit in appropriate (and inappropriate) situations, and above all, she likes to shatter others' expectations about what she is capable of.</p>
Dislikes	<p>Bad manners, or anything she deems as a lowborn trait. She'll abide sometimes, but she will generally seethe or judge inwardly.</p> <p>Dogs. She does not like the way dogs drool, or think, or seem to be happy all the time and ingratiate themselves to whom or whatever</p>

	<p>is nearby. It's as if they follow a cult of blind stupidity, and their leader, whoever that is, must be the dumbest one of all.</p> <p>Seliy'e also dislikes being told what to do, eating outside of prescribed times, explaining herself, any creature that "talks too much about mundane things," eating fish after sunset, her younger twin sisters who seem to like nothing more than running around, getting lost, the way Mama has set the bar so pathetically low for them, yet they seem somehow unable to clear it, and how Papa doesn't know, or doesn't want to know, so penetrative his eye seems to be as of late, trained squarely on <i>her</i>, and <i>her</i> actions.</p> <p><i>Hissssss...</i></p>
Treasures	<p>Her Magical wand, her keepsake box, her dark purple Initiate's robe from the Academy, her <i>Shellgate</i> fiction books, her private time when she can practice her spells, turns of phrase, or lithe movements without fear of judgment or interruption, the smell of petrichor after rain, and most of all, her close friendships, even if she believes her best friends are keeping things from her a lot of the time because she believes that they believe she won't be able to "handle" things.</p>
Fears	<p>Fear that her father is right, fear of not fitting in with her friends, or that certain individuals, groups or even the Aun Soph (The Great Unknowable), are "plotting traps" for her will become picayune in comparison to the fear that she will not be able to somehow extract the shattered universe from her mind and put it back together, and as a consequence, has doomed everything she loves to die inside her ego.</p>
Dominant personality traits	<p>Ambition, courage, quick wit, a quest-lover's wanderlust and a healthy desire to test internal and external boundaries.</p>

Recessive personality traits

Insecurity, compassion, an artistic bend, a desire to be wherever she is not. An impatient, excitable constitution unbecoming of a feline of her Station.

Meow.