



SEASON 12: Multiversal

Our Season 12 flash fiction contest features a *character prompt*. We challenge you to take the character of the month — each designed by one of our stellar featured authors — and work it into your story in some way. And by “some way” we’re tapping into the theories of the fictional multiverse. Your interpretation of the character and how you write them to fit our five genres will be unique!

- 🌀 **Do not violate the core traits** listed in the character profile, but everything else is up for grabs. Take the character and make him/her your own.
- 🌀 **The character must *appear* in your story, but does not have to be the protagonist.** They could be a side character, an antagonist, or even just appear as a cameo. But keep in mind that your portrayal of the character does impact our selection of contest winners.
- 🌀 **We need contest submissions for all five Havok genres:** mystery, science fiction, humor, thriller, and fantasy. Ask yourself:
 - In what capacity could this character appear in a mystery story?
 - If they existed in a sci-fi or fantasy universe, what would that look like?
 - In what sort of thriller or suspense plot did they get caught up?
 - What’s the funniest scenario you can imagine for them?

Tip: Mystery, thriller, and humor categories tend to have less competition. Integrating those elements into a science fiction or fantasy story will enable your story to be considered for acceptance by more than one genre team.

🌀 **ATTENTION! NEW DEADLINES:**

Oct 25, 2024 - “Joe Enza” (*publishes in January 2025*)

Nov 15, 2024 - “Kytt Windthorn” (*publishes in February 2025*)

Dec 13, 2024 - “Spark Spaulding” (*publishes in March 2025*)

Jan 17, 2025 - “Zaivar Witz” (*publishes in April 2025*)

Feb 21, 2025 - “Phezznibbet Maplebark” (*publishes in May 2025*)

Always check our [Season Themes page](#) for the latest info!

**SUBMISSION
DEADLINE
OCT 25, 2024**

**STORIES PUBLISH
IN JAN 2025**

KERRY NIETZ'S JOE ENZA

PHYSICAL DESCRIPTION:

Middle-aged; about 5'9" tall; a little paunchy, but by no means overweight. Dark hair that is long around the sides, but bald on top. (Think the comedian Gallagher.) Typically smiles from the side of his mouth.

PERSONALITY / TRAITS:

Neutral good. Excellent problem solver and workaholic. Gets in, gets the job done, and gets out. Honorable, structured, non-aggressive, inquisitive, and driven, but also unintrusive and sly.

CORE VALUES:

Solve the problem, fix the thing, get it done. Here's your bill. Extra charge for stupid people. Has a surprisingly positive attitude despite countless personal setbacks.

DEEPEST DESIRE / MOTIVATION:

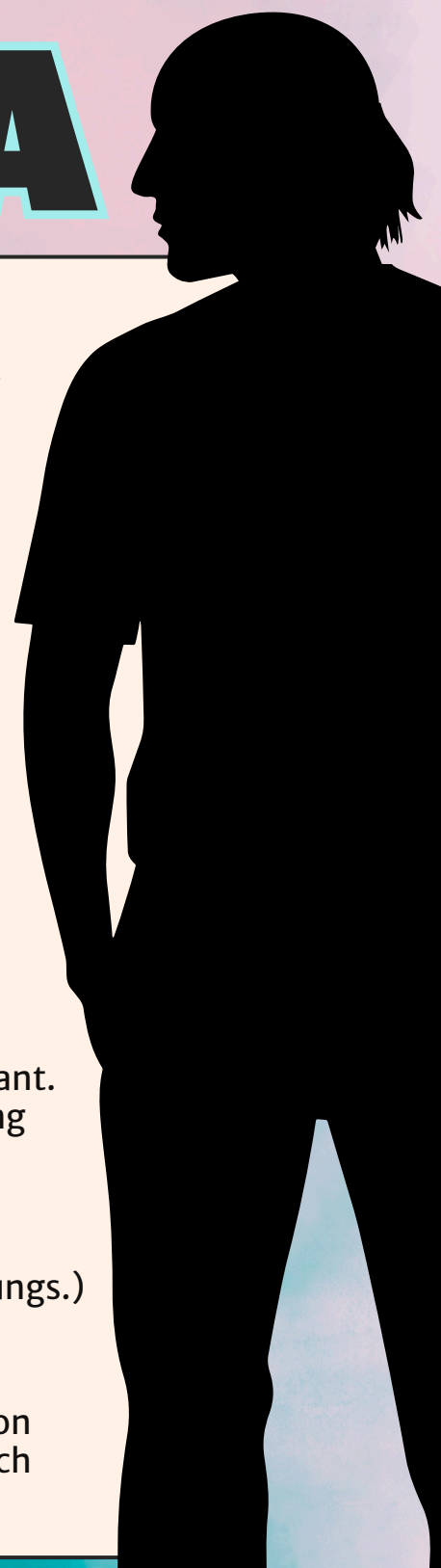
To be seen and appreciated. Also, could use a competent assistant. He's plagued by slackers, bumbler, and malcontents. Interesting aside: nearly half of his problems are caused by mice or birds.

GREATEST WEAKNESS:

Self-image and random ailments. (Once got poison ivy in his lungs.)

WORST HABIT:

Tends to add "and stuff" to the end of sentences. Can go long on storytelling, if prompted. His tales, while interesting, can stretch on for hours.



Joe Enza character copyright © 2024 Kerry Nietz. Kerry is the award-winning author of *A Star Curiously Singing* and other works of speculative fiction. Visit him at nietz.com. This character released with permission to create derivative works for Havok Season 12.

**SUBMISSION
DEADLINE
NOV 15, 2024**

**NADINE
BRANDES'**

**STORIES PUBLISH
IN FEB 2025**

KYTT WINDTHORN



PHYSICAL DESCRIPTION:

Young adult with wavy brown hair past her shoulders. Wears simple round glasses that seem too big for her face, but accentuate the fact her eyes are, subtly, two different colors (one blue and one green.) She tends to smile with lips closed because she's self-conscious about the gap in her front teeth.

PERSONALITY / TRAITS:

Thief with a good heart. She likes to get what she wants and talks herself into thinking it's a need. She also steals for the sake of others—think medicine for the sick, money for the poor, food for the hungry.... She likes to think of herself as a female Robin Hood, but her own thievery for personal gain (usually books, weapons, and sturdy clothing that travels well) makes her half-villain even to the good guys. But it's okay because she doesn't kill. She has morals, thank you very much, and she's not a murderer. She just likes nice things and nice people, okay?

CORE VALUES:

Honor. She may be a thief, but she has honor in how she does it. And she respects others, especially if they have manners.

DEEPEST DESIRE / MOTIVATION:

To earn approval. From the people, from family, from whomever is in her circles. Usually once people get to know her, they tend to back off. No matter how much she tries to please people they don't stick around. What is she doing wrong? Why can't they see that she's doing her best?

GREATEST WEAKNESS:

People-pleasing. Some people refuse to see the good in her and she often goes to great—and dangerous—lengths to prove herself.

WORST HABIT:

Squeamish. Can't stand the sight of blood or vomit or injuries. She also can't kill things. Not even bugs. Not even a spider. Will absolutely refuse to wade through the sewers even if doing so will help her escape from prison. This tends to incapacitate her ability to do what's necessary even in dire situations.

Kytt Windthorn character copyright ©2024 Nadine Brandes. Nadine is the Carol-award winning author of *Wishtress*, *Fawkes*, *Romanov*, and more. Website: nadinebrandes.com. This character released with permission to create derivative works for Havok Season 12.

**SUBMISSION
DEADLINE
DEC 13, 2024**

**STORIES PUBLISH
IN MAR 2025**

BEN WOLF'S

SPARK SPAULDING

PHYSICAL DESCRIPTION:

Lean but muscular, average height. Light-brown hair with a little curl in the front, green eyes. Always wears clothes that make him stand out rather than blend in.

PERSONALITY / TRAITS:

Chaotic neutral, but leaning toward good. He's a roguish fellow who thinks he's hot stuff, and he prides himself on being able to talk, weasel, schmooze, or fight (if it comes to it) his way out of anything. He's pretty selfish in the sense that he'll do just about anything to save his own skin, and he's REALLY good at doing exactly that.

CORE VALUES:

Nothing is more important to Spark than freedom. He wants to live unhindered, without anyone telling him how to do it.

DEEPEST DESIRE / MOTIVATION:

Spark wants to earn enough of a living (however he can) so he can buy his way out of whatever oppressive system he happens to find himself within.

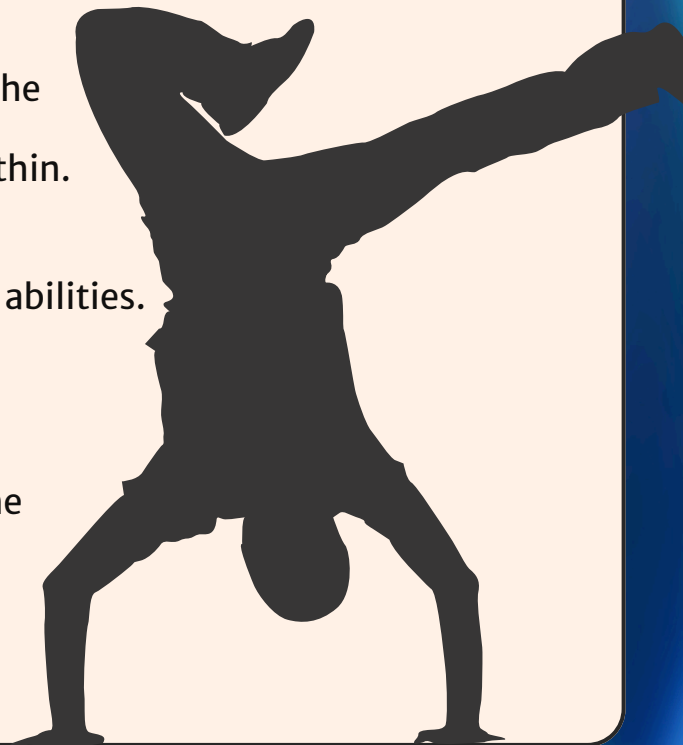
GREATEST WEAKNESS:

Very self-absorbed and overconfident in his own abilities. Also, he hates pickles.

WORST HABIT:

Physically, he chews his fingernails to the point where they sometimes bleed. Personality-wise, he likes to interrupt other people, and generally he thinks his voice is the most important.

**SEE NEXT PAGE FOR SPARK'S
BACKSTORY...**



Spark Spaulding character copyright ©2024 Ben Wolf. Ben has written north of ten books, including an award-winning children's book and an award-winning novel. Website: benwolf.com. This character [released with permission to create derivative works for Havok Season 12.](#)

**SUBMISSION
DEADLINE
DEC 13, 2024**

**STORIES PUBLISH
IN MAR 2025**

BEN WOLF'S

SPARK SPAULDING

BACKSTORY

Spark Spaulding has ventured far and wide, throughout history, time, space, and every possible dimension. It's all thanks to an ancient curse that has him trapped in a sort of karmic perpetual motion—he literally can't stay in any one place more than a little while, or the curse might catch up to him.

You might find him locked in a medieval fantasy dungeon, but he's already worked up a scheme to buy or sneak his way out.

Maybe he's found himself tangled up with steampunk pirates (again), and he's got to help them with one last heist before they cut him loose.

Or maybe he's adrift in a derelict spacecraft floating on solar winds toward an unknown destination. He thinks he's alone on the ship... until he realizes that couldn't be farther from the truth.

What tense and mischievous mayhem will Spark Spaulding get up to this month? Only you, the heroic HAVOK authors, can decide.

Will he be the lovable rogue we all know he can be? Or is he in scoundrel-mode, desperate and willing to do whatever it takes to survive?

THE CHOICE IS YOURS.

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**SUBMISSION
DEADLINE JAN 17, 2025**

**STORIES PUBLISH
IN APR 2025**

JILL WILLIAMSON'S ZAIVAR 'ZAI' WITZ

(sounds like "SIGHvar", like bar)

PHYSICAL DESCRIPTION:

Zaivar stands at just over 5'5", his short build compact but sturdy. His dark, slightly wavy hair falls just past his ears, framing a face that defies easy categorization. His skin is a warm, olive tone, somewhere between golden and bronze, lending him an almost sun-kissed glow regardless of the season. His brown eyes are deep, observant, with a glimmer of mischief, revealing little of his inner thoughts but much of his quick wit. He's not exactly handsome, nor is he considered ugly. He's rather plain, a look which he uses to his advantage.

What makes Zai truly unique is his chameleon-like appearance. With a rich heritage—one quarter Kinsman, one quarter Otherling, one quarter Chuman, and one quarter Poroo—his features carry a subtle amalgamation of his diverse ancestry. His dark hair and eyes along with his warm skin tone could easily be attributed to any number of ethnic backgrounds. His heritage will be hard for people to guess, no matter what world he wanders into.

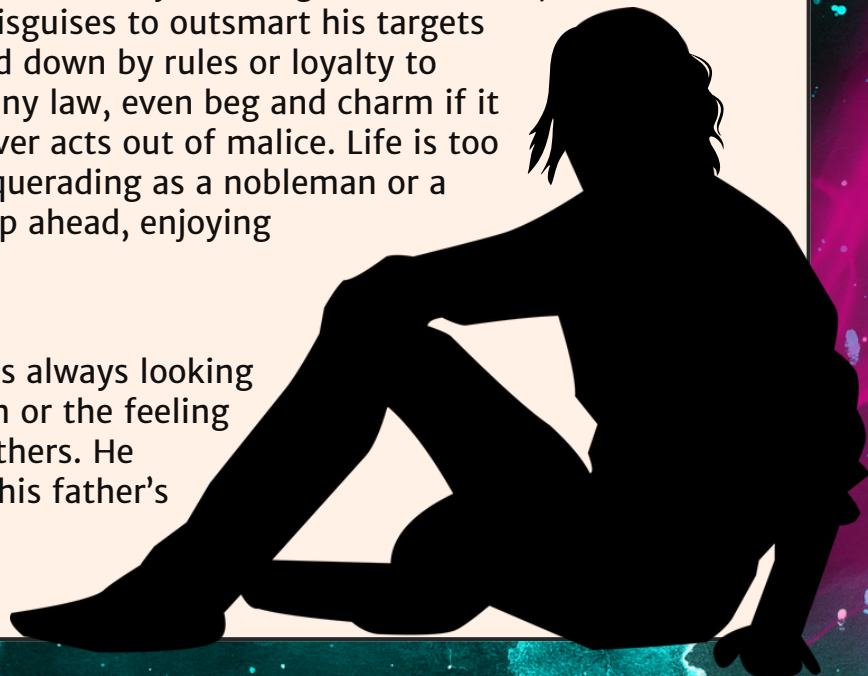
PERSONALITY / TRAITS:

Zai is a free-spirit who thrives on unpredictability and adventure. He's a self-employed warrant chaser, which is the Er'Retian version of a bounty hunter. (Some people call them huntsmen.) Due to his diminutive stature, he takes an unorthodox approach to warrant chasing. His Enneagram 7 personality has him always chasing the next thrill, using his quick wit, charm, and flair for disguises to outsmart his targets rather than overpower them. He's not tied down by rules or loyalty to anyone but himself. He'll bend or break any law, even beg and charm if it gets him closer to his goal, though he never acts out of malice. Life is too short to hold grudges. Whether he's masquerading as a nobleman or a humble merchant, Zai is always a one step ahead, enjoying the game as much as the catch.

CORE VALUES:

Zai's core values are freedom and joy. He's always looking for the next adventure. He hates boredom or the feeling of being trapped. He loves outsmarting others. He likes his independence and often refuses his father's gifts of money.

(CONTINUED ON NEXT PAGE)



Zaivar Witz character copyright ©2024 Jill Williamson. Jill is a chocolate-loving, daydreaming, creator of kingdoms and the award-winning author of several teen novels including *By Darkness Hid* (fantasy) and *Captives* (dystopian). Website: jillwilliamson.com. This character [released with permission to create derivative works for Havok Season 12.](#)

**SUBMISSION
DEADLINE JAN 17, 2025**

**STORIES PUBLISH
IN APR 2025**

JILL WILLIAMSON'S ZAIVAR 'ZAI' WITZ

...CONTINUED...

DEEPEST DESIRE / MOTIVATION:

To be content, satisfied, and self-sufficient. To not need to depend on others.

GREATEST WEAKNESS:

Being trapped or imprisoned. He's also claustrophobic. And he hates pain—is kind of a baby when sick or wounded.

WORST HABIT:

Zai hates negative emotions. He avoids conflict and commitment and has many superficial relationships. He also has an odd quirk of keeping a memento from each of his arrests, which has resulted in a bizarre collection of random objects that clutter his living space.

MAGIC:

Zaivar possesses a minor ability to bloodvoice, which is a form of telepathy. He uses this magic to read the thoughts of those he's tracking, which helps him capture his targets more easily. Although it's frowned upon to invade others' thoughts without revealing oneself, Zai has kept his ability a secret—even from his family. His magic isn't particularly strong. He cannot bloodvoice from a distance and must be within eyesight of anyone he wishes to spy on. He allows everyone to believe that his success as a warrant chaser relies solely on his wit, but in reality, his magic is a significant asset to his achievements.

BACKSTORY:

Zaivar is from the medieval fantasy world of Er'Rets, specifically the capital city of Armonguard. His father is a diplomat, traveling around the nation on behalf of Prince Oren Hadar. Zaivar has one brother named Rynley (Ryn), who was recently promoted to chamberlain to Prince Oren. Ryn offered to get Zai a job in the prince's household, but Zai finds the idea of such day-to-day tasks mundane.

Growing up, Zai craved adventure and excitement but also wanted to make a difference. Becoming a warrant chaser seemed like the perfect way to escape the dullness of everyday life while still doing something meaningful. For him, the constant action, problem-solving, and unpredictability of the job is an antidote to the boredom of his childhood. As a way to poke fun at his serious brother, each time he makes an arrest, he says something like, "This one's for Ryn."

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**SUBMISSION
DEADLINE
FEB 21, 2025**

**STORIES PUBLISH
IN MAY 2025**

REBECCA P. MINOR'S PHEZZNIBBET MAPLEBARK

"PHEZZ" - PHYSICAL DESCRIPTION:

2' 7" tall, red-coated, fluffy-tailed creature who is just shy of middle-aged for his kind. (Picture an oversized red squirrel who operates mostly on his hind legs, unless extreme speed is called for.) He typically wears a soft leather vest of light tan buckskin and a leather and steel helmet with holes for his ears to poke through. He's never seen without a bandolier of knives carved from antler around his chest, but most of the time also carries a bow and quiver of arrows. He has large, expressive brown eyes. A dark scar runs from his right brow across his snout. His smile comes rarely, but conveys heartwarming depth, laced with sorrow, when he offers it.

PERSONALITY / TRAITS:

Lawful good, bearing in mind the law of his kind is "Survive, first and foremost." Phezz is a protector at heart. Belonging to the diminutive race of the Xintixa, he's spent his whole life far too acquainted with the heartless side of the world's larger races. He champions the underdog, but never gives his loyalty blindly. He's seen his share of adventure and has developed a seasoned skepticism of young firebrands who want to change the world. Yet at the same time, he can't help but get sucked into their enthusiasm, having once been one of them.

CORE VALUES:

Stability and respect. Anyone who underestimates him learns quickly a Xintixa's speed isn't to be trifled with, especially after he finds Phezz clinging to his back with a knife at his throat. He'll stand between forces bent on destruction and the common folk of his kind without hesitation.

DEEPEST DESIRE / MOTIVATION:

To set aside derring-do for a quiet life running a treetop inn, if only the threats and dangers of life would stop plaguing him all the darn time.

GREATEST WEAKNESS:

Bullying. He gets himself into scrapes that weren't technically his problem far too often because he can't just walk away. Also cheese.

WORST HABIT:

Making morally complicated situations difficult with his rigidity.

Phezznibbet Maplebark character copyright ©2024 Rebecca P. Minor. Becky is the co-founder of the Realm Makers writing conference and author of the Windrider Saga and Risen Age Archives books series. Website: rebeccapminor.com. This character [released with permission to create derivative works for Havok Season 12](#).