

**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:

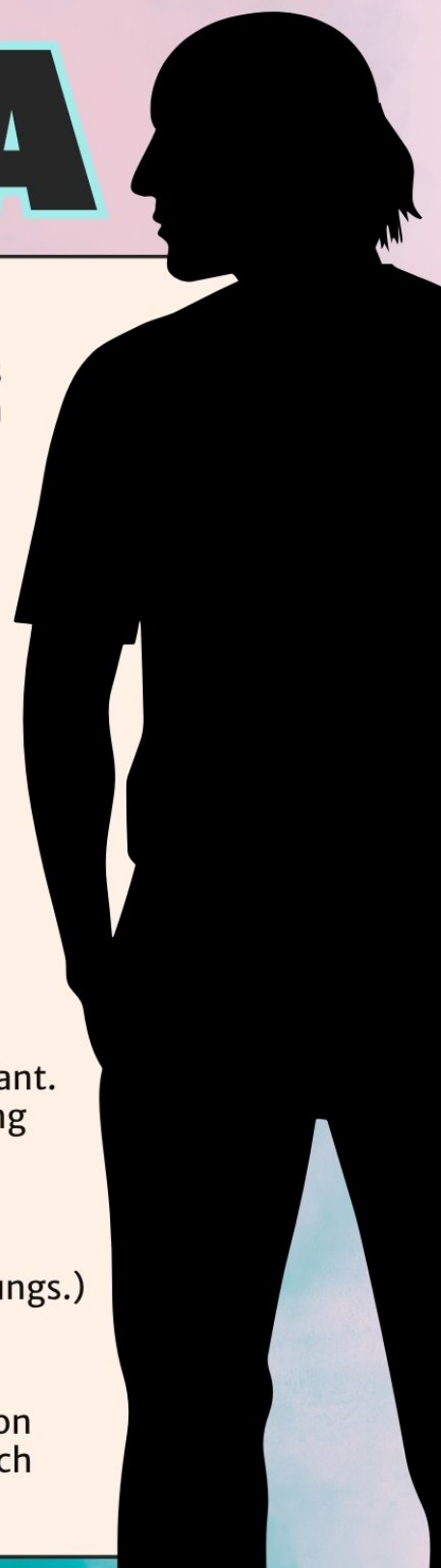
To be seen and appreciated. Also, could use a competent assistant. He's plagued by slackers, bumbler, and malcontents. Interesting aside: nearly half of his problems are caused by mice or birds.

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.

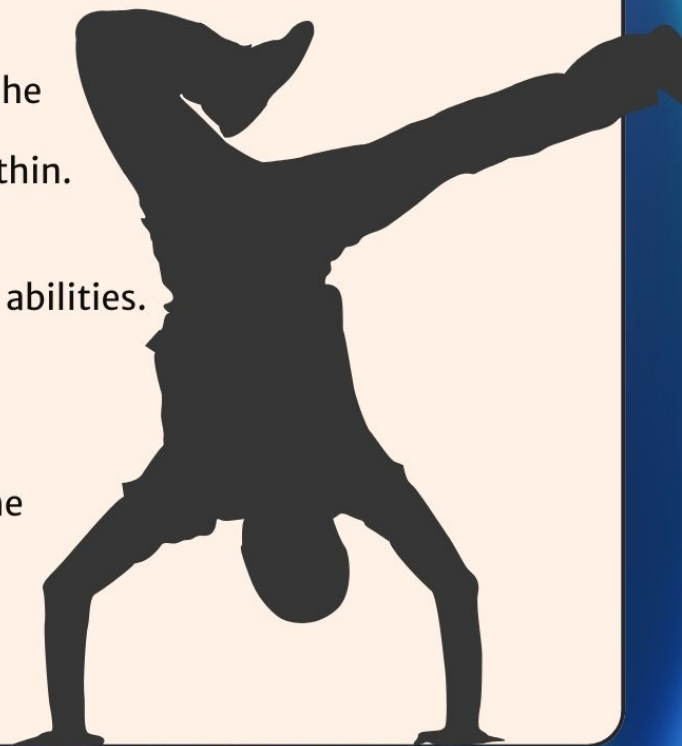
GREATEST WEAKNESS:

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.

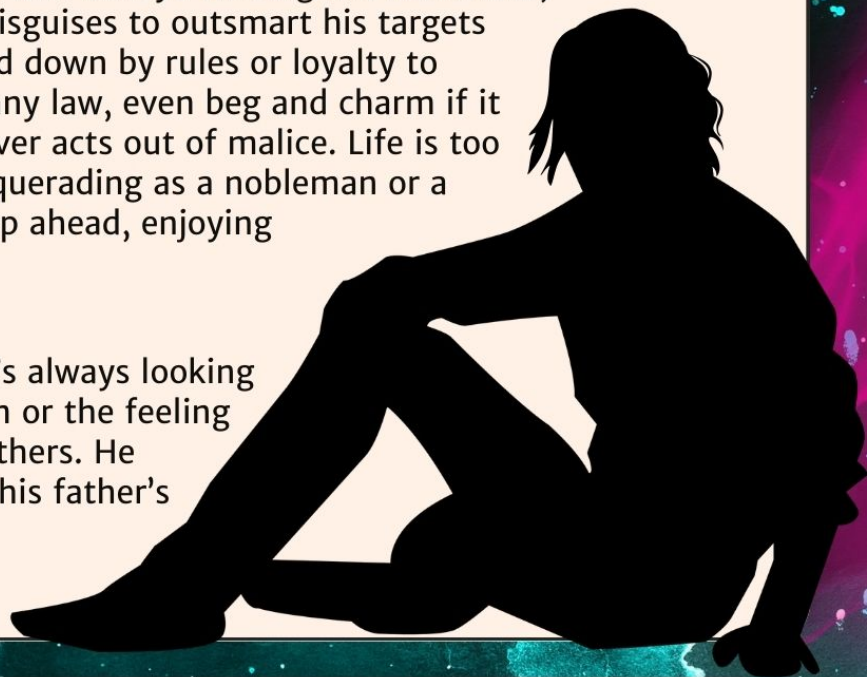
PERSONALITY / TRAITS:

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](#).

**SUBMISSION DEADLINE
MAR 21, 2025**

**STORIES PUBLISH
IN JUNE 2025**

KARA SWANSON'S

ETHEL GRIEVES

PHYSICAL DESCRIPTION:

She's just five feet tall and a little curvy, face sprinkled with freckles and long chestnut hair always braided and tossed over a shoulder. Her green eyes flicker a little gray, hidden behind large, half-inch thick glasses. She's always dressed in dark colors and business attire—a pinstripe vest, a pair of dark slacks, and a heavy coat thrown over the ensemble. She's the type you'd expect to see behind the secretary desk, or with her nose in a book. Walks with a limp, thanks to one leg being longer than the other.

PERSONALITY / TRAITS:

Because of her limp she's easily missed, easily pitied, easily picked on—and easily underestimated. Ethel rarely makes full eye contact but is always taking in her surroundings with an instinct for uncovering a good mystery. She doesn't speak much, but when she does, there's a rasp to her voice and a very methodical way of placing her words. She may keep her head down around those larger and seemingly more important than her—but when she lifts those determined eyes to pierce you, Ethel is able to bring down even the tallest man with just a few cutting words. Because this small woman who no one sees as a threat has a way of finding just the right threads to unravel even the most hardened criminal or politician. After all, she's a Grieves.

CORE VALUES:

She's immensely loyal to her family, particularly her parents. Her three older siblings sometimes speak down to her or ignore her—but underneath, they are also a little terrified of her, and glad that Ethel's attention is trained to aid their criminal dynasty, not to take their places. Ethel believes in logic and strategy. In the psychological rather than getting her hands dirty. Why simply cut a man down when you can make him pay by dismantling everything he's ever cared for?

She thrives on the chase, the mystery. She's become addicted to the feeling of being overlooked and underestimated, only to flip the tables on those who mistreat her. Everyone is a pawn to be maneuvered—even her family, although they are the pawns she is trying to maneuver to end out on top. Even her ragdoll cat, Fresco, can be used to further a ploy on occasion. She's lonely, if she stops to think about it, but doesn't trust others—or herself—enough to ever be that vulnerable. But she does have friends. Very specific friends. People she chose who would never have the chance to betray her. Those she's helped off the streets who owe her. Those who can at least give her a good game of chess when she wants to sit in the park and look busy while staking out her next prey.

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Ethel Grieves character copyright ©2025 Kara Swanson. Kara writes stories about fairy tales and fiery souls. She spent her childhood a little like a Lost Girl, running barefoot through lush green jungles which inspired her award-winning Peter Pan retellings, *Dust* and *Shadow*. Website: karaswanson.com. This character [released with permission to create derivative works for Havok Season 12](#).

**SUBMISSION DEADLINE
MAR 21, 2025**

**STORIES PUBLISH
IN JUNE 2025**

KARA SWANSON'S

ETHEL GRIEVES

...CONTINUED...

BACKSTORY:

Ethel Grieves was born into a longstanding, wealthy crime family, practically a princess of the underbelly. But due to her limp and her bottle-thick glasses, she's often overlooked. She could have spent her life on the outside looking in — but her parents saw her when others didn't. Her mother gave her a notepad that could transcribe Ethel's thoughts with magical ink (or is it cursed? Or is it highly advanced technology?), allowing her to take in the world and file it away for future reference. Ethel's father gave her a special shoe — one that helped with her limp, but also came equipped with various gadgets she could cycle through—for example, if she tapped the toe just so, a knife would appear. The heel? A small device perfect for picking locks. And more...

And so, to the outside world, Ethel seemed like the youngest of a family of power-hungry crime lords, forgotten and left in the corner. But to that family, Ethel was far more: a super spy. An ace up their sleeve. And when the occasion called for it—Ethel could hunt down those threatening their dynasty, slinking into guarded rooms with a flip of a braid and a sad little thu-thump of her limp. Then, she would reveal the information she'd found on them—the dirt, the thread that if tugged just right, could unravel even the most bulletproof politician or dirty cop. Once she'd gotten the leverage she needed, Ethel could discard any witnesses with a quick slash of her boot knife. Because to the outside world, Ethel was the black sheep—but to the Grieves family, she was their queen, quietly crafting a reign of terror from the shadows.

GREATEST WEAKNESS:

Ethel is afraid of being the weak link. Of being caught in an inescapable situation where her family would have to cut ties, leaving her utterly alone. But she's made some peace with that possibility. After all, she'd have no qualms with slipping some poison into a siblings' meal if it meant protecting the family's secrets. It's just a matter of time until someone slips up, and she'll stay three steps ahead to ensure that it's not her.

DEEPEST DESIRE / MOTIVATION:

To feel in control and to feel valuable. After being looked down upon her whole life, Ethel craves that feeling of power too much to ever truly let it go. She's never met someone who didn't befriend her just to use her. She may secretly wish for someone who would choose her, even if she offers them nothing in return, even if she doesn't deserve it. But that kind of sacrificial love is just a fairytale. But maybe one that could prompt her, even once, to choose something other than the feeling of power—to choose to protect someone else. Someone like her, only not as cynical. Someone who still believes in redemption. Or maybe that's just a fairytale too...

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SUBMISSION DEADLINE APR 18, 2025

**STORIES PUBLISH
IN JULY 2025**

GILLIAN BRONTE ADAMS' **MIRIEL TAKKENRIDGE**

BACKSTORY:

She's old enough to be your grandmother, but she was born to save the world, and she did —only, it turned out, it wasn't her world she was meant to save. Disappearing from her home in her teens, she was missing for five years. During those five years she somehow experienced twenty years away from everything and everyone she'd grown up with. Did she go through a portal? Get caught in a virtual reality simulation? Land on an alien planet while a nearby event horizon warped time? That's up to you, Havok authors. Although she's been "home" now for many years since that amazing experience, the draw to help, to fix, to save never quite goes away. After all, what's a Chosen One to do... Retire?

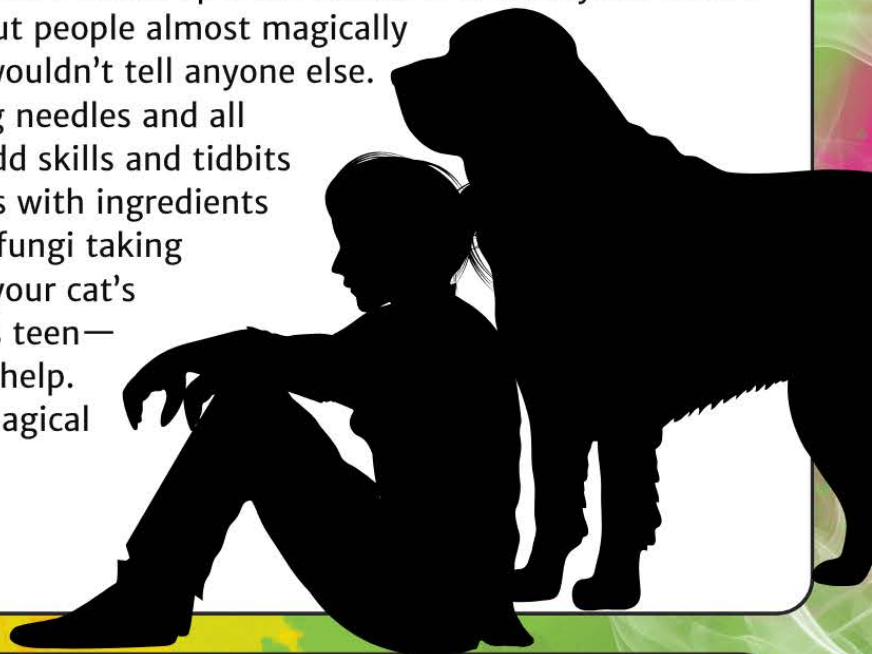
PHYSICAL DESCRIPTION:

She has wispy white hair that gives a sort of gauzy, almost ethereal aura. She is short, but sturdy. Used to rolling up her sleeves and getting things done. She moves with an energy that makes you wonder if she's secretly been training for marathons all her life, or possibly has some fae blood in her. Her ears do look a tad pointy, but that could just be the way her curly hair parts around them. The lines wreathing her gray eyes make her whole face light up when she smiles. She's rarely seen without her enormous Saint Bernard, Matteo.

PERSONALITY / TRAITS:

A born helper, she's warm and friendly. She'll strike up a conversation with anyone even if they clearly don't want to talk at first. But people almost magically find themselves telling her things they wouldn't tell anyone else. She's also madly skilled with her knitting needles and all things sharp, and she's a repository of odd skills and tidbits of knowledge. Whipping up tasty goodies with ingredients you've never heard of, identifying weird fungi taking over your vegetable garden, diagnosing your cat's off appetite, helping with your rebellious teen—if you've got a problem, Miriel is sure to help. Got a bigger problem, particularly of a magical or inexplicable nature? Miriel might just show up at your door!

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Miriel Takkenridge character copyright ©2025 Gillian Bronte Adams. Gillian writes epic fantasy novels that ring with the echoes of eternity, including the award-winning *Of Fire and Ash* and *The Songkeeper Chronicles*. Website: gillianbronteadams.com. This character [released with permission to create derivative works for Havok Season 12](#).

SUBMISSION DEADLINE APR 18, 2025

STORIES PUBLISH
IN JULY 2025

GILLIAN BRONTE ADAMS' MIRIEL TAKKENRIDGE

DEEPEST DESIRE / MOTIVATION:

Being needed gives her a sense of day-to-day purpose, but she secretly hopes that she might do enough to earn the opportunity to return to the world that became her second home.

CORE VALUES:

She was born to help, and she will, no matter the cost to herself. She sees putting others first as the highest ideal, and finds herself baffled, even irritated, when others don't do the same.

GREATEST WEAKNESS:

She cannot simply walk away from a problem. Her compulsion to help borders on obsession, and she struggles with taking no for an answer. She can get into all kinds of trouble when she sees a possible solution and insists on getting involved.

WORST HABIT:

She never believes you if you say you're not hungry. If you go to her house, you can expect to be fed. A lot. Fortunately, her dog likes to park himself beside guests, and she's good at looking the other way when food happens to fall into his mouth. But only if she likes you. If she doesn't, you'll find yourself with five more courses to eat before leaving.

ANIMAL COMPANION:



Matteo sulks if he's not permitted to follow Miriel everywhere. He's a giant, five-year-old, mahogany-and-white Saint Bernard with soulful eyes. Miriel adopted him as a seven months old puppy that outgrew his home. In the winter, he's always sporting some kind of knitted wear made by Miriel—a scarf, doggie sweater, etc.

He's very protective of Miriel, but he's enormous and intimidating enough that he rarely needs to be overtly aggressive. He's a giant, bounding, drooling goofball who can reduce any toy to shreds in a matter of minutes, except for stuffed animals, which he treats with exceptional care, as if they were alive.

He especially loves kittens.



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**SUBMISSION
DEADLINE
MAY 16**

**STORIES PUBLISH IN
AUG 2025**

ALICE

BY LEWIS CARROLL



PHYSICAL DESCRIPTION:

Alice is a lovely young girl with striking blue eyes, fair skin, and shoulder-length blonde hair pulled back with a black ribbon tied in a bow. She often wears a white pinafore apron over her short-sleeved blue Victorian dress, which makes for a great parachute in a pinch. She also wears a white petticoat with matching tights and knee-length pantalets, as well as black Mary Jane shoes.

PERSONALITY / TRAITS:

First and foremost, Alice is a daydreamer. She's curious and imaginative, and she loves reading, but books with pictures are always best. Raised as a proper lady, she maintains her graceful Victorian demeanor and pedantic sensibilities in even the most chaotic and ridiculous situations. This makes her resistant to the unexplainable circumstances that her adventurous spirit gets her into, leaving her looking for the quickest way home before teatime.

CORE VALUES:

Despite the absurdity of rigid social norms, Alice's active imagination drives her to discover the unknown, both within herself and throughout the multiverse. She's not afraid challenging experiences, but she expects reciprocal respect and level-headedness from others.

DEEPEST DESIRE / MOTIVATION:

Desire to understand the universe beyond daily expectations in order to better prepare herself for the challenges of coming adulthood.

GREATEST WEAKNESS:

Unwavering curiosity despite her Victorian sensibilities, often recklessly leading to precarious situations.

BACKSTORY:

Alice's adventures in Wonderland are too numerous and ridiculous to be detailed here, but they include run-ins with a tardy rabbit, a mentally unstable hat maker, an occasionally invisible cat, a hedonistic caterpillar, and a terrifying queen, to name a few.



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**SUBMISSION
DEADLINE
JUN 20, 2025**

**STORIES PUBLISH
IN SEPTEMBER**

J.M. ALLISON'S

HARMONY STAR

PHYSICAL DESCRIPTION:

Long straight blonde hair, blue eyes, age 23, tall willowy figure, wears a lot of orange, teal, and olive green. Loves nature and has a fierce desire to save all animals (no matter the kind—after all, dragons need love too).

PERSONALITY / TRAITS:

She is compassionate and outgoing. Often trusts her instincts and feelings over logic and reason. Always up to try a new activity. Can't say no to helping those in need.

CORE VALUES:

Will fight passionately to rescue any animal or aspect of nature. Believes sing-alongs and music will make everything better.

DEEPEST DESIRE / MOTIVATION:

She dreams of one day opening a nature preserve and animal rehabilitation center.

GREATEST WEAKNESS:

Any creature with sad eyes, or a musical performance.

WORST HABIT:

Suffers from short term memory loss. She will often forget what she is doing part way through the task, or forget what she just said and thus repeats herself. She is also known for randomly pulling out her ukulele and bursting into song.

Harmony Star character copyright © 2025 J.M. Allison. J.M. finds daily adventure in raising four rambunctious younglings, teaching theatre and dance, reading, writing, and choreographing lightsaber fights as a member of StarWars SaberGuild.

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SUBMISSION
DEADLINE JULY 18

STORIES PUBLISH IN
OCT 2025

DORIAN GRAY

BY OSCAR WILDE

PHYSICAL DESCRIPTION:

Dorian is a remarkably handsome and perpetually youthful young man looking to be in his early twenties with flawless features, often compared to a statue made of ivory and rose petals. He has “finely curved scarlet lips,” “frank blue eyes,” and “crisp golden hair,” giving him a soft, angelic appearance... on the outside.

PERSONALITY / TRAITS:

Charming and pure with a simple nature—at least at the beginning. However, these child-like traits of uninhibited openness often lead him to be volatile, selfish, deceitful, manipulative, and even cruel at times in his pursuit of hedonistic fulfilment.

CORE VALUES:

Dorian values beauty for beauty's sake. Whether admiring a rose in a garden or himself in a painting, he is ever searching for self-gratification through the physical form.

DEEPEST DESIRE / MOTIVATION:

Dorian desires to remain forever young and forever happy. He does have a moral compass, but his quest for pleasure and beauty comes first.

GREATEST WEAKNESS:

Vanity and self-superiority. And also his painting. If it were destroyed, all Dorian's past sins would come back on him, destroying his beauty and his immortality.

BACKSTORY:

Dorian's story begins in Victorian England, where his friend Basil Hallward paints a portrait of him to capture his exquisite beauty. A young and wealthy libertine, after seeing the painting Dorian becomes obsessed with his own beauty to the point of selling his soul so his portrait will age instead of him. He uses his newfound immortality to explore all that London has to offer. However, he quickly notices his portrait taking on the physical manifestations of each of his sensual transgressions. Soon, the painting is so hideous that he has to hide it to avoid seeing its decay. Some say that Dorian became so desperate to hide the truth of his painting that he murdered his best friend Basil and stabbed his portrait with the same knife, putting an end to his own eternal life. However, immortality is a hard thing to give up, and there's a lot to enjoy in the farthest reaches of the multiverse.



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**SUBMISSION
DEADLINE
AUG 15, 2025**

**STORIES PUBLISH
IN NOV 2025**

**OLIVIA
GRATEHOUSE'S**

LUKE JAMES (THERRUS)

PHYSICAL DESCRIPTION:

He looks like a man in his mid-twenties, who's just a little taller and more muscular than average. He's completely bald and devoid of hair on any part of his body, with bright golden eyes that are just a little larger than normal, and six fingers on each hand.

At least, that's what his human disguise looks like. Because Luke James is actually an alien in disguise, whose real name is Therrus.

Therrus is a Civaran, a green-skinned, reptilian race of humanoids. They are the only species in the galaxy who have the closest shape and build to humans, so they are frequently employed to take on human disguises in order to study Earth.

Therrus' disguise is based on holographic technology, which projects the image of human skin over his Civaran skin. For some reason, they can't get the hair right, so instead he wears a baseball cap to hide his bald head, and thick rectangular glasses to hide his eyes and lack of eyebrows.

PERSONALITY / TRAITS:

A dreamer and an explorer, Therrus is a bright and eager young man who loves to learn and is VERY enthusiastic about his undercover job on earth. He's positive to the point of being unrealistic, but his optimism is infectious to those around him.

He's part of the Earthan Initiative, a Galactic Union-sanctioned group of scientists and researchers whose primary function is to study pre-space flight worlds that have not yet "joined society."

Therrus has studied earth culture for ten years, but has only been on earth for two months, so he's still pretty naive and hasn't fully learned how to blend in. But he LOVES earth culture and is obsessed with earth scifi media, particularly Star Wars and Star Trek (hence the human disguise name, Luke James).

CORE VALUES:

Chaotic good, Therrus values knowledge above all else. There's only so much one can learn from a spaceship hovering above a planet, so he's excited to learn anything and everything he can about earth culture. He refuses to harm a "primitive" human, even if his life is in danger. Which it would never be, because he absolutely follows the primary rule of Do Not Engage With the Primitive Humans. Absolutely.

SEE NEXT PAGE...

Luke James (aka Therrus) character copyright ©2025 Olivia Gratehouse. Olivia is a homeschool art teacher with too many stories to tell. When she isn't writing, Olivia can be found gaming or creating art with too much color. This character [released with permission to create derivative works for Havok Season 12.](#)

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**OLIVIA
GRATEHOUSE'S**

LUKE JAMES (THERRUS)

...CONTINUED...

DEEPEST DESIRE / MOTIVATION:

He hopes the earth people will hurry up and figure out space travel so they can join the Galactic Union, and he can live out his life on earth as a Civaran ambassador. He dreams of one day exchanging knowledge with humans and sharing more about his own culture.

GREATEST WEAKNESS:

Caffeine is a deadly poison to Civarans, which is annoying since humans are so obsessed with it. He's optimistic to a fault and to the point that other people think he's naive and even disingenuous. Despite his orders to Not Engage with Primitive Humans, he LOVES humans and always goes out of his way to try to talk to and learn from them.

WORST HABIT:

He's supposed to regularly check in with the Earthan Initiative and give reports, but will go weeks on end in radio silence. Extremely messy, his living area is in a constant state of disarray. Loves to try human food but forgets to take his immunity pills and ends up sick for days due to the bacteria. Regularly messes up human words or makes references to scifi movies and shows. (For example: instead of goodbye, he might say "May the force be with you" or "live long and prosper.")

BACKSTORY:

While the Earthan Initiative mostly sticks to space travel, their technology is portal based and can sometimes "take a wrong turn" so to speak. Therrus mainly travels via a "portal hopper," which is a device on his wrist, made to look like a watch. As such, there's been more than one occasion where a portal hop has landed him 500 years in the past, or into an alternate reality. Fortunately, the homing signal in his portal hopper always allows him to get back to the right timeline. Well, almost always.



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SUBMISSION
DEADLINE SEP 19

STORIES PUBLISH IN
DEC 2025

EBENEZER SCROOGE

BY
CHARLES
DICKENS

PHYSICAL DESCRIPTION:

Hard features: a pointed nose, sharp cheekbones, wiry chin. Walks with an old man's stiffened gait. Red eyes red, thin lips often blue with cold. Grating voice. White, frosty hair rimming his head, prominent eyebrows, some facial hair about the chin (you choose the style).

PERSONALITY / TRAITS:

Selfish. A greedy, miserly, joyless workaholic. Unmoved by external appeals. Clever strategist when it comes to making money. Cruel in his complete lack of care for the well-being of others.

CORE VALUES:

Take care of yourself, because nobody else is going to do it.

DEEPEST DESIRE / MOTIVATION:

To build and keep enough wealth to avoid poverty and suffering. But secretly, so secretly that he doesn't admit it even to himself, he is desperately lonely and afraid that it's too late for that to ever change.

GREATEST WEAKNESS:

Blinded by fear of falling into poverty. Unable to see what his obsession is costing him—and others.

BACKSTORY:

As a child, Scrooge wanted to enjoy Christmas as much as anyone. But he was neglected, left at boarding school during the holidays. After suffering from the hardships of poverty, he decided money would solve all his problems. This single-minded pursuit of wealth as protection against suffering caused all other considerations to fall aside. The obsession destroyed his relationship with his fiancée, Belle. He had no compassion on his employees when they were in need. Even his deceased business partner, Bob Marley, warns Scrooge from beyond the dead about the ultimate end of the path he has chosen.

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