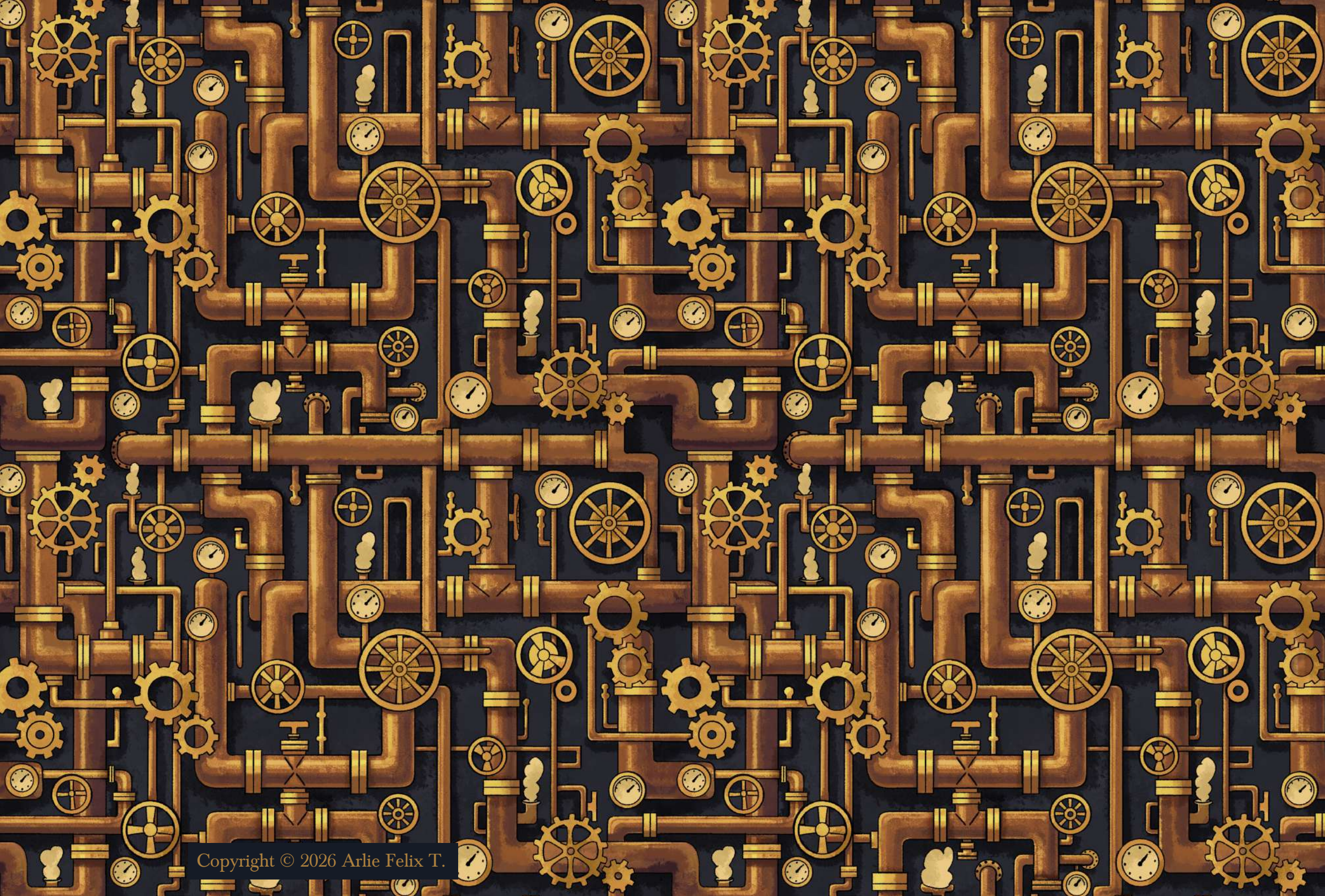


Felinworth

ARLIE FELIX T.



Copyright © 2026 Arlie Felix T.

CONTENTS

Introduction	6
A System of Order	8
Symbols of Felinworth	9
The Genesis of the Zero Tolerance Policy	10
The Bell Collar	12
The Marked	14
Conformists and the Fearful	15
The Singer Drone	16
The Mines and Ravin Town	18
Air Balloons	20
Air Ships	22
Donovan	24
Sparrow	27
Rodney	30

August	32
Gizmo	34
Agnes	36
Edmund	38
Griffin	40
Quill	42
Chester	44
Melibelle	46
Wren	48
Piper	50
Sable	52
Marcel	54
Beneath the Order	57

INTRODUCTION

Felinworth is a story that explores the morality of how society defines and treats those it condemns. Set within a fully realised fictional city called Felinworth, the project uses immersion as a way to step outside of our own reality, allowing the audience to experience these questions from a distance, and, in doing so, reflect more honestly on them.

The audience moves through this world through the eyes of Donovan, a feline who has betrayed the very city he once upheld, witnessing first-hand the consequences of a zero tolerance approach to crime. Through his perspective, the story challenges long held beliefs about justice, responsibility, and punishment.

Rather than offering simple answers, Felinworth invites the viewer to sit with uncertainty. Is a life of crime born from personal choice, or shaped by the structures that surround it? At what point does protection become control, and order become oppression?

This book presents the concepts behind Felinworth: its characters, devices, and narrative. Offering a glimpse into the world and the ideas that drive it. It is both an exploration and an invitation, encouraging readers to step into another perspective, question where responsibility lies, and decide for themselves where the line between justice and injustice falls.



A SYSTEM OF ORDER

In the world of Felinworth, crime is not a matter of degree, it is an absolute. A single offence no matter how small, is enough to define a person criminal for life, reducing every individual to their worst action. There is no distinction between minor wrongdoing and serious harm; both are treated as equal threats to the city. Because the offence is not judged by its severity, but by what it reveals: a willingness to defy the system, and therefore a mind already deemed tainted and unfit. Once labelled, an individual carries that identity permanently, known to all by the bells they are forced to wear.

The city is built upon a rigid functionalist ideology, in which every citizen exists to fulfil a specific role. People are regarded as components within a larger mechanism, each contributing to the forward motion of the whole. Like cogs in a machine, their value lies in their function; if one fails or falls out of alignment, the efficiency of the entire system is compromised. Disruption cannot be tolerated. Criminals are viewed as faults within the system itself. Their existence is instability, a risk that could spread if left unchecked. To preserve the city's perfection of progress, they are ostracised and displayed as living warnings against deviation.

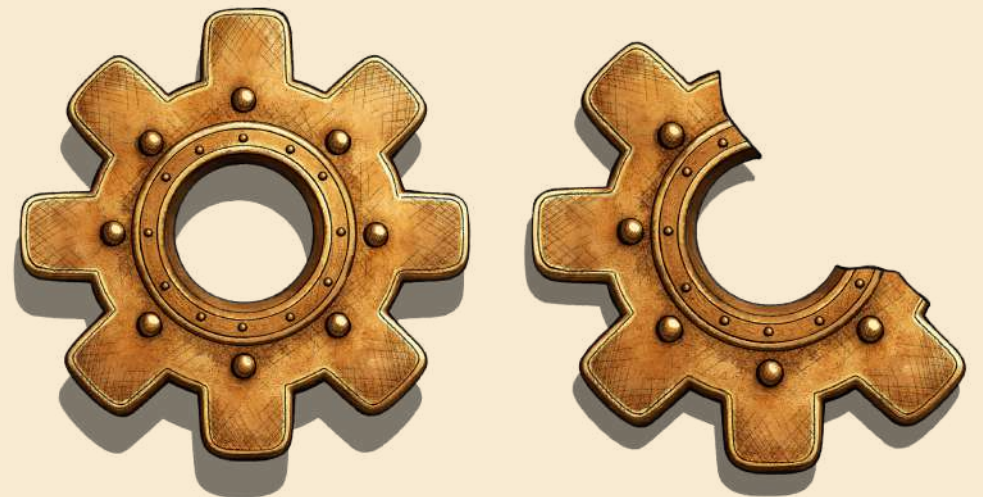
This belief is reinforced from an early age. Citizens are raised on narratives and propaganda that present criminals as dangerous, unpredictable, and morally corrupt. They are socialised to believe that to commit a crime is to betray society, to reject progress, and to fall beneath it. Over time, this ideology becomes instinctive, shaping how people think, react, and judge.

Order is everything. But is this system helping the city, or holding it back?

SYMBOLS OF FELINWORTH

The cog is the central symbol of Felinworth, representing a society designed to function as a unified system. It reflects the expectation that each individual contributes to the stability and progression of the whole. Worn by citizens, it signals alignment with the city's values and an acceptance of one's role within its structure. As both an emblem of participation and approval, it reinforces a culture built on order, cooperation, and collective responsibility.

The half cog denotes criminality and disobedience, worn by those who go against the system. It often appears in state propaganda to present these individuals as unstable and a threat to public order. As a symbol of rebellion, it carries strong negative meaning and is highly regulated. Its use is tightly controlled and rarely seen in public spaces outside of education, to prevent it from fostering unrest.



THE GENESIS OF THE ZERO TOLERANCE POLICY

Before Felinworth's towers rose and its systems took hold, the city-state existed in a far more fragile form. After a devastating war over land, its people were defeated and driven beyond the surrounding mountains into an unforgiving landscape with little shelter, scarce resources, and little infrastructure. What followed was collapse. With resources scarce, crime became less a choice and more an instinct to survive. Theft, violence, and organised groups emerged rapidly out of necessity. Lawlessness spread through every layer of society, trust between citizens eroded, and fear became a constant presence. Communities fractured. Order dissolved. Felinworth was no longer a society, it was a population in decline. It was during this period of instability that a new figure emerged, Dr. Veridian.

Dr. Veridian proposed a solution. Her vision was uncompromising, a society rebuilt through absolute order. Her policy was simple in principle, she proposed zero tolerance for all forms of criminal behaviour, regardless of scale, in order to rebuild trust. In her view, progress and survival depended on total control, efficiency, and unity. At first, her ideas were met with resistance. Many feared that eliminating even minor wrongdoing would strip away the flexibility needed to survive. But as conditions worsened, and a brutal winter left countless dead, public sentiment began to shift. Faced with the choice between disorder and control, the people chose control.

Dr. Veridian was elected with overwhelming support. Upon taking leadership, she enacted the Zero Tolerance Policy in full. The laws were clear and absolute: any infraction, no matter how minor, would be met

with severe and immediate consequence. Theft, violence, and even the smallest breaches of conduct were no longer tolerated. To enforce this, she established a dedicated enforcement body to ensure that no act went unseen. It was during this time that one of Felinworth's most defining symbols was created, the bell collar.

Alongside enforcement, Dr. Veridian reinvented the city's values, entirely focused on progress and reconstruction. Education became a central pillar, ensuring that every citizen was socialised against crime. She made sure everyone understood the laws, the expectations placed upon them, and the consequences of failure. Messaging was consistent and unavoidable. Progress became the unifying ideal, something every citizen was expected to contribute toward, not just for personal success, but for the survival of the city as a whole. The results were immediate. Within a matter of years, crime rates fell to near zero. The streets became safe and controlled. For the first time since the war, citizens could live without fear. Industry began to grow. With the focus on progress, infrastructure developed rapidly. Felinworth transformed from a fractured population into a functioning city.

Over time, this transformation became its identity. Felinworth came to be known as a model of order and progress, a society that had overcome collapse through absolute control and collective purpose. Dr. Veridian's legacy endured in the systems she created and the mindset she instilled: that progress must be protected at all costs, and that failure to do so would risk everything being lost again. This belief became so deeply embedded that it was no longer questioned, only upheld, forming the foundation of every law and institution in the city.

Felinworth's history is a warning to all who live there, and the Zero Tolerance Policy remains its solution.

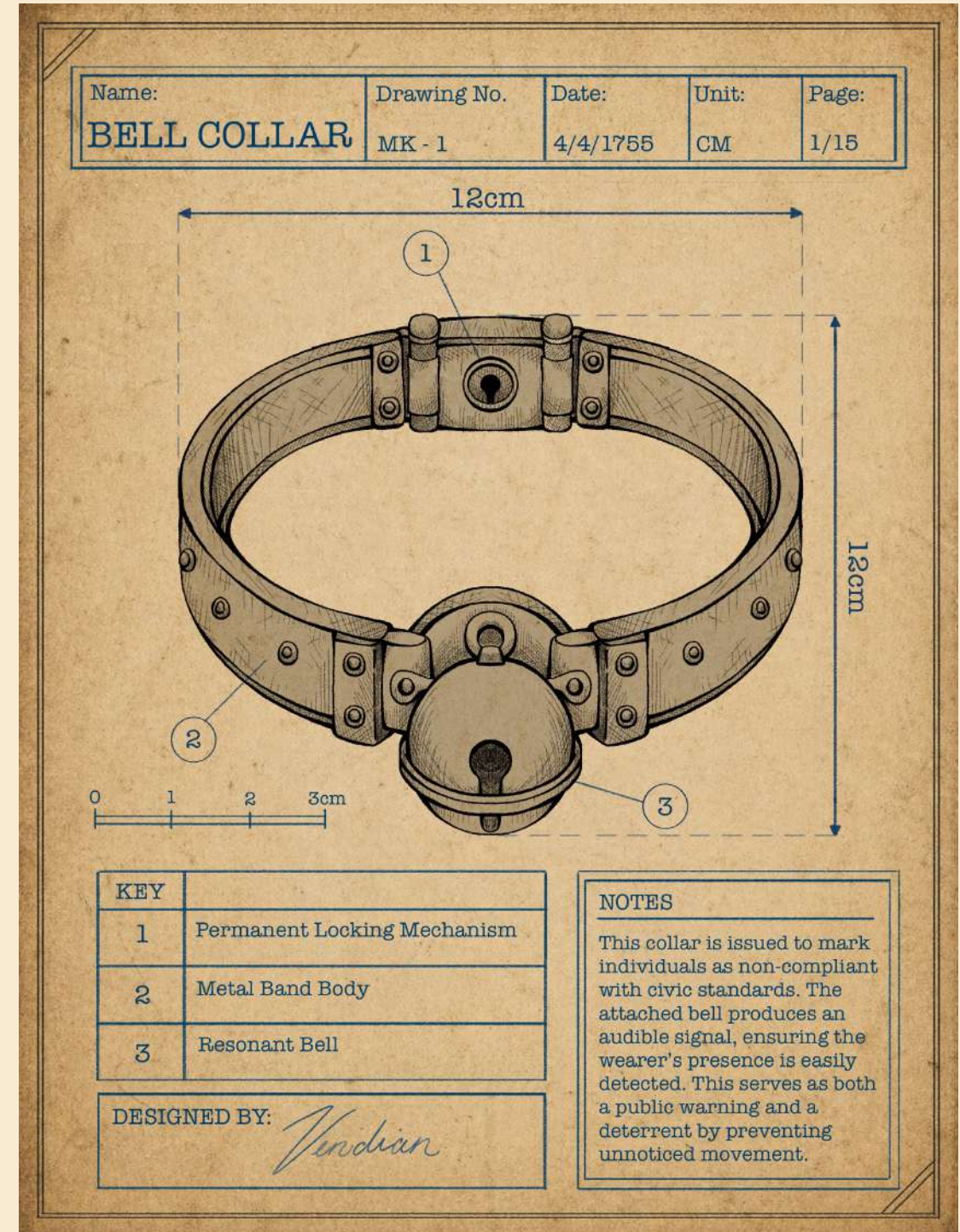
THE BELL COLLAR

Bell collars are metal restraints designed to encircle the neck of an individual identified as a criminal. Once applied, they are permanently locked in place by a mechanism that cannot be opened or removed. Installed by enforcers following conviction or confirmed criminal behaviour, the collar functions as both a physical restraint and a permanent public marker of status.

First introduced by Felinworth's revolutionary leader, Dr. Veridian, they were developed as part of the system designed to enforce order and eliminate crime. The collar acts as a visible classification, designating the wearer as a failed product of socialisation and an individual who has deviated from the standards required of a functioning citizen.

Its purpose is identification, punishment and deterrence. The design reflects Veridian's belief that punishment must be both constant and unmistakable. Each collar is fitted with a small brass bell that rings with every movement, ensuring the wearer can be heard before they are seen. In doing so, their presence is announced to others, leaving no ambiguity as to how they are to be treated.

Beyond its function in public, the collar also operates as a form of physical and psychological punishment. Its weight, restriction, and persistent sound serve as a constant reminder of the offence that led to its use. Once fitted, a collar is never intended to be removed. It is something the wearer must bear for the rest of their life, the knowledge that such a mark cannot be undone is enough to deter the wider majority of citizens from stepping outside the system.



THE MARKED

Those deemed guilty are “marked” with a bell. To bear a bell is to remain within society while being fundamentally excluded from it. Marked individuals are instantly identifiable and treated accordingly, avoided in most public spaces and excluded from normal participation in civic life. Reintegration is not permitted; the system provides no recognised path back.

The consequences of further offences after marking are deliberately unclear. Among the marked, rumours persist of individuals being taken away and never returning. Whether true or not, this uncertainty serves its purpose. It ensures compliance through fear, binding many into lives shaped by caution and compliance after being marked.

Marked individuals are excluded from employment, denied entry to shops and public spaces, and pushed into extreme precarity. The stigma of the bell confines them. Many are directed into hazardous labour under the guise of a “second chance” at work. In practice, these roles exist to shield compliant citizens from risk to their well-being while extracting necessary labour from those deemed expendable. The most common of these is mining, carried out deep beneath the city in harsh and unstable conditions. It is here that many of the marked are sent, sustaining the city that excludes them. Refusal is not exactly viable; without work, survival becomes impossible.

The marked are not hidden away in prisons, nor fully removed from society. Instead, they remain in plain sight; identifiable, audible, and permanently distinguishable, existing as constant reminders of the consequences of deviation.

CONFORMISTS AND THE FEARFUL

Conformists make up the majority of Felinworth’s population and are its most valued citizens. They accept the system without question, believing its approach to crime is necessary to maintain order and ensure progress. From an early age, they are taught that any deviation from the law threatens the stability of society, and over time this belief becomes instinctive. For them, compliance is rewarded with stability, security, and a clear sense of belonging, leaving little reason for most citizens to question the world they inhabit. Conformists are identified by the cog symbol they wear, something that reinforces their beliefs.

However, not all citizens fully accept what they are taught. Some, particularly those who have been indirectly affected by the system, recognise its contradictions and the reality faced by those who have been marked. They understand the severity of punishment and the lack of distinction between minor and serious offences, yet continue to exist within the system without resistance. For them, compliance is not rooted in belief, but in calculation. The consequences of stepping outside the system are irreversible, and even awareness of its flaws is not enough to outweigh the cost of opposition.

In this way, conformity and fear exist side by side. Some follow the system because they believe in it. Others follow because they feel they have no choice. Both, however, help to sustain it. Obedience is enforced through consequence. And for most, the cost of resisting is simply too high.

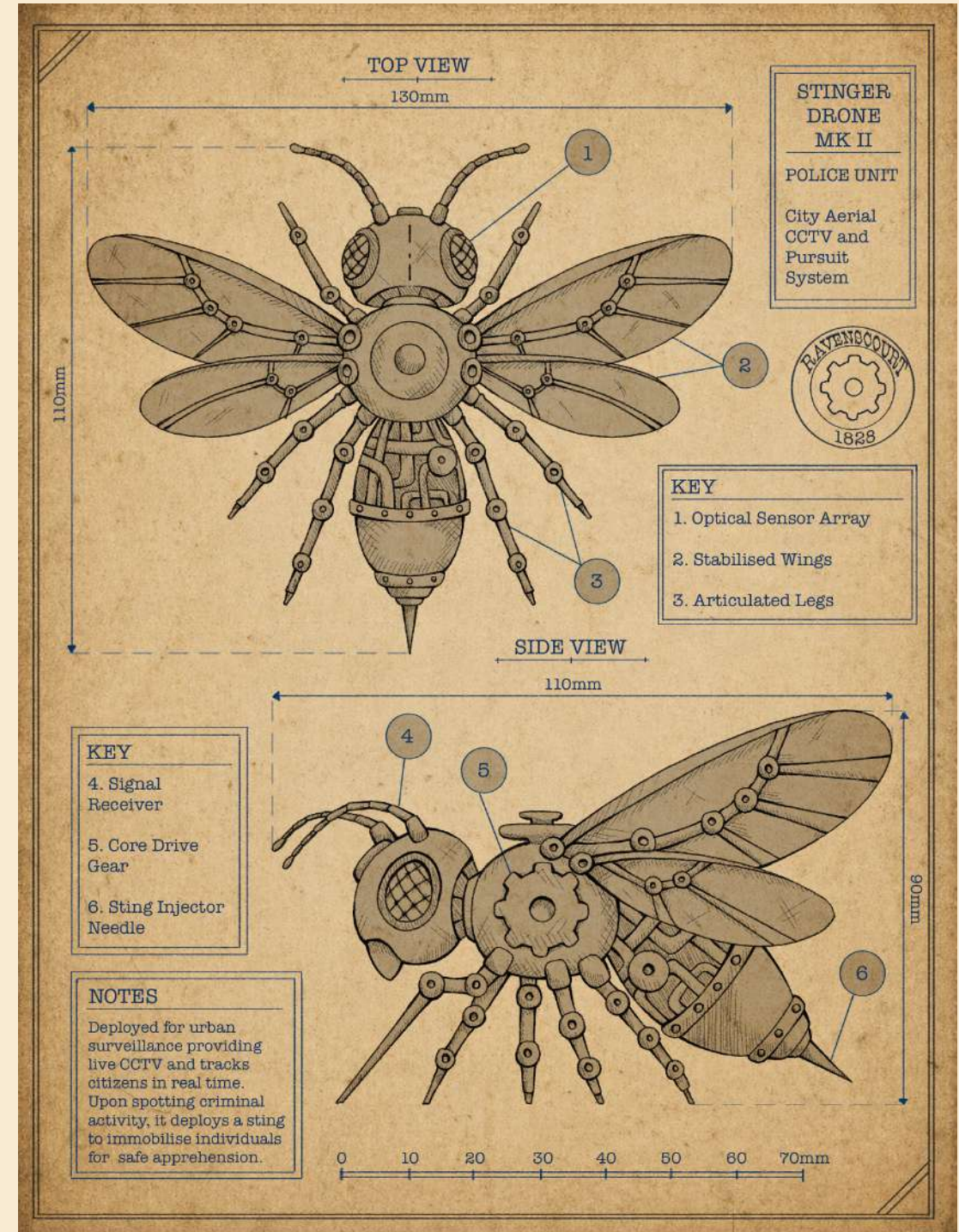
THE STINGER DRONE

Stinger Drones are a revolutionary invention created by Felinworth's renowned inventor, Marcel, and have transformed the efficiency of the city's criminal justice system. These small, wasp like devices patrol the city continuously, acting as an automated network of surveillance.

Equipped with miniature cameras, they monitor public spaces and scan for signs of criminal activity. Live footage is transmitted in real time to watchtowers across the city, where teams of observers assess threats and coordinate the deployment of enforcers. Their name comes from their defining function: the ability to "sting" identified criminals. When activated, a drone's sting temporarily reduces a target's mobility and implants a small tracking device, allowing enforcers to locate and mark them with precision and speed.

Conformists of the city find reassurance in the presence of Stinger Drones, feeling safe in the knowledge that they are constantly monitored and protected. For them, the drones guarantee that justice is always close at hand. However, not all citizens experience them in the same way. Some feel an unease under constant surveillance, becoming highly aware of their actions and behaviour in public spaces. For these individuals, the drones create pressure rather than peace of mind.

Marcel's invention has become a cornerstone of Felinworth's security system, significantly increasing response efficiency and contributing to the city's exceptionally low crime rate.



THE MINES AND RAVIN TOWN

Most marked citizens of Felinworth work in the mines, where labour becomes punishment and one of the only means of survival. The mines are the primary source of the ores and materials that sustain the city's industries. Everything that allows Felinworth to function relies on what is extracted from below. The mines themselves form a vast, labyrinthine network of tunnels that stretch deep into the mountains and beneath the city. They are divided into sections, with tunnels and quarries scattered throughout. Conditions vary drastically depending on location. Some areas are wide and relatively stable, while others are narrow, unstable, and suffocating, filled with dense dust, toxic gases, and the constant risk of collapse. Too many valuable conformist citizens died here, and so it became the hot spot to employ less valuable criminal citizens, whose loss is not mourned. Lighting is minimal throughout the network, leaving miners dependent on their own equipment to navigate the darkness. Long hours, physical strain, and hazardous conditions define daily life, with little compensation in return. Despite this, the mines remain essential to Felinworth's prosperity as a foundation upon which the city thrives.

As the population of marked citizens grew, this led to the formation of Ravin Town, a subterranean settlement deep within the mining network. Built within a long abandoned quarry, the town was established by those who chose not to return to the surface. Ravin Town has developed into a dense, vertical settlement, its structures stacked within the quarry's open cavity and extending outward into surrounding tunnels. Dead ends have been re purposed into homes, workshops, and small businesses, forming a network of improvised streets and passageways carved directly into the rock. Though dimly lit and often heavy with dust and smoke, Ravin Town holds a different atmosphere to the city above.



AIR BALLOONS

Air balloons are the primary form of personal transport within Felinworth. Used for everyday travel, they function much like individual vehicles, allowing citizens to move across the city's aerial routes with ease. Compact and relatively simple to operate, they are designed for controlled, steady movement, making them accessible to most members of society. Ownership is considered practical, and for many, expected.

Originally developed by Felinworth's renowned inventor, Marcel, early air balloon designs were unstable and led to a widely known failure that reshaped public trust. The design was later reworked by a young entrepreneur, August, whose revisions prioritised safety, control, and integration with the city's infrastructure. Under his design, air balloons became reliable and were gradually embedded into everyday life, forming a key part of Felinworth's travel system.

Airspace is carefully structured, with routes and laws around air travel reflecting order and safety. For those who are marked, access to air balloons is restricted. Without the ability to move freely, their world becomes smaller, reinforcing their separation from the rest of society.

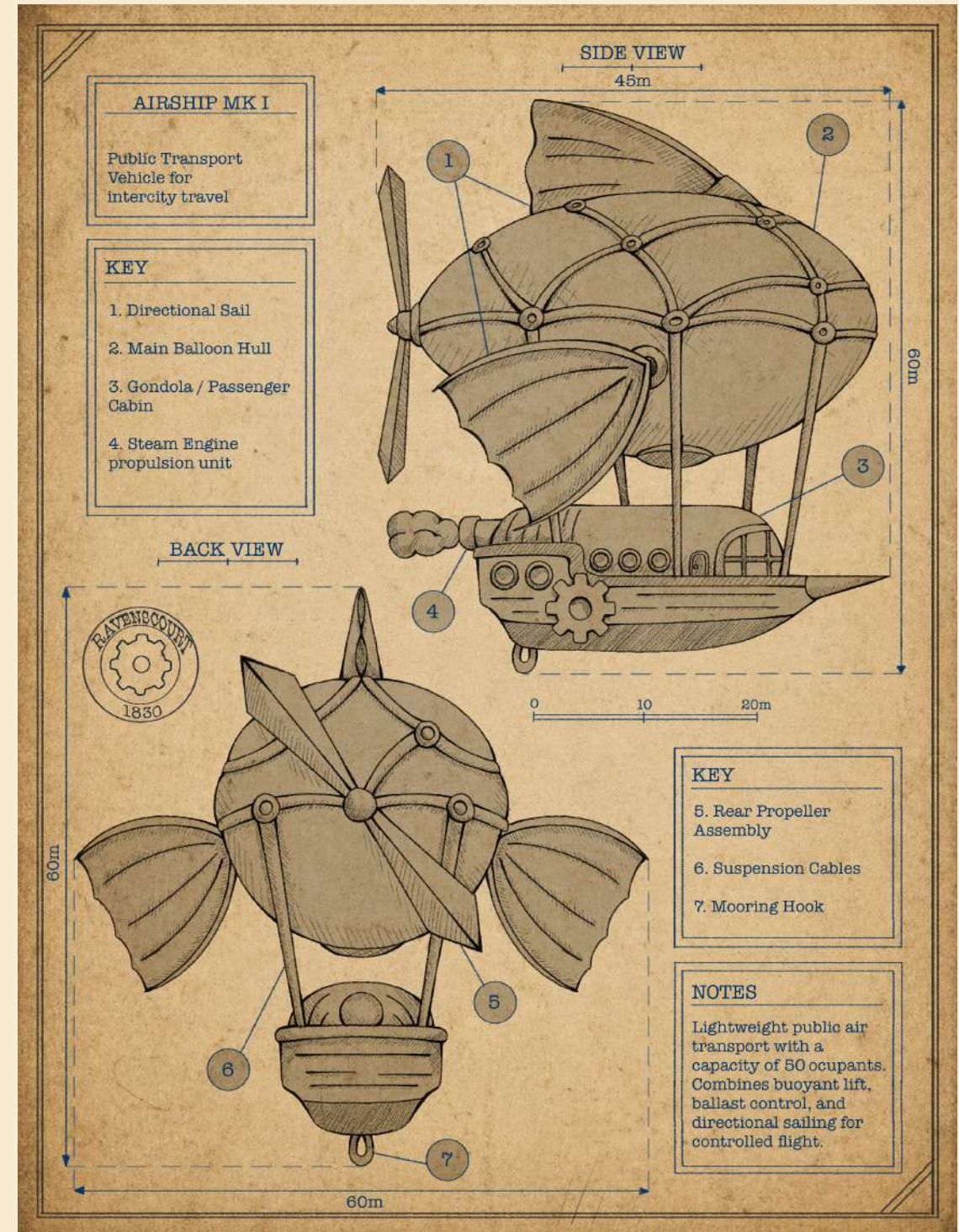


AIR SHIPS

Airships form the backbone of Felinworth's large scale transport industry. Far larger than personal balloons, they are used to carry groups of people, transport goods, and distribute resources across the city and beyond. Their movement follows the same fixed routes as air balloons, keeping everything safe and organised.

Like air balloons, early airship designs originated with Marcel but proved unreliable, their development were also later refined by the young August. Under his revisions, airships became dependable and were firmly embedded into Felinworth's infrastructure. These vessels are essential to the functioning of the city. Materials extracted from the mines, supplies for the city, workers, the public are all transported via airship, making them a key component of the city's operation.

Unlike air balloons, which offer a sense of personal movement, passengers and cargo alike are moved according to the needs of the system and schedule. Much like public transport vehicles. For the marked, airships are rarely a means of freedom. Instead, they are more often associated with labour and control, used to transport workers to and from work environments. Outside of planned transport for the marked, they are often denied access to any public transport.



DONOVAN

Donovan is the central figure in the narrative of Felinworth. He is a well socialised conformist and a functioning citizen, someone who has always understood the city through the lens it presents to its people: orderly, safe, and just. From a young age, he developed a strong respect for its rules and structure, and especially the criminal justice system. He has never felt the need to question the city that shaped him. The city, to him, has never been restrictive, but necessary as something that allows the city to function.

After finishing school, Donovan entered training as an enforcer, seeing it as a point of pride for both himself and his family. The role suited him. It offered clarity, structure, and a defined sense of purpose, all of which aligned closely with the values he had grown up with. Over time, he built a reputation as a capable and reliable member of the force, someone who carries out his responsibilities without hesitation and with a consistent sense of discipline. Now approaching his tenth year of service, he stands as a seasoned enforcer.

However, Donovan's past is not without complication. Years earlier, he was involved in a high-profile case in which he marked an individual close to him. The decision was publicly celebrated, earning him recognition and the title of "Saviour of the City." At the time, it reinforced everything he believed about the system and his role within it. However, the memory has not settled as cleanly as the recognition that followed. He has never been able to fully separate the his actions from their consequences, and the moment continues to sit with him in a way he does not acknowledge.

This memory returns during what should be a routine response to an alert. A stinger drone leads Donovan to a minor offence, the kind he

has handled countless times before. The process is familiar and largely procedural; by the time he arrives, the target has already been stung, and reduced to a case awaiting completion. This time, however, the situation does not align so easily with expectation. Instead of a defiant offender,



he is met with a child, frightened and acting out of necessity. There is no resistance, only a quiet awareness of what is about to happen. The process remains the same, and Donovan understands it fully, both in its steps and in its outcome.

What changes is his position within it. The distance he has always maintained begins to narrow, his past creeps up on him, and the action in front of him no longer feels as abstract as it once did. The same procedure that had previously felt justified now carries a different weight when viewed at this scale, in this moment. His past experience, once a point of certainty, instead makes the outcome difficult to ignore.

He hesitates and what would normally pass without thought stops him. He understands that following through will preserve the system exactly as it is, and that his role within it will remain unchanged. Instead, he chooses not to follow that path. In acting against procedure, Donovan steps outside the system for the first time. He destroys the drone and escapes the scene with the child. In doing so, setting in motion the action that follows.

SPARROW

Sparrow is a young feline child born into systemic hardship in Felinworth. After being repeatedly refused entry to shops and workplaces, and unwilling to endure the hard labour expected of the marked, his mother chose to conceive him as a means of labour on her behalf. Sparrow is someone who can shop and work in her place, due to having no criminal status of his own. As a result, Sparrow has never been treated as an individual, but rather as a tool. His mother focuses on utilising whatever resources she can, including him.



Sparrow's story comes into focus when he is caught stealing from a produce store under his mother's instruction, having not found work that week. The incident draws attention, not only because of the public criminal act, but because of his age. At this moment, fate intervenes in the form of Donovan, who chooses to act against protocol and rescues Sparrow before he can be marked. From this point onward, the two are forced into hiding, evading enforcers and surveillance drones as they attempt to survive outside the reach of the system that now labels them both.



Despite the nature of his upbringing, Sparrow retains a fragile sense of hope. He is timid and often anxious, shaped by a life of fear and neglect, yet he possesses a fundamentally kind nature. He moves through the city in whatever he can find to act as clothing, often hiding within a discarded boxes, using it as a crude form of camouflage to avoid attention.

Having never experienced genuine care or protection, he quickly becomes attached to Donovan, looking up to him and imitating him. The name "Sparrow," given to him by Donovan after a lifetime without one, marks the first time he is recognised as a person rather than a tool.



RODNEY

Rodney is a seasoned fisherman and Donovan's father. He is a well known, well loved member of his community in Felinworth. Warm, open, and grounded, he has always been a conformist in both belief and behaviour, placing deep trust in the city's system and its promise of safety and order. His life has been shaped by honest work harvesting food for the population and a strong sense of belonging within the city, where he is widely respected by those around him.

Before Donovan was born, Rodney became a victim of a violent criminal attack that resulted in the loss of his leg. The incident left a lasting physical and emotional mark on him, reinforcing his belief in the necessity of the city's strict control over crime. Since then, his resentment toward criminals has been absolute, and his faith in the system unwavering, strongly affecting the way he raised Donovan.

It was in response to hearing of his father's suffering that Donovan made the decision to become an enforcer, driven by a desire to prevent others from experiencing similar harm. In many ways, Rodney's injury became the foundation of Donovan's path.

Rodney has always been deeply proud of his son, and never neglects to tell him so. He views Donovan's role as an enforcer as a direct continuation of his own values and loyalty to the city. Donovan is the centre of Rodney's world, and his pride in him is unwavering.

However, when news reaches him of Donovan's actions, Rodney is profoundly shaken. Unable to reconcile the son he raised with the choices he has made, he withdraws completely from society, cutting off contact

and retreating into isolation. This fracture between them becomes a silent absence that lingers throughout the story.

It is only at the end of the narrative that Rodney is finally confronted by Donovan once more, forcing both father and son to face the distance that has grown between their beliefs, their experiences, and the idea of what it means to protect someone.



AUGUST

August is the city's newest lead inventor and mechanic, appointed in the aftermath of a catastrophic failure involving his predecessor. Now positioned as one of Felinworth's public faces of progress, he is frequently presented as an icon of innovation, stability, and hard work.



August is introverted by nature and finds far more comfort in solitude than in public attention. His workshop is the place where he feels fully at ease, surrounded by tools, designs, and the logic of creation. He is most himself when building, refining, and solving problems, where everything has structure and purpose. Though deeply uncomfortable for him, he continues to endure the public appearances as part of his role, aware of how heavily the city relies on his image and eager to do his part.

August's connection with Donovan began under formal circumstances, when both were assigned as public figures in the wake of the previous inventor's downfall. That predecessor had been marked by Donovan

following the disaster, an event that left the city unsettled and in need of reassurance. August was appointed as their replacement, stepping into the role as a visible sign that the system had regained control and was moving forward. It was through these shared appearances, a friendship was formed. What began as obligation gradually developed into trust, built on mutual understanding of duty, pressure, and the weight of being seen as symbols rather than individuals. Donovan became August's closest friend, being someone he can always be his true self around.



GIZMO

Gizmo is a young feline who works as August's intern. Quiet and observant by nature, he rarely speaks, instead preferring to learn through watching and small helpful gestures. He finds fascination in August's process, studying how ideas become mechanisms and how problems are solved through careful design. For Gizmo, simply being present in the workshop feels like an education in itself.



He and August work especially well together, as Gizmo's quiet, observant nature complements August's introverted and focused approach. Neither is particularly talkative, and in that quiet they find a natural rhythm. When they are working side by side, they fall into a seamless flow where understanding passes between them without the need for words.

He carries tools, sketches, and scrolls for August as he moves through his work, helping to keep the workshop running smoothly during moments of intense focus. When August becomes absorbed in his designs and loses track of time, Gizmo is the one who helps ground him. He wears a clock specifically for this purpose, reminding August of appointments, deadlines, or public obligations when necessary.

Gizmo has very poor eyesight, something that once limited his ability to participate in school and work despite his passion. This changed when August crafted a pair of specialised goggles for him, correcting his vision and allowing him to see clearly for the first time. The gift enabled him to work, and also deepened his loyalty and admiration for August.

At the start of the story, we see Gizmo, August, and Donovan interacting in the workshop, where Donovan visits before setting off for his shift as an enforcer. Gizmo assists August in finishing a small gift he has made for Donovan to mark his tenth year of service, moving between tools and components as they complete it. Through this interaction, their dynamic is established, as well as the familiarity between August and Donovan.

AGNES

Agnes is the manager, secretary, and receptionist for the enforcers' organisation, holding a role that spans nearly every administrative function within the system. Having worked within the enforcers for her entire life, she has become an indispensable presence, so capable and reliable that they do not need to hire people for each respective position in the force, she has always done it all.

Her deep institutional knowledge and judgement make her exceptionally efficient at what she does. Agnes understands the structure of the enforcers better than anyone else, and her ability to coordinate people, information, and procedure ensures that the entire system operates smoothly day in and out. For all within and outside the organisation, she is the first point of contact and the person everything passes through before reaching higher levels of authority.

Agnes takes great pride in her work and sees it as a lifelong commitment. She has vowed never to retire out of free will, believing strongly in the importance of fulfilling one's role within the city's progress for as long as one is able. This led her to even continue to work even when her legs started to fail her, instead commissioning personal wheels to keep her balance. To her, the stability of Felinworth depends on people doing exactly what they are meant to do, and she considers herself no exception to that philosophy.

Calm, composed, and unwaveringly dedicated, Agnes is the structure behind the enforcers' day-to-day function. While she may not operate in the field, her influence is always there and she is known by all.

Agnes's role also extends beyond administration. Having worked alongside generations of enforcers, she takes on a nurturing role that sits just beneath her professional duties. This is shown in her interactions with Donovan, whom she has known throughout his career. On the morning of his tenth anniversary, she is seen fussing over him as he arrives, ensuring everything is in order before he begins his shift. The attention is habitual, and is representative of the way she treats all enforcers under her care. In this way, she maintains the structure of the organisation as well as the well-being of those within it.



EDMUND

Edmund is the oldest active officer within the enforcers, a long-serving member who has outlasted all of his original peers. Stubborn to the core, he has repeatedly refused retirement alongside Agnes, insisting on continuing his duty for as long as he is physically able. The two share an ongoing joke over who will quit first. In the same spirit of defiance,



Edmund has also refused to replace the uniform he first began his service in, despite it no longer fitting as it once did...

Though age has reduced his effectiveness in fast pursuit or physical capture, Edmund compensates through experience, instinct, and an unmatched familiarity with the city's streets. He knows patrol routes, blind spots, and daily patterns of Felinworth better than anyone still in service, allowing him to anticipate movement and detect irregularities long before newer enforcers would notice them.

On patrol, Edmund is valued for presence over activity. He walks familiar routes with a steady, deliberate pace. Citizens recognise him, and his presence is enough to reassure conforming areas that they are being watched over, discouraging minor unrest. Rather than rushing into situations, he observes, assesses, and only intervenes when necessary, making him particularly effective in maintaining order without escalation. He is rarely assigned to alter response situations involving stinger drones, where speed and force are prioritised.

When not on patrol, Edmund serves as a trainer for new recruits. His approach to training is grounded in discipline and repetition. He places strong emphasis on the role of an enforcer and keeping order in the city. Recruits under him are taught well, with Donovan being one who was trained under him, he is extremely proud of his work. While some younger enforcers find his methods outdated or slow, others come to rely on his insight, especially once they begin active duty.

He is seen by many as a relic of an earlier era of the enforcers, unwilling to step aside, yet still capable in his own way.

GRIFFIN

Griffin is an enforcer who entered the ranks before Donovan. While Donovan is known for his consistency, discipline, and past achievements, Griffin distinguishes himself through raw strength and power. He finds a lot of jealousy in Donovan's title of "Saviour of The City" and has no problem in letting it affect the way he acts around the feline.

Confident to the point of pride, Griffin is highly aware of his achievements and never misses an opportunity to speak about them. He carries himself with an extremely broad presence, always thriving on recognition from both colleagues and the public. Praise reinforces his belief that he is destined for greater authority within the enforcers, as well as his unwavering confidence.

In the field, Griffin is often assigned to more physically demanding or violent alerts. He excels in direct confrontation, where his strength and stature can be fully utilised. In his interactions with other enforcers, Griffin often positions himself as a figure of authority, regardless of rank. He genuinely sees himself as a future leader within the enforcers, viewing his current position as only the beginning of a path already decided in his mind. He has no problem acting the way he wants.

He is quick to give direction and expects it to be followed, treating hesitation or disagreement as a lack of capability. While some respect his decisiveness, others find his approach overbearing, particularly in situations that require restraint and not raw strength and loudness. He rarely reflects on the consequences of his actions beyond their immediate outcome. It is for this reason that he is often sent on alerts alone, as disagreements in the field have been known to cause larger issues at crime scenes.

Griffin's relationship with Donovan is shaped by both respect and competition. He recognises Donovan's reputation, but as Donovan begins to diverge from the expectations of the system, Griffin is quietly pleased to see the praise shift in his favour.



QUILL

Quill is a high performing enforcer assigned to lead the operation to apprehend Donovan after his defection. Despite being a relatively new recruit, their rapid rise through the ranks is a result of exceptional efficiency, precision, and an unsettling ability to complete assignments with minimal resistance or error. Within the enforcers, Quill is regarded as one of the most promising operatives of their generation, making their appointment to such a sensitive case a natural decision for command.

Quiet and intensely focused, Quill is known for their disciplined, clinical approach to enforcement. They speak little, act deliberately, and maintain a level of composure that borders on detached. In the field, they are remarkably fast and agile, often described as “barely there” during operations, so efficient and silent that most targets do not realise their presence until it is too late.

Very little is known about Quill beyond their professional role. Among colleagues, they are something of an enigma, with very few personal details ever shared or observed. They do not ever engage in unnecessary conversation, and their life appears to exist almost entirely within the boundaries of their work.

Because of their skill, reliability, and lack of personal connection to Donovan, Quill is placed in charge of the case to apprehend him. They represent the ideal operative for such a task: unbiased, precise, and unlikely to be influenced by reputation or past loyalties. For Quill, the assignment is approached with the same mindset as any other: a defined objective to be completed cleanly and without deviation. There is no hesitation or conflict in their acceptance of the role, only a readiness to

begin. Their focus remains fixed on the outcome, and every decision they make ignores emotion, functioning with a consistency that feels almost mechanical. Whether this makes them the city’s most refined product or something lacking beneath the surface is unclear.



CHESTER

Chester is a dedicated operator within the stinger drone CCTV control towers. He works as part of the city's surveillance network, monitoring live feeds and coordinating responses through the stinger drones. Focused, disciplined, and highly capable, Chester is regarded as a model employee, someone who fully believes in the system and conforms without question to its principles of order and control. It was through his station observing



a drone's path that he witnessed the incident involving Sparrow, spotting the child during the act of theft and initiating the response that leads to enforcement action. For him the situation is routine, until Donovan intervenes. Through the drone, he sees it happen in real time: an enforcer defying protocol, rescuing a criminal rather than marking them. It is completely unheard of. He calls for immediate action in response, alerting more enforcers to the scene, attempting to restore order to what he initially perceives as a breach in the system.

After his shift ends that night, Chester returns home but finds himself unable to sleep. The event lingers in his mind. An enforcer choosing mercy is completely unprecedented, never seen before in the history of Felinworth. It is a decision that should not have been possible. It is the first time he has witnessed something that does not fit within the logic he has always trusted, and he starts to question if he was in the wrong for calling an alert on the child in the first place.

The following day, this thought evolves into action. Without openly defying the city, Chester begins working subtly, interfering with drone patterns and delaying search outputs in order to obscure Donovan and Sparrow's movements. What starts as curiosity gradually becomes deliberate obstruction, carried out in secrecy among his official duties. He starts to subconsciously root for them, absolutely fascinated about what could cause someone to act in such a way, to give up everything for a fault in the system, a criminal.

As his interference grows more noticeable, it becomes clear that he cannot continue to interfere without being caught. Realising the risk of exposure, Chester ultimately leaves his position and sets off to warn Donovan and Sparrow of what is to come.

MELIBELLE

Melibelle is an upper class member of Felinworth's society and a respected couturier, known for owning her own establishment that supplies garments for both the city's refined population and its enforcers. Her work is precise and highly regarded, she plays an important role in shaping the visual identity of the city's people.

Melibelle is, by nature and upbringing, a conformist. Raised within Felinworth's upper class, she has never been given reason to question the system that supports her. Crime, to her, is not something born of circumstance but of choice, an malicious and intentional disruption to an orderly society. Having never experienced true hardship, she struggles to understand the motivations behind crime, viewing such actions not as desperation but as deliberate resistance to progress. Her life has been so far removed from instability that the idea of crime feels abstract.

Chester is Melibelle's long-term partner, and their relationship is defined by stability, routine, and a deep mutual respect. They share an understanding of one another. Unlike Chester's orderly role within the surveillance towers, Melibelle's world is more creative. Where his work is structured and analytical, hers allows for expression through form and detail. They complement one another well, their lives aligning through a shared position within Felinworth's upper class and a mutual investment in the city that sustains them.

Due to the nature of her work, Melibelle has grown to become observant and perceptive, especially when it comes to people she cares about. She notices something subtly changed in Chester, an unease beneath his usual confidence that does not align with his typically nature. Though

he does not explain it, she becomes increasingly aware that something has unsettled him. Melibelle grows determined to understand what has shifted. She begins to connect the change in his behaviour to the recent unrest in the city concerning the news of their most prized enforcer going rogue. The timing feels too precise to ignore, and she cannot separate his unease from the wider disruption spreading through Felinworth. She becomes increasingly aware that whatever has unsettled him may have consequences beyond just his state of mind, and what it might mean for both of them within their tightly controlled world.



WREN

Wren is a marked criminal now living in Ravin Town and working in the mines beneath Felinworth. They work in the safer, upper levels closer to the surface, where more common ores are extracted rather than the rare and valuable deposits found deeper below. Although the work is less profitable, Wren's small size and nimble build allow them to move quickly through tight spaces and unstable sections that slow down larger workers, collecting ore in places others would avoid. This enables them to



compensate for the lower value of the material through sheer volume of it. Over time, this has made them well known within their section of the mines, because of how consistently and quickly they can work through difficult terrain.

Before being marked, Wren held a low-level administrative role within Felinworth's civic records organisation. The work was stable, orderly, and aligned with the ideals of progress, yet it left them feeling increasingly bored. Despite doing exactly what was expected, Wren found no sense of purpose or reward in it, only repetition, predictability, and a growing sense of emptiness.

In search of something more, Wren began browsing civic files they had no authority to access. What began as a small distraction from an otherwise monotonous role quickly developed into a fixation. While reviewing offender records, Wren began to notice a disturbing pattern: individuals who had already been marked and then re-offended did not remain in the system at all. Their records did not simply stop or go incomplete, they were gone entirely, erased from civic databases as if they had never existed beyond their initial offence.

That absence did not make sense within the structure of Felinworth's record keeping, and it drew Wren deeper. What started as curiosity became obsession, and they began tracing archived files and restricted logs, trying to follow the missing entries backward through the system to figure out what was happening to the disappearing re-offenders. Each attempt revealed the same result: a complete termination of data with no recorded outcome, no transfer, and no explanation. However, inevitably Wren's unauthorised access to these files was detected. They were apprehended, marked, and cast out before the answer behind the disappearances could ever be reached.

PIPER

Piper is a marked criminal working in the city's mines. She wears a transportable furnace on her back, used to refine and smelt an ore found deep underground that cannot be brought to the surface in its raw state, processing it directly within the depths before it can become unstable or uncontainable above ground. Gathering this ore is more dangerous, but it has a higher pay grade, which is worth it for her to keep her original home in the city.

Before her fall, she lived as a compliant member of society working as an airship driver, ferrying passengers to and from destinations within the city. She was well liked by regular passengers, and the day-to-day chatter aboard her airship was a point of interest in an otherwise structured life. For Piper, it was an ordinary existence that felt right and she never questioned the system that made it possible.

She took time away from work for the birth of her child. During this period, medical authorities declared the child to have a defect that would prevent them from functioning within society, deeming them unfit for integration. The judgement was final, framed entirely in terms of utility and contribution to the city. But where the system saw a defect, Piper saw her child. She rejected the assessment outright, refusing to accept that worth could be measured in productivity. A life did not need to serve progress in order to have value, nor be defined by what it could offer to society.

This belief placed her at odds with the official stance from the outset. The hospital denied her custody. Unable to accept this, Piper acted. After being discharged, she broke back into the facility in a desperate attempt to find and reclaim her child. A decision made in a moment of desperation and

grief was interpreted as deliberate defiance against the system's authority. In the aftermath, her life was stripped of its former structure; she was apprehended and marked, she never met her child, left only with the knowledge that the city had closed that chapter of her life without allowing her any final say.



SABLE

Sable is a marked criminal who works in the deepest levels of the mines beneath Felinworth, in the most hazardous and poorly maintained sections of the underground network. These lower shafts are filled with toxic air, unstable air pockets, and frequent structural collapses, making them some of the most dangerous working environments in the entire system. It is believed that prolonged exposure to the atmosphere in these depths leads to severe physical and cognitive deterioration, with workers developing



deformities over time and, in extreme cases, losing coherent thought altogether. As a result, the work is compensated compared to other mining levels, with higher output incentives and hazard pay, making it a last resort for those who are desperate enough to accept the risk in exchange for financial relief.

Before her descent into the mines, Sable lived under the weight of constant discrimination in the workplace. Her family was already known within the community as having criminal status, and that reputation followed her everywhere, shaping how others treated her regardless of her own noble actions or individual identity.

She was repeatedly judged, excluded, and undermined, not for anything she had done, but for who she was associated with and what she was assumed to become. Even minor mistakes were amplified, while her successes were dismissed or attributed to luck. Over time, this steady erosion of trust and dignity wore her down, replacing her patience with resentment and anger.

Eventually, that pressure broke through. A confrontation in the workplace escalated beyond restraint, a moment of accumulated anger was enough to mark her. Sable now works in the lower mining networks to provide for her remaining family members, many of whom are no longer able to continue mining themselves due to injury, illness, or death caused by the same environment she is now working in.

She is shaped by exhaustion, resentment, and the memory of constant rejection, carrying the unshakable feeling that she was never truly allowed to exist outside of her family's reputation, no matter how differently she tried to define herself.

MARCEL

Marcel was once Felinworth's most celebrated inventor, a revered figure whose work helped define the modern function of the city. Brilliant, driven, and widely respected, he contributed inventions that became essential to the city's infrastructure. Among his most significant creations were the stinger drones, automated surveillance machines that dramatically increased the city's security. In many ways, Marcel shaped the systems that now defines Felinworth.

Marcel grew up alongside Donovan, who was his closest friend and schoolmate. With Donovan's encouragement, Marcel's invention of the stinger drone gained recognition, and his talent quickly became utilised for the city's progress at a young age. However, Marcel's progress was ultimately undone by the consequences of his own ambition. While attempting to develop advanced airborne transport for the city, a miscalculation led to a catastrophic explosion during a public demonstration. The incident resulted in the deaths of several workers and civilians, turning what was meant to be a breakthrough into a tragedy that the city could not forgive. Despite his revolutionary contributions, Marcel was swiftly condemned. One mistake was enough to undo his reputation entirely, with his history rewritten as though it had been part of a deliberate, malicious plan all along.

In a defining moment of loyalty to the city, Marcel was formally marked by Donovan- his closest friend since childhood, and the person who had once stood beside every early success and encouraged his work without hesitation. The decision was carried out with blind duty, but it carried the weight of something far more personal that Marcel has never been able to forget or move on from.

From that moment onward, Marcel was no longer seen as a contributor to Felinworth's progress, but as a threat within it. His identity was stripped away and rewritten by the same system he had helped build. He was reduced from a figure of revolution to a criminal who had intentionally caused destruction, and by the one person who had once known him best.

Now, Marcel resides in the deepest, most unexplored reaches of the mines beneath Felinworth. Even among other marked criminals, he remains largely isolated, as most hold him responsible for the creation of the very drones that led to their capture. He has withdrawn further than most are



willing or able to go, living in near-complete seclusion as if deliberately placing himself beyond reach. Far below the common working levels, his presence is uncertain even to those who dwell nearby. Whether by choice or quiet exile, Marcel exists in spaces the city has little reach to, as though he is waiting to be forgotten by the city he once shaped.

Time and isolation have profoundly changed him. Once regarded as a symbol of progress, Marcel is now disillusioned, moulded by a consuming resentment toward the city that discarded him. The explosion that led to his fall left lasting physical damage to his body; his lost ears and tail have been replaced with mechanical prosthetics that move with an unnatural precision, seemingly created with materials from the deepest depths of the mines he resides in.

Years spent far beneath Felinworth, away from sunlight, routine, and contact, have eroded the structure of his mind. His speech has become fragmented, drifting between cryptic remarks and unstable humour that rarely lands as intended, often leaving others unsettled in his presence. There is a sense that his thoughts no longer align with the logic of the world above, as if he has slowly detached from the social constructs everyone else still follows. Whether this is decay, resentment, or something in between is unclear, but what remains of Marcel feels less like a feline still participating in society, and more like a voice echoing back from somewhere the city chose to forget.

When Donovan descends into Ravin Town in search of information on how to stop the stinger drones, he actively seeks out Marcel and is directed deeper into the mines. What remains between them is a deeply fractured bond of friendship and the act of betrayal that followed. Their reunion is essential yet anything but simple, carrying years of unresolved tension and the weight of everything Felinworth chose to erase.

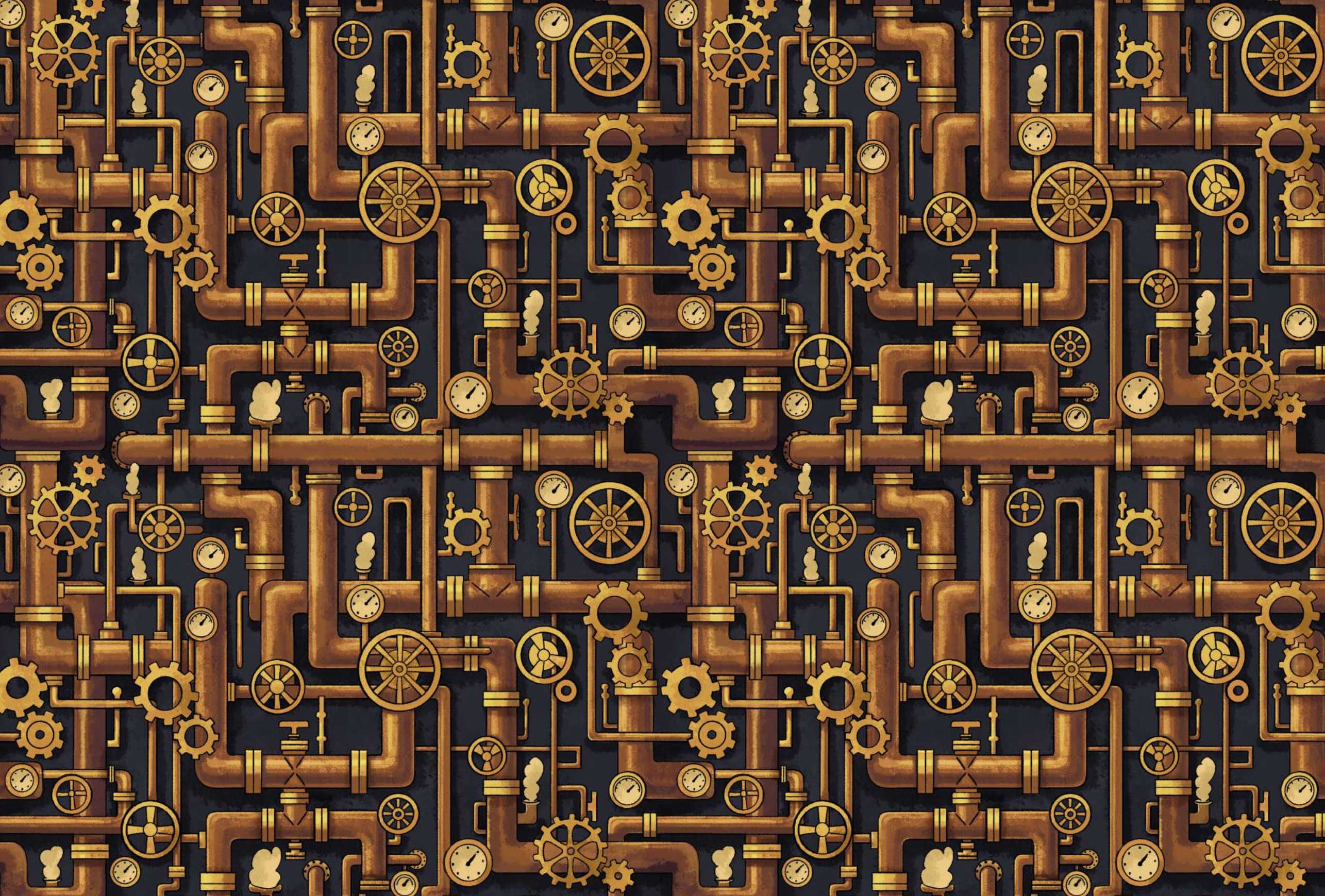
BENEATH THE ORDER

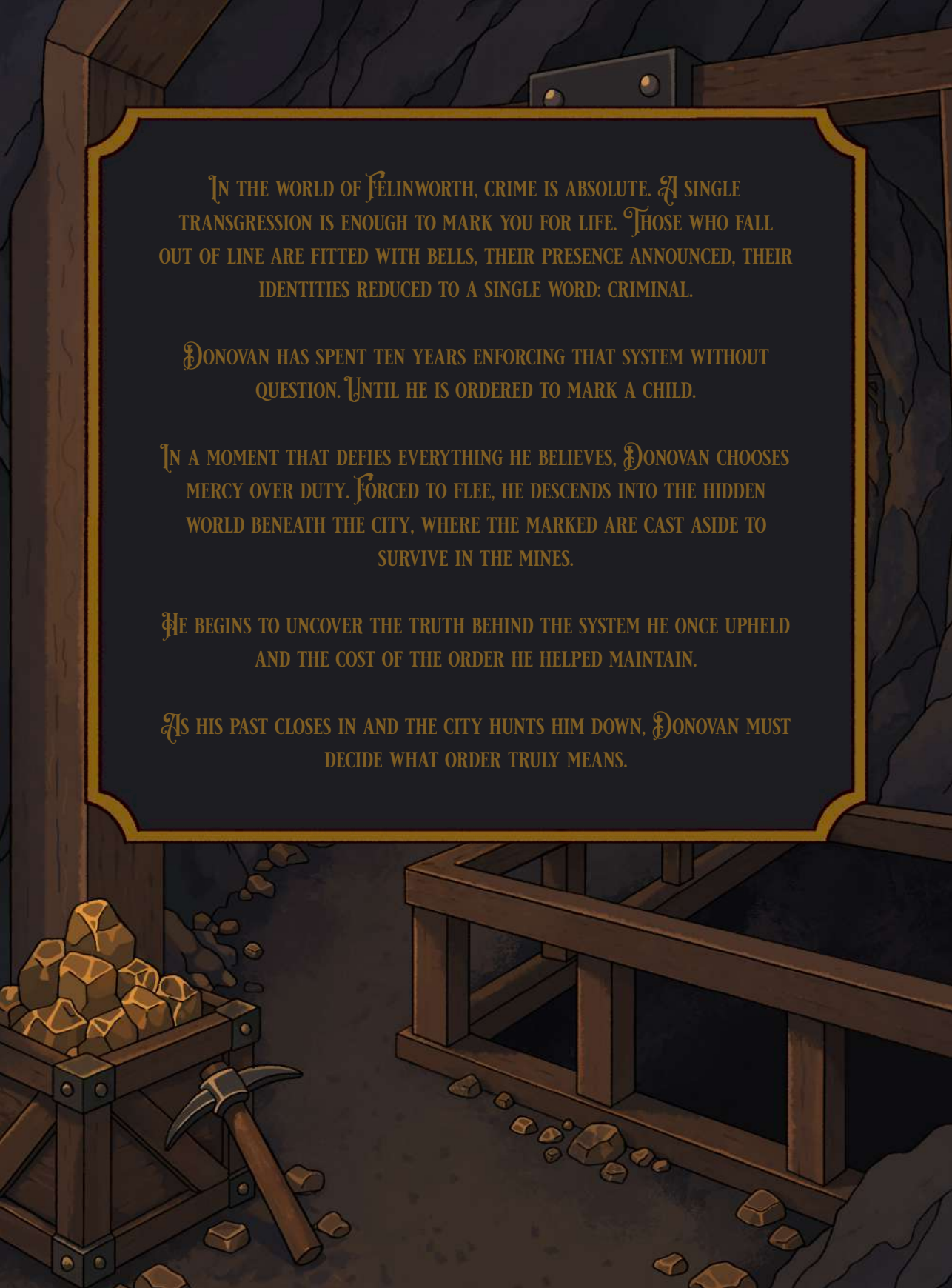
In the end, Donovan's journey becomes something far larger than simply saving a single child from being marked. It leads him through the fractured layers of Felinworth, into the lives of marked criminals, those who live in fear of the system, and those who benefit from it. Each encounter reveals another consequence of the city's structure, another life altered by decisions made far above their reach in a system he believed he had always understood.

As he moves further from the surface, the boundaries between order and control begin to blur. Felinworth is no longer a place that simply functions, but a machine built from people, maintained through loss and carefully buried atrocities. What once began as a system born from the need for survival has long since outgrown its original purpose. The conflict has ended, but the structure remains, no longer as necessity, but as control. The answers Donovan finds are not clean or complete, but they point toward a truth the city has long worked to contain: that criminality is not a failure within the system, but part of its design.

Whether Donovan chooses to accept or resist what he has uncovered is uncertain. The city does not pause for understanding, and the structures that define it do not bend. What is believed is spreading quietly through every level of Felinworth, from the highest towers to the deepest mines.

And beneath it all remains the question of what it truly means to serve a system that remembers everything except the people it has already decided to forget.





IN THE WORLD OF FELINWORTH, CRIME IS ABSOLUTE. A SINGLE
TRANSGRESSION IS ENOUGH TO MARK YOU FOR LIFE. THOSE WHO FALL
OUT OF LINE ARE FITTED WITH BELLS, THEIR PRESENCE ANNOUNCED, THEIR
IDENTITIES REDUCED TO A SINGLE WORD: CRIMINAL.

DONOVAN HAS SPENT TEN YEARS ENFORCING THAT SYSTEM WITHOUT
QUESTION. UNTIL HE IS ORDERED TO MARK A CHILD.

IN A MOMENT THAT DEFIES EVERYTHING HE BELIEVES, DONOVAN CHOOSES
MERCY OVER DUTY. FORCED TO FLEE, HE DESCENDS INTO THE HIDDEN
WORLD BENEATH THE CITY, WHERE THE MARKED ARE CAST ASIDE TO
SURVIVE IN THE MINES.

HE BEGINS TO UNCOVER THE TRUTH BEHIND THE SYSTEM HE ONCE UPHELD
AND THE COST OF THE ORDER HE HELPED MAINTAIN.

AS HIS PAST CLOSES IN AND THE CITY HUNTS HIM DOWN, DONOVAN MUST
DECIDE WHAT ORDER TRULY MEANS.