

Princess Nitrogen:

Princess Nitrogen was a young, well-trusted Princess from Tokyo-Earth. She was chosen to join the colony partly for her fantastic pure-gas-producing powers which could sustain the fleet in case of a major life-support failure, assist in industrial development, and deliver devastating attacks if any threats were encountered... but mostly she was put there to be Duchess Paint's second-in-command and eventual heir when she retired or passed on, bringing the colony into the Tokyo Hierarchy's sphere of influence for a generation or so. Of course, the circumstances of Paint's death resulted in a different Princess taking control, and Duchess Football anointed her the designated Mayor of Malletfall.

Nitrogen is widely regarded as competent, but thoroughly uncharismatic, and if any other Ladies had volunteered to stand against her for election she likely would have lost. It's become common knowledge that she will not be the next Duchess, but the underlying reasons for that despite her being the second-ranking MG on-planet are not common knowledge outside the Hierarchy. What is obvious is that she hates Football for spoiling her career track and the conflict between them occasionally spills over into the dealings of the Ladies and agencies surrounding them.

Senior Lady Ballistics:

Ballistics has the enviable ability to manifest any weapon ever employed in human history in her hands. With that sort of toolkit you'd think she'd be the commander of one of the the Snowflake Guard companies... but she's not. Lady Ballistics was a rising star in Tokyo-Earth Security's storied intelligence branch, with notable achievements in both Operations and Interpretation directorates and a reputation for hanging around with the Technology directorate nerds far more than is healthy for an attractive young Lady. Football bribed her with Senior status and a chance to spend an entire career shaping Snowflake's intelligence service in her own image. Ballistics had a Big Idea she wanted to try, and the colony would provide a place to test it out, so she accepted.

Except for the half-dozen or so people who met her at the spaceport and an extremely small handful of her most-trusted subordinates, nobody on Snowflake has knowingly seen Lady Ballistics. Even in official conferences, she shows up as a cartoonish holo of a cute, teenaged, Japanese-descended girl with a large red bow tying her hair back. Lots of people have attempted to query Earth networks for an old image of her, and all of them have failed. Rumor has it that Ballistics has carried out many field operations, particularly covert assaults and assassinations, on her own. Rumor has it that she is merely a front for Duchess Football, who's been running Intelligence herself for the last four decades. Rumor also has it that Ballistics is actually an EI, has the first true receptive telepath talent ever manifested by a Lady, poisoned Duchess Football and is on the verge of springing a coup, and (most recently) is using the silverdarts as surveillance platforms.

Senior Lady Composcrete:

mayor of Escalator

Senior Lady Grill:

Grill arrived with Football in 2449 as one of her hand-picked team of experts. They knew each other from Tokyo-Earth Security, where Captain Lady Grill had spent most of the last century training young men, women, and MG's to be effective paramilitary combatants. She still personally supervises training of all Snowflake Guard members (not the Reserve), and commands the most-elite Beta Company in the field.

Lady Grill is small but stocky. While her strength is not greatly enhanced by the Earth Magic, her workouts are the stuff of legend on Snowflake. She carries an air of supreme self-confidence, almost to the point of arrogance, but then she is supremely competent with any weapon in the Snowflake arsenal and of course with her own magic. (Flying, burning charcoal, anyone?) She also does a fantastic chicken kabob.

Senior Lady Lemon:

Lemon came to Malletfall on the original colony fleet in the role of Duchess Paint's chief of staff. Like the other refugees from the Paint Administration Lemon had a difficult time adjusting to the new Duchess, but while they still snark at each other on occasion Lemon has become Duchess Football's closest friend and confidant on the planet. She was designated Football's second-in-command in 2464, and has become the public face of the government as Football's health has forced her into seclusion. Lemon has long been the leading choice of political futures markets to become the next ruler of Snowflake (she's currently trading at 17%) but the obvious problem with that outcome is her lack of Princess rank.

Lemon is extremely fair-skinned (being a Lady, she doesn't worry about skin cancer and could not have her DNA recoded) and has perfectly black hair. She has a preference for conservative clothing (mostly in yellow but will occasionally show up in orange) and a careful, ladylike demeanor to match. Her powerset revolves around creating (and throwing) magical fruit which have various effects and non-magical fruit which merely taste good.

Senior Lady Turbulence:

One of the older Ladies on Snowflake at 197 (chron), she spent the first half of her career in academia specializing in magical applications in physics and eventually biology as well. After her husband and children passed away she finally took a Fleet tour of duty and wound up spending a few decades in the Keid terraforming effort. When news of the reinvigorated Snowflake colony project reached her she decided that would be a great place for her final years of duty and research. She has become the unofficial minister of science for Snowflake (there is no such department of the government, but she manages and kibbitzes all the major research projects on the planet).

Turbulence is slender and usually slow-moving, but other than her grey hair has a remarkably girlish appearance. She is shy and demure in private life and will easily admit that she is a failure as a politician, but in the lab will defend her hypotheses with the most cantankerous theoreticians. She's never been in real combat on Snowflake, but the other Ladies who have practiced with her say she's utterly relentless on the battlefield.

Senior Lady Valve:

Another academic Lady, she was considered one of the great economic authorities on Earth before leaving with the colony fleet. Bootstrapping an entire world from scratch had never been done before - nothing even roughly analogous to this had been done on Earth in a millenia - and shepherding the process successfully would put her in the history books, so she jumped at the chance. She's led the colonial Finance ministry continuously since the beginning, and was young enough when chosen that she may have fifty years left in her career.

Valve is of North American descent, with pale brown hair and a thin frame. She is as unathletic as a Lady ever has appeared, deliberately cultivating an air of frailty. No one on the colony has ever seen her fight, and there's no record of any military service back in the Earth Confederation to give any hints about her magical talents.

Lady Acne:

One of the most-unfortunately-titled Ladies in Hierarchy history, Lady Acne's powerset includes both healing and the ability to trigger instant, painful, debilitating skin conditions on her targets. The decision to send one of the rare healers along with the colony was controversial, and unfortunately her powers are relatively ineffective against the mechanisms by which Snowflake microorganisms damage Earth-descended lifeforms. Still, she's the leader of the colony's medical community, and is the Lady Mayor of Q-City in the years when the colony ship arrivals swell its population.

Acne has dark eyes and darker hair framing a slightly-pudgy but not ugly face. When transformed, she always has a single, large pimple in a random place. She is somewhat sensitive about her title and appearance, and is not above using her position of authority to exact minor vengeance for perceived slights.

Lady Blade:

Lady Blade is the Earth Magic's sixtieth or so iteration of a basic powerset archetype - she is Very Fast. Her transformed state wears ice skates (speed skates, at least usually) on which she is able to glide at extremely high speeds over any surface - ice, mountain, field, liquid, fjord, anything tangible even if it's not solid and at any slope. She was sent with the colony on the theory that she would take on courier duties to far-flung settlements where networking had not been established or had failed, but that niche never quite developed. She does still do some emergency deliveries of light cargo, but the main role she fell into was that of explorer and surveyor. As the local government grew, she parlayed that into her current position as minister of Interior - her agency keeps all property records, tracks land usage, and makes most of the decisions about biological zoning. She and Lady Neko have had many public arguments over that topic, with Blade usually siding with farming and residential interests.

Blade is fairly young amongst the Ladies of Snowflake, only ninety-two (fasttime), and shows her Japanese family descent in her petite, figure-skater-like frame and delicate features. That size belies her oversized strength - while her ability to glide is purely magical, acceleration is achieved exclusively by muscle power.

Lady Corset:

Unofficial Lady of Fashion on Snowflake, Corset has spent much of the last seventy-five years designing the colony's clothing, experimenting with locally grown textiles, teaching steadholders and industry alike how to make garments. Mostly the colonists are happy with her designs, though they've learned to translate her ideas into final products notably less form-fitting. Lady Corset has, more than any other Lady on Snowflake, managed to stay out of government. Duchess Football, in turn, has gone out of her way to ignore Corset's existence. It's widely believed they had a prior history on Earth, but no one, not even the other Ladies, know what happened between them.

Corset is always perfectly dressed, but her shoulder-length black hair has a tendency to frizz and fly out of whatever styling she attempts. In the last few decades she has started wearing eyeglasses. She appears to enjoy the role of local celebrity, but her first priority is always her designs - her art, as she insists on calling it in interviews.

Lady Hammer:

The only Lady who has emigrated to Snowflake (not counting the mini-team that came with Princess Football) on her own. Lady Hammer is an admitted fangirl of the late, great Princess Mallet and wanted more than anything else to move to the only city in the universe named for her idol. Queen Michiko finally relented in 2437 and Hammer crossed on one of the twice-yearly Fleet ships arriving in 2443. Hammer has mellowed out enough by the present day to leave Malletfall and have run for and won single terms as Mayor of a few midsize cities. She's done a lot of consulting demolition work over the years, and taken various midlevel governmental positions in Malletfall, but Duchess Football won't let her anywhere near the Snowflake Guard teams much to her disappointment.

Lady Hammer is short and mostly of Japanese descent, though her hair is a very dark brown. Her hammer is metal on a wooden shaft, but only roughly twice the scale of something found in an ordinary toolbox. She has a slight complex about that, and has tried more than a few hare-brained magical schemes to increase its size. She is friendly, but can be disturbingly intense when she focusses on a particular subject. Most of the other Ladies on Snowflake refuse to practice full-up magical combat with her - she's not especially good, but it always seems to end with shattered bones...

Senior Lady Masamune:

Lady Masamune was originally included in the colony as part of the effort to stock the Snowflake Hierarchy with Ladies from the Tokyo-Earth axis of the Earth Confederation, but she didn't have any particular talents that would be useful in the initial stages of colonization. That first decade was quite awkward for her, but over time she settled into an ad-hoc position as circuit judge for and occasionally sheriff of the settlements of the plains. Masamune is an avowed monarchist, almost feudal in her political preferences, and her only regret about derepublicization was that Football did not take a harsher stance against the rioters. She was the obvious choice for Lady Mayor of Michiko (which was then called Panther Valley), and has held that position ever since.

When the planetary capital was moved from Malletfall to Michiko, Lady Masamune's profile and influence grew, and she gained a spontaneous promotion to Senior status. She opened a private finishing and swordfighting academy for (rich) young women, and teaches classes there nightly. In the little spare time she has, Masamune is a central figure in the loose conservative/statist/counter-SDS community. They are not a formal political party, but quietly use their power and influence to support Duchess Football and work against what they regard as "revolutionary elements".

Masamune is a Japanese traditionalist, but that is more due to location of birth than genotype - she's three-quarters Menominee Indian, born and raised in Tokyo to Duchy of Chicago diplomats. When she became on her sixteenth birthday, she chose without hesitation to make her career in the city she'd spent her life in. She's the most physically imposing Lady on Snowflake, more massive than Lady Blade and Lady Hammer combined, and is noted for taking everything very, very seriously. Her magical powers are narrow - she fights with a magical sword. It frustrates her that Lady Spoon is just a little bit better in a fight than her, but the Sword makes up for that by being far deadlier than the Spoon.

Lady Neko:

The junior Lady of Science on the planet. Where Senior Lady Turbulence is mostly about theory and lab work, Neko's power guided her into her career as a field biologist, and she spends much of her life prowling the pad canopy, discovering, cataloguing, and investigating the native Snowflake wildlife. She's rumored to be a shoe-in for a Nobel Prize for her ongoing work, whenever the committee gets around to deciding she's old enough to make a lifetime-achievement-style award justifiable. Mostly Neko stays out of politics and the big-city scene, though she shows up once in a while to argue for maintaining Snowflake-biology refuges when developers start eyeing the segments maintained near Malletfall and Michiko.

Lady Neko is, despite the name, from the Duchy of Chicago. She's one of the few Ladies with more than one transformation form, though both of hers are quite distinctively non-human. The smaller one resembles a dark grey housecat with the power to change its size freely anywhere between very-small-kitten (small enough to easily stand on your palm) and medium-sled-dog (they don't make housecats that size). Her more-dangerous choice is a larger-than-life lioness - more than half again the size of a real one - with magical strength and impossibly sharp claws. Lady Neko, more than any other Lady on Snowflake, has a large fanbase on Earth. It may be the late 25th century, but cute cats still sell and Neko has a century of experience striking the perfect pose.

Lady Pi:

As the colony fleet was prepared for its original voyage, Lady Pi was the project's assistant chief engineer for vehicular integration: she didn't design Malletfall and the spaceport, but she was in charge of figuring out how to package and pack the city for transport and unloading. Her part was supposed to end when the colony ship departed for Alpha Centauri, and her next assignment was to be light years in the opposite direction running impactor deorbital teams for the Keid terraforming project.

Unfortunately, two weeks before the colony fleet left the (merely human) chief colony engineer managed to kill himself in a surfing accident and Lady Pi was drafted to be his replacement. This was definitely involuntary - all the original colonists got sick of hearing her whine about it during the initial landing - but once the colony fleet headed back to Earth and she had new design work to do rather than just project management she got down to business and has done a superlative job since.

The chief colony engineer title is unofficial, and she has no standing in the colony government, but it's her duty to help the cities and industries with any and all large-scale projects, for which she is paid (well) on a contract basis. Her main contact and primary ally in government is Senior Lady Valve - they have a friendly rivalry over how much of the colony each can "claim" as the result of her own effort. Lately, Pi has been grumbling again about feeling trapped on Snowflake. She grew up wanting to work in space, trained to become a "lifer" in the Queen's Fleet, and spent a decade learning microgravity engineering from the best... now she's reaching the end of her peak creative years having spent them all stuck planetside.

Pi is Japanese-African, originally from the Equatorial African Union. She keeps her hair long but braided tightly, and is darker than most of the genetically-modified colonists. Her powers involve attacks and defenses based on trigonometric functions as well as a nearly infallible instinct for instant mathematical evaluation. She's not a favorite amongst the Ladies' sparring circle - fighting her is said to be headache-inducing.

Lady Recycler:

Lady Spoon:

The least-accomplished of the Ladies before arriving with the original colony fleet, Lady Spoon has taken on a variety of administrative roles over the years. She was the project supervisor of the spaceport construction as well as the first stages of the colony rail network, Lady Valve's second-in-command several times during busy years immediately after the fleet dumped new technology into the economy, Duchess Paint's press secretary, commanded the Malletfall Police before Football arrived, and has been the appointed mayor of a couple of different cities during Duchess Football's administration. Her latest task is running Takeuchi Third Memorial High School, and Football has hinted to her that if the first batch of Snowflake's Ladies turns out well she will finally get that promotion to Senior Lady.

Spoon is still young enough to appear youthful when transformed. She has medium-length black hair, a cute face, and a cheerful demeanor. Her magical talent is singularly useless outside of combat - she wields a massive metal spoon with her uncanny strength, and is the unofficial hand-to-hand and unlimited melee sparring champion amongst the Ladies who are keeping current on their training.

probable
Lady Unicorn
Senior Lady Recursion
Lady Bubble:
Senior Lady Spear: (SPIAR!)

(The list of Ladies is almost final, but there's room for a very few player submissions, if people are so inclined.)