Klili (-Leonandra)

Information for orientation: Ocilia’s little sister and Melina’s daughter.

**[Divinity Line]: Weaver of Arcane Threads**

This [Divinity Line] grants the user mastery over tailoring not only through physical means but also by infusing their creations with magic and mana. They can craft clothing and fabrics that are enchanted, protective, or even transformative, making them a true artisan of both fashion and magic.

**[Manaweave Stitching]**

**Effect:** Allows the user to stitch and sew using threads made from pure mana, enabling the creation of magical garments without the need for physical materials. At first, this allows for basic enchantments like increased durability or minor magical resistance in clothing.

**Advanced Form:** As the skill levels up, the user can create clothes that provide powerful magical effects, such as mana regen

**[Fabric of Reality]**

**Effect:** The user can create clothing that can alter perception and reality to a degree. For example, cloaks that can make the wearer blend into their surroundings or garments that manipulate how others perceive the wearer (changing how they look or appear).

**Advanced Form:** As it levels up, this skill can allow the user to create fabrics that warp space around the wearer, allowing them to phase through objects, distort time in a localized area, or even resist gravity.

**[Enchanted Loomcraft]**

**Effect:** The user can use enchanted looms to create magical fabrics imbued with specific properties like elemental resistance (fireproof, waterproof, frost-resistant), anti-magic qualities, or enhanced durability. These fabrics become the base materials for crafting clothing or armor.

**Advanced Form:** At higher levels, the loom itself can draw mana from the surrounding environment to weave materials that can resist or absorb spells, giving their wearers magical protections or amplifying their spellcasting abilities.

**[Soulthread Binding]**

**Effect:** The user can bind threads to a person's mana or soul, tailoring clothing that connects with the wearer’s essence. This allows the clothing to provide specific boosts based on the wearer’s strengths (e.g., increased magical power for mages, enhanced physical strength for warriors).

**Advanced Form:** At higher levels, the user can create garments that bind the wearer's soul to the clothing, allowing for extreme synergy between the wearer and the outfit. The clothing may enhance abilities based on the wearer’s emotions, or even protect the wearer from fatal wounds by temporarily binding their soul to the fabric.

**[Mystic Patternwork]**

**Effect:** The user can design intricate magical patterns that, when sewn into garments, provide specific buffs or abilities. These patterns could amplify magical attacks, increase defense, or allow for quick mana channeling. Each pattern requires specific knowledge and mana to complete.

**Advanced Form:** Higher levels allow the user to create increasingly complex patterns, granting abilities like flight, teleportation, or the ability to store mana within the clothing to be used later. The complexity of the patterns can define how powerful or versatile the item is.

**[Threads of Fate]** – The user can create garments that subtly influence fate, giving the wearer slight advantages in battles or negotiations by nudging events in their favor.

**[Wardweaver’s Mantle]** – The user can sew protective wards into clothing, making the wearer immune to certain types of magic, curses, or mental influences.

**[Astral Fabrication]** – The user can summon or craft clothing from other planes of existence, granting the wearer abilities based on astral or dimensional magic.

**[Enthralling Design]**

**Effect:** The tailor can imbue garments with a subtle charm magic that makes the wearer more attractive and persuasive. The clothing enhances the wearer's natural charisma, drawing attention and admiration from those around them.

**Advanced Form:** At higher levels, the tailor can create garments that subtly alter how people perceive the wearer, making them seem more regal, trustworthy, or commanding based on the design of the outfit.

**[Fingers of Grace]**

**Effect:** The tailor’s dexterity is heightened to supernatural levels when crafting garments. This allows them to create complex designs, perform delicate stitching, and manipulate intricate patterns with impossible precision and speed.

**Advanced Form:** At higher levels, the tailor’s hands move so fast and precisely that they can work on multiple projects at once, or craft garments that seem to have been created in a fraction of the usual time without sacrificing quality.

**[Charming Embellishments]**

**Effect:** The tailor can enchant embellishments—like buttons, gemstones, or threads—into garments that enhance the wearer’s charm and allure. The more intricate the embellishment, the stronger the charm effect.

**Advanced Form:** At higher levels, the tailor can create magical embellishments that protect the wearer from ill intentions, deflecting envy or malice while enhancing their likeability.

[Illusory Drapery]

Effect: The tailor can sew illusions directly into the fabric, making garments that shimmer, change color, or subtly alter their appearance to suit different situations. The illusions can be small (like shifting patterns) or large (like a cloak that makes the wearer seem taller or more imposing).

Advanced Form: As the skill evolves, the garments can fully transform into different styles or forms at the wearer’s will, shifting from casual to formal wear or from light armor to heavy robes in an instant.

[Manawoven Patterns]

Effect: The tailor can weave mana directly into the patterns of garments, making them visually stunning while subtly enhancing magical capabilities. These garments increase the wearer’s control over their own magic or provide passive mana regeneration.

Advanced Form: At higher levels, the tailor can weave complex arcane symbols into clothing that act as spell amplifiers, boosting the potency of specific spells or magic types the wearer uses.

[Loom of Elegance]

Effect: When using magical looms, the tailor can enhance the elegance and flow of garments, giving them an almost ethereal quality. The clothing moves fluidly with the wearer, accentuating their grace and making them appear more poised and dignified.

Advanced Form: At higher levels, the garments seem to have a life of their own, automatically adjusting to the wearer’s movements or even offering subtle protection from harm by flowing in sync with magical defenses.

[Ethereal Stitching]

Effect: The tailor can sew garments using invisible or ethereal threads, allowing for designs that are intangible to the touch yet visually stunning. These threads might glow faintly, shimmer with magic, or move with an almost ghostly quality.

Advanced Form: At higher levels, these ethereal stitches can protect the wearer from certain types of physical or magical harm, as the threads can phase in and out of the physical realm to deflect attacks.

[Charmwoven Attire]

Effect: The tailor can weave specific charms and enchantments into fabric that provide long-lasting buffs, such as good fortune, courage, or calmness. These garments become symbols of elegance and power, drawing people’s admiration and evoking strong positive reactions.

Advanced Form: At higher levels, the garments can provide stronger emotional or psychological effects, such as making others more susceptible to persuasion or deflecting negative emotions like jealousy or fear.

[Glamourweaving] – Creates garments that can project illusory glamours, allowing the wearer to appear differently to others depending on the situation, from changing their physical appearance to enhancing their natural beauty.

[Serene Threadwork] – Weaves calming magic into garments, making the wearer emit an aura of peace and tranquility, useful in negotiations or tense situations.

[Aura of Elegance] – A garment that radiates elegance, making the wearer s