Name: Seyicer

**Race**: Al Bhed/Cetra

**Job**:Ninja/ Redmage(Sub-job

**Nationallity**:Dalmasca

**Age**:16 years old

**Birthdate**: May 23

**Height**:6'1"

**Weight**:187 lbs.

**Build**:Medium

**Weapon**: A Hand-and-a-half Sword , a small Katana, Black and White Magic. Shruikins

**Magics Known**:, Flare, Bio, Cura, Life, Regen, Esuna, Fira, Blizzara, Waterga , Break, Reflect, Dispel, Libra, Float, Silence, Confuse, Gravity, Death, Teleport

**Other**: The weapons appear on magical command, they do not stay with him. Only the Shruikin’s stay on his person

**Limit Breaks**: 1. Dominance: My own little thing, where my swords rise to the target and self-destructs, then immediately reforms.

2. Heavenly Dominance: The same thing, except when the swords reform, they split into seven, and explode again. The swords reform and can be used for various purposes.

3. Twilight Rain: A rain that either heals or attacks. It’s a flip-a-coin type thing

4. Soul Harvest: If you don't cure this soon, you're as good as dead, considering you won't have a soul anymore.

**Non-Magical Abilities**

1. Quick Dash: With Seyicer being a Ninja, he can run extremely past. Here one moment, gone the next.

2. Weapon Call: with a force of will, Seyicer makes his blades appear in his hands.

3. True Aim: Has a better chance on nailing his target with a ranged weapon. Doesn't work all the time

4. Speak to me: While most people cannot understand everlastings, Seyicer can understand them perfectly, becuase of his half-Cetra blood

5. Synchorinze: Depending on the element of the current summon, that relating spell will be increased in power by one level. (Example: If Ifrit is out, Fira turns to Firaga. For Leviathan, Waterage will become Waterja

**Gear**: Light Blue Tunic, Ninja gear. Torn shirt

**Story**: Born in a small village close to Dalmasca, ran away to explore and train at the age of twelve , where he trained by fighting the Various Beasts. At age thirteen, he discovered his magical ability, where in witch his first spell was fire. Eventually he joined an Assassins group called, ‘The whispering Sands’, where he was taught how to fight, as well as hone his magic. By the age of Fifteen, 200 were dead.

Soon, a price was placed on his mother. Though he ran away, he loved her dearly, and rebelled against the assains. This led to a horrible Battle, later known as the battle of the thousand, where other assassin clans joined in the fight, one thousand died.

The sorrow and hatred bewteen the clans convinced Seyicer to go on the path of the twiliight, one neither good nor bad. Because of this he works as a traveling detective(In name only), trying to find the mysteries of the world, and be the best he can be. He vows to be non-judgemental, and to look at things from all points of view, to better get along with everyone.

This dosn't work half the time, because his anger still gets the best of him..

**Weakness**: Seyicer, like all teenagers, is a sucker for women. Also, the Thunder element can really give him pain, witch is why he has no thunder spells. Also, the memory of his kills haunt his nightmares... (All someone has to do is play on that...)

**Personality**: Despite his training, Seyicer is a little cocky. At times, he is calm, and judges most people fairly.