Orion Xylon

| Short backstory |
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| Before Orion became an Arbiter, he was born in an extremely poor village in an orphanage.  He is childhood friends with Tyler grover. |

| Weapon- |
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| Chrysalis Haze  (Designed after the Scimitar sword) |

| Artifact set- |
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| Mountain haze |

| Constellation- |
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| πυξίδα  pyxída  Greek - Compass |

| Vision |
| --- |
| Cryo |
| Location-  The left UpperArm |

| Physical attributes | |
| --- | --- |
| Hair-type | Straight-Split |
| Hair-height | Short |
| Hair-Type-Split-Vertical | No |
| Hair-Type-Split-Horizontal | Yes |
| Hair-Type-Normal | No |
| Skin color | Blanched Almond |
| Hair-color | N/A |
| Hair-Type-Split-Vertical-Left-Color | No |
| Hair-Type-Split-Vertical-Right-Color | No |
| Hair-Type-Split-Horizontal-Front-Color | Dark Turquoise |
| Hair-Type-Split-Horizontal-Back-Color | Platinum white |
| Hair-Color-Gradient | Yes |
| Hair-Color-Gradient-Color | N/A |
| Hair-Type-Split-Vertical-Left-Color  -Gradient-Color | No |
| Hair-Type-Split-Vertical-Right-Color  -Gradient-Color | No |
| Hair-Type-Split-Horizontal-Front-Color  -Gradient-Color | No |
| Hair-Type-Split-Horizontal-Back-Color  -Gradient-Color | charcoal |
| Eye-Heterochromia/Single | Single |
| Eye-color-1 | Lemon Glacier |
| Eye-color-2 | Lemon Glacier |
| Eye-Pupils-Different/Matching | Matching |
| Eye-Pupils-1 | Slits |
| Eye-Pupils-2 | Slits |
| Extra/Other | None |

| Other Items or features | |
| --- | --- |
| His swords are connected by chains | His fingernails are painted with the color being waterspout cyan |
| has a Scottish accent | Orion gets a little flirty when talking to any male characters. |
| Despite Orion being the 5th Arbiter, he has the lowest status due to his body type but makes up for it with his speed and strategic knowledge, hence his reasoning to develop his “Compass haze” technique. |  |

| Height, age, and body type | |
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| height | 5’4.5” |
| age | 20 |
| Body type | medium male |

| Ultimate Burst |
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| compass Haze, dance of the disasters |
| first disaster: Cold front blitz |
| Orion Starts to Generate Mist/fog around him before he dashes forward at blinding speeds and spirals into the air whilst performing a swirling slash upwards towards the enemy while being accompanied by the Mist/Fog. |
| second disaster: Glacier impact |
| Orion twists and spins his body to swing both of his swords in a circular motion that generates a glacier that spreads as it increases in size for the duration of the burst.  The glacier spreads in a Circular direction around Orion |
| third disaster: torrent of snow dragons |
| Orion moves in Graceful unorthodox patterns to confuse the enemy, while also simultaneously unleashing many consecutive slashes that gracefully curve and twist into itself, with each strike being stronger than the last.  While Orion is performing this burst, the area surrounding him and the enemy is enveloped by a heavy snowstorm.  also while Orion is performing this burst, Dragons made from snow and ice trail after his swords, which explode once the sword strikes an enemy, dealing Cryo damage. |
| fourth disaster: Borealis haze dance |
| Orion Covers the surrounding area in a thin mist/fog-like haze while Orion rushes toward the enemies and unleashes a singular slash that curves and twists gracefully into itself while simultaneously striking all enemies in a flowing dance.    While the swords are in motion, they leave a trail of lights similar to the Aurora Borealis. |
| fifth disaster: Icicle, Falling star shower |
| Orion leaps high into the air while simultaneously Creating multiple Icicles while mid-air, and slashing them into many pieces before he falls with them, dealing massive AoE damage. |
| sixth disaster: ice age, Arctic extinction |
| Orion lifts both of his swords above his head and slams them down with great force on the ground, which will cover the surrounding area in Ice and snow, along with a large blizzard.  Also, any enemies that are in the Area when this Burst is activated will be enveloped in Ice and after a while the enemies that are trapped in the Ice will explode, dealing Cryo AoE damage. |
| seventh disaster: torrential snow showers |
| Orion twists and spins his body at great speeds, using both of his swords to perform a fierce whirling motion that generates a big cyclonic blizzard that will shred apart anything caught within its current.  While performing this technique, Orion cannot move. |
| eighth disaster: lunar devouring apocalypse |
| Orion leaps high into the air while simultaneously releasing several rotating  Crescent Moon-like slashes down towards the enemies below, dealing AoE damage. |

| Normal burst |
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| compass haze, layers of the morning haze |
| first layer: morning haze, avalanche |
| Orion uses his Vision to create a burst of mist/fog that is infused with elemental energy that covers his swords, allowing him to deal double damage physically and it will apply the effect “Frozen” to the enemy instantly, ignoring any effects on a single enemy.  This technique also allows Orion to Instantly destroy any type of Vision-infused shield. |
| second layer: morning haze, lethargy |
| Orion uses his Vision to create a burst of mist/fog that is infused with elemental energy that covers a wide area, with any enemy that either walks into or is already in the area, which slows the movement speed of the enemies as long as they are inside the area, also any enemy within the affected area will slowly start to take damage and each time the enemy takes damage, Orion and his party will convert half of the damage the enemy receives into a healing bonus. |
| third layer: morning haze, splash |
| Orion uses his Vision to create a burst of mist/fog that is infused with elemental energy that covers a wide area with any enemy that either walks into or is already in the area to become blind for the duration of this Burst.  Also applies the cryo and frozen effects to the enemies. |
| fourth layer: morning haze, distant storm |
| Orion uses his Vision to create a burst of mist/fog that is infused with elemental energy to envelop Orion to make him partly invisible while he also creates 8 clones that rush the enemy, and once the clone either dies or the Burst Duration ends will cause the clones to explode, dealing Cryo AoE damage.  Once all 8 clones are destroyed, Orion will become visible.  If the player switches characters while using “fourth layer: morning haze, distant storm” will cause the Burst to cancel. |
| fifth layer: morning haze, Neutral discharge |
| Orion uses his Vision to create a burst of mist/fog that is infused with elemental energy that envelops the enemy. While the enemy is enveloped in the mist/fog, it will negate any elemental properties that the enemy is either enveloped in or used by the enemy. |
| sixth layer: morning haze, misty palace gates |
| Orion uses his Vision to create a burst of mist/fog that is infused with elemental energy that functions as a shield that protects Orion or the active party member, but it will counter differently depending on what reacts with it:  Neutralize any non-elemental infused attacks.  Cryo and Hydro-  When the shield reacts with the Cryo/Hydro element, it increases the duration of the active Shield, but it will also increase the CD, but only for this only applies to the” sixth layer: morning haze, misty palace gates”  Pyro and Ameno-  When the shield reacts with the Pyro/Ameno element, it decreases the duration of the active Shield, but it will also decrease the CD, but only for this only applies to” sixth layer: morning haze, misty palace gates”  Dendro and Geo-  The Dendro and Geo elements do not affect the Shield.  Electro-  When the shield reacts with the Electro element by causing Orion or the active party to slowly start taking damage and decreasing the duration of the active Shield but doubling the CD for all bursts. |
| seventh layer: morning haze, blizzard in the field |
| Orion uses his Vision to create a burst of mist/fog that is infused with elemental energy to create and disperse Cryo Cores while using any normal attacks.  Cryo Cores-  Cryo Cores look and act like Dendro Cores, the major difference is that their spheres are cyan with the Cryo symbol on one side, another difference is that instead of dealing AoE Dendro damage, they deal AoE Cryo damage, and the final difference is that it reacts differently to 4 elements, which are Hydro, Pyro, Electro, and Ameno.  Hydro-  When a Cryo core is affected by Hydro, the AoE damage and range is doubled, and the surrounding area freezes.  Pyro-  When a Cryo core is affected by Pyro, it will cause it to both deal AoE Damage and create a mist/fog to confuse and disorient the enemies.  Electro-  When a Cryo core is affected by Electro, the AoE damage, and range is Tripled.  Ameno-  When a Cryo core is affected by Ameno,  it will cause it to create a mist or fog to confuse and disorient the enemy while also dealing damage to the enemy as long as they are inside the mist/fog. |
| eighth layer: morning haze, scattering |
| Orion uses his Vision to create a burst of mist/fog that is infused with elemental energy that will be released anytime he attacks using any normal attacks. |

| Normal Attacks- |
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| compass Haze, fury of storms |
| first storm: center flash thrust |
| Orion dashes at the enemy at blinding speeds and uses the momentum of his speed to then strengthen a single thrust at the enemy.  This technique works best against Geo enemies or enemies affected by Geo. |
| Second storm: low shredding windstorm |
| Orion releases several slashes from below his target.  This technique works best against Dendro enemies or enemies affected by Dendro. |
| third storm: Great lunar howl |
| Orion lifts both of his swords above his head and slams them down with such great force that any enemy around Orion is pushed back and temporarily stuns them.  This technique works best against Ameno enemies or enemies affected by Ameno. |
| fourth storm: traditional sun dance |
| Orion performs many graceful flips and somersaults while spinning midair and moving with his body weight to deliver many consecutive attacks.  This technique works best against Pyro enemies or enemies affected by Pyro. |
| fifth storm: the surge of a great storm |
| Orion unsheathes his blades and performs many consecutive slashes at blinding speeds in quick succession.  This technique works best against Electro enemies or enemies affected by Electro. |
| sixth storm: clash of the twin vortexes |
| Orion holds one of his swords with a reverse grip and spins the other using the chain that connects them while rushing the enemy.  This technique works best against Cryo enemies or enemies affected by Cryo. |
| seventh storm: wavering tsunami |
| Orion spins his body while holding one of his swords in reverse, and using both of his blades to perform a fierce whirling motion.  This technique works best against Hydro enemies or enemies affected by Hydro. |
| eighth storm: Eye of the Storm |
| Orion holds both of his swords apart and spins them rapidly in conjunction to defend or parry any incoming physical attacks.  While performing this technique, Orion cannot move |

| Talent |
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| Compass haze, Research and simplified |
| Orion's talent is separated into two different parts, with one being “Research” and the other being “Simplified ”.  Research-  Note: This part of the talent, “Research”, will only work when Orion is in the active party.  This part of the talent can only be triggered by any of the following requirements;   1. Opening a chest and it drops items or materials 2. Gathering materials and it drops items or materials 3. After an enemy is killed and it drops items or materials 4. After doing an investigation and it drops items or materials 5. After a Destructive object is destroyed and it drops items or materials   If any of these requirements are met, then the dropped items or materials will automatically be collected, and when any cooking or crafting recipes and any type of blueprints are collected, they are instantly learned.  Simplified-  Note: This part of the talent, “Simplified”, will only work when Orion is selected for either cooking, forging, or crafting.  When Orion is chosen for either cooking, forging, or crafting, it will cut the material amount, Mora cost, and crafting time in half, but there is also a bonus and penalty;  Cooking-  Bonus:  It doubles the effects and duration of the food.  Penalty:  The food cooked will have a 10% to be perfect, with the other 90% being suspicious, along with any healing properties being reduced by 5%.  Crafting-  Bonus:  The cost will be cut in half  Penalty:  This part of the talent only applies to common, uncommon recipes  Forging-  Bonus:  The weapon will be Refinement rank 2 after forging  Penalty:  It will cost double |