Tyler Grover

| Short backstory |
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| Before Tyler became a beast tamer, he was born in an extremely poor village in an orphanage. He is childhood friends with Orion Xylon. |

| Weapon- |
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| Pride fang  (Design is similar to the Falchion sword) |

| Artifact set- |
| --- |
| Bestiary guide |

| Constellation- |
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|  |
| θηριοκαβαλάρης  Thiriokavaláris  Greek - beast rider |

| Vision |
| --- |
| Dendro |
| Location-  Attached to his belt |

| Physical attributes | |
| --- | --- |
| Hair-type | straight |
| Hair-height | long |
| Hair-Type-Split-Vertical | no |
| Hair-Type-Split-Horizontal | no |
| Hair-Type-Normal | yes |
| Skin color | Burly Wood |
| Hair-color | Bulgarian Rose |
| Hair-Type-Split-Vertical-Left-Color | no |
| Hair-Type-Split-Vertical-Right-Color | no |
| Hair-Type-Split-Horizontal-Front-Color | no |
| Hair-Type-Split-Horizontal-Back-Color | no |
| Hair-Color-Gradient | no |
| Hair-Color-Gradient-Color | no |
| 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 | no |
| Eye-Heterochromia/Single | single |
| Eye-color-1 | Navy blue |
| Eye-color-2 | Navy blue |
| Eye-Pupils-Different/Matching | Matching |
| Eye-Pupils-1 | Tear |
| Eye-Pupils-2 | Tear |
| Extra/Other | Highlights-  Firebrick |

| Other Items or features | |
| --- | --- |
| Tyler has a higher status than other characters with the same body type as his because of his muscular composition, making him twice as strong | Tyler gets a little flirty when talking to any male characters. |
| His Claymore is connected by a chain that is connected to his belt |  |

| Height, age, and body type | |
| --- | --- |
| height | 5’5” |
| age | 19 |
| Body type | medium male |

| Ultimate Burst |
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| wild compass, devouring tree |
| Tyler manifests a giant living tree made of elemental energy with 7 branches with each end ending with a head of an animal, and they stretch, bend, and curve to attack and deal damage to nearby enemies while also activating the same effects as “Beast compass, lethargy tame” with the corresponding heads.  First branch- Snake  Second branch- Salamander  Third branch- Dragon  Forth branch- wolf  Fifth branch- Lion  Sixth branch- Griffen  Seventh branch- Phoenix |

| Normal bursts |
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| wild compass, lethargy tame |
| Serpentine toxins |
| infuses Dendro elemental energy with the active party member normal attacks that deal dendro damage.  While “Serpentine lethargy toxins” is active, it activates a second effect when the elemental energy is infused with geo enemies or enemies affected by Geo by draining them of their geo elemental energy and then using the drained element energy to heal the active party member.  While the weapon is infused with element energy it releases a snake made of elemental energy that accompanies the active party member's normal attacks |
| Lion Frighten |
| infuses Dendro elemental energy with the active party member's normal attacks that deal dendro damage.  While “Lion frighten” is active, it activates a second effect when the elemental energy is infused with Dendro enemies or enemies affected by dendro by draining them of their Dendro elemental energy and then using the drained element energy to increase elemental mastery of the active party member for 5 min.  While the weapon is infused with element energy it releases a lion made of elemental energy that accompanies the active party member's normal attacks |
| Roaring Dragon |
| infuses Dendro elemental energy with the active party member's normal attacks that deal dendro damage.  While “Roaring Dragon” is active, it activates a second effect when the elemental energy is infused with Pyro enemies or enemies affected by Pyro by draining them of their Pyro elemental energy and then using the drained element energy to increase elemental and physical damage of the active party member for 5 min.  While the weapon is infused with element energy it releases a dragon made of elemental energy that accompanies the active party member's normal attacks |
| Sly Salamander |
| infuses Dendro elemental energy with the active party member's normal attacks that deal dendro damage.  While “Sly Salamander” is active, it activates a second effect when the elemental energy is infused with Hydro enemies or enemies affected by Hydro by draining them of their Hydro elemental energy and then using the drained element energy to actively replenish the active party member’s stamina.  While the weapon is infused with element energy it releases a salamander made of elemental energy that accompanies the active party member's normal attacks |
| Phoenix embers |
| infuses Dendro elemental energy with the active party member's normal attacks that deal dendro damage.  While “Phoenix embers” is active, it activates a second effect when the elemental energy is infused with electro enemies or enemies affected by electro by draining them of their electro elemental energy and then using the drained element energy to increase the Crit Damage of the active party member for 5 min.  While the weapon is infused with element energy it releases a phoenix made of elemental energy that accompanies the active party member's normal attacks |
| Humble Wolf |
| infuses Dendro elemental energy with the active party member's normal attacks that deal dendro damage.  While “Humble Wolf” is active, it activates a second effect when the elemental energy is infused with cryo enemies or enemies affected by cryo by draining them of their cryo elemental energy and then using the drained element energy to increase elemental and physical defense of the active party member for 5 min.  While the weapon is infused with element energy it releases a wolf made of elemental energy that accompanies the active party member's normal attacks |
| Griffen fury |
| infuses Dendro elemental energy with the active party member's normal attacks that deal dendro damage.  While “Griffen fury” is active, it activates a second effect when the elemental energy is infused with anemo enemies or enemies affected by anemo by draining them of their anemo elemental energy and then using the drained element energy to increase the Crit Rate of the active party member for 5 min.  While the weapon is infused with element energy it releases a Griffen made of elemental energy that accompanies the active party member's normal attacks |

| Normal Attacks- |
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| wild compass, broad style |
| Blind shadow, vanish |
| Tyler dashes at blinding speeds towards an enemy backflipping behind them to deliver a powerful slash by using his body weight |
| Distant wind dance |
| Tyler swings his claymore by swinging the chain that is connected to it to release several rotating slashes |

| Talent |
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| wild compass, Taming master |
| When Tyler is in the party, characters will not startle the animals or monsters that are listed below:   * Cannot startle the following-   + Elemental lifeforms     - Slimes     - Specter   + Mystical beasts     - Whopperflower     - Cicin     - Fungus     - Hydroshroom     - Dendroshroom     - Cryoshroom     - Geoshroom   + Birds   + Beasts   + other |