**Mirra**

**Appearance**

A well-to-do Water tribe Neranoid. Her antennae bear marks of jewelry she no longer wears. She wears standard Water tribe warrior clothing. She has an imperious glare, but this softens easily around those close to her.

**Personality**

Determined and protective. Dislikes authority, and following others. Very intelligent, but sometimes overlooks emotion. Bitter at the Water tribe, frustrated with the Lightning tribe, and caring for Fire, Wind, and Earth.

**Backstory**

Mirra was an offspring of the Water tribe leader, and was raised to be his second-in-command. However, seeing her father’s descent into madness as he attempts to raise Mezo from his sleep, Mirra defected. She attempted a coup, but was repelled by loyalists. She escaped, and now seeks a reformation of the Water tribe.

**Abilities**

Exceptional power over water. Able to condense ambient water from the air, and can control massive amounts of liquid. However, she struggles to direct smaller amounts, especially those inside living organisms. With extra focus, can condense water into ice. This is much more energy intensive, however, and will tire her out quickly.