

# Onyx

*Custom Hero*



## IMAGE GENERATION DETAILS

Generation Prompt:

32-bit pixel art with clearly visible chunky pixel clusters, dithered shading, low-resolution retro high-fantasy aesthetic. A sly and pretty young woman wielding a diamond blade and golden boomerang, she strikes unseen and disappears into the shadows., depicted in a distinctly high-fantasy world. Placed in a expansive high-fantasy setting, rendered with simplified tile-like textures and deliberate low-color shading. Use a cohesive warm earth tones with vibrant accents palette. Position the character in the lower third of the frame, (facing the camera), viewed from a pulled-back wide-angle perspective showing expansive landscape surrounding them. The character should occupy only 60-70% of the composition, with dominant landscape and sky filling the remainder. Retro SNES/Genesis style, magical technology, enchanted objects, no modern technology. --style raw

## CHARACTER DETAILS

Race: n/a

Sex: n/a

## STATISTICS

HP: 25/25

AC: 15

ATK: +4

DMG: d8

## DESCRIPTION

**A sly and pretty young woman wielding a diamond blade and golden boomerang, she strikes unseen and disappears into the shadows.**

## ABILITIES

### Diamond Blade Slash (Attack)

A swift, razor-sharp strike that shimmers like a diamond.

- Damage: 1d10
- Bonus: 1d4
- Attack Roll: d20

### Golden Boomerang (Attack)

A gleaming boomerang that returns to Onyx, striking twice.

- Damage: 1d8
- Attack Roll: d20
- Attacks: x2

### Shadow Veil (Healing)

A subtle charm that mends wounds and grants a brief moment of safety.

- Healing: 2d6+2

### Sly Whisper (Attack)

A silent, deceptive blow that deals extra damage when the target is unaware.

- Damage: 1d6
- Bonus: 1d6
- Attack Roll: Automatic