

Avery Mäkelä

Secret student of dark magic and near-master alchemist

Despite their intentions to use a dark spell to open a portal to hell, they have been extremely careful not to hurt anyone innocent with their quest, but those who oppose them are struck down.

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Abilities



Flarestorm - Ignite the air around the target, completely incinerating them.



Shadow Summons - Summon dark forces to do your bidding.



Toxic Flask - Throw a bottle of a toxin at the opponent.



Lunar Bolt - Cast a bolt of lightning summoned with dark magic.



The Game

A fantasy linear RPG, focusing on Avery's story. Most of the game is centered on the main quest, but some side quests exist, and the world can be explored a small bit. Magic is extremely rare in this world, and alchemy is quite commonly used as a substitute.

Character Introduction

Avery is walking outside the city walls at night. Two guards are standing at the end of one of the bridges leading back inside. As she approaches the guards, one of them moves to stand in the middle of the road and prevents her from passing by. He demands a fine from Avery to pass by, and the other guard looks uncomfortable, but doesn't say anything. Avery declines, and tries to walk past him, but he stops them and calls them "little girl". Avery has had enough, and appears to light the bridge on fire before summoning dark magic to bind the guard to a railing. The other guard is safely outside of the fire. The fire disappears, having been just an illusion, and Avery continues into the city, leaving the rude guard bound to the wall.

Barks:

"Looking for some magic? I guess I'll do."

"Most potions are for drinking. This one though?

This one is for throwing, like this!"

"Will do! As soon as I find my book."

"Usually I get someone else to do this part for me..."

"One magic, coming right up."

"One sec... Yeah?"

Animation Notes

Moves cautiously. Tends to hide behind things when possible. Rarely stands up straight, but isn't hunched, just leaning against something, or on a single leg. Walks quickly, trying to stay out of the

Extra Info

Ever since their parents died, the town alchemist has been teaching them her craft, but Avery has been learning sorcery on the side to bring their parents back. They never really got over the loss, and the childish feeling of the unfairness of the situation never left, drawing them to the possibility of bringing their parents back. Now 21, they have become slightly desperate and are resorting to more dangerous methods.



Skins

Standard (Color Image above)

Sorceress (Page 1 image)

Alchemist (sturdy leather clothes and helmet)

Formal (blue dress and fully braided hair)

Defeated (ragged clothes [not the normal clothes, blue and gray this time], no bracelets or necklace.)