

Main Character

Name :

Atnir - The Name and Its Meaning

Atnir is a name made by combining ideas from Greek and Norse mythology. The first part comes from the Greek Ate ("Ατη), the goddess of ruin, mischief, and mistakes that can lead people to trouble. The second part comes from the Norse Eir, the goddess of mercy, healing, and protection.

Together, the name shows a balance between destruction and protection. It belongs to someone whose life is full of difficult choices - things that could either cause ruin or bring safety. Anyone who hears the name Atnir feels both danger and hope, because it is tied to ancient forces shaping destiny.

Age:

13 years old, young but old enough to face challenges.

Stage of Life:

A growing boy, more to learn and understand about the world, his surroundings, his powers and his role in his life.

Role in Story:

Readers watch him grow from a boy into a hero, discovering both the dangers and responsibilities of his cursed bloodline.

Powers:

Ancient Weapons :

Ancient Weapon Mastery:

Atnir didn't know he could wield ancient weapons at first. During his survival, he used a simple knife, and over time, he noticed it growing stronger and responding to him in small ways. This gradual improvement led him to realize his latent power and begin experimenting with weapons intentionally. He trains progressively, mastering smaller weapons first, then moving on to

stronger ones. Weapons that are too powerful for his current skill may resist him, sometimes causing minor or even dangerous accidents.

Learning and Growth:

Each weapon teaches him lessons in control, strategy, and timing. His powers grow naturally with experience, reflecting both physical skill and understanding of the world. This also improves his reflexes and overall combat skills.

Mana Use:

He channels Shadow Mana to awaken weapons' latent abilities. Improper use carries risk, but proper control unlocks full potential.

Physical:

Atnir's body and strength were shaped by a childhood full of survival. His physical skills come from a combination of instincts, practical experience, and constant adaptation to harsh conditions. Every movement, every reflex, has been honed by the challenges he faced growing up, making him resilient, agile, and capable beyond what most children his age could achieve.

Mana:

Atnir has normal mana, the kind found in ordinary people, although some individuals are born without any mana at all. In addition, he possesses Shadow Mana, which is even rare among the cursed generation and is exclusive to cursed people. He discovered his Shadow Mana when he came across an ancient tool used by his ancestors to detect whether someone had this rare power.

Personality:

Atnir is fundamentally good-hearted, yet cautious and guarded due to his survival instincts. He analyzes situations carefully and relies on his instincts to stay safe. Sometimes, even though he doesn't want to, he is forced to do harsh things, like killing - a part of the path his life has set for him. Despite this, he remains brave, determined, and compassionate when it truly matters.

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