

### **Avalon, the Last Drakon (Healer/Pyromancer)**

Race: Drakon

RPG Class: Grey Mage

Battle Partner: Kalima, the Technomancer

Weapon(s): N/A

Specialties: Unique Holy Mage, Unique Pyromancer

Most Damaging Move(s): Breathe of the Drakon (Pyromancy/Special), Fire Glyph (Pyromancy/Special)

Best Defensive Move(s): Whiplash (Special), Back-Off (Special)

Best Buff/Debuff(s): Circle of Life (Holy/Special), Auto-Revive (Holy/Special), Miracle Glyph (Holy/Special)

Nickname: "Ashes"

"Not much is known – or even understood – about Avalon. She is the last of her species; the last drakon, part of a race of mythical dragon-like miniatures, capable of utilizing their great voices to sing melodies of joy... or to inspire war. She partners with Kalima, a sorcerer of great talent, and uses her connection to the natural world to augment Kalima's magical prowess, at the expense of her own usefulness in battle. When separated, she can soar to great heights, and cast powerful area-of-effect pyromancies and healing auras, at the expense of being unable to heal or regenerate energy herself, and weakening her partner."

### **Céilidh, the Forgotten (Hexer)**

Full Name: Céilidh Ann Spoff (Pronounced: Kay-Lay, or like Kay-Lee)

Race: Human - Mage

RPG Class: Black Mage

Weapon(s): Elemental Rings (4), Corrupted Rings (2)

Specialties: Master Sorcerer, Master Hexer, Novice Holy Mage

Most Damaging Move(s): Decay (Sorcery), Death (Sorcery), Infinity (Sorcery), Probability Sphere (Probability Hex)

Best Buff/Debuff(s): Randomized Effect (Probability Hex), Curse (Black Hex), Bind (Holy)

Unofficial Theme Act 2/8: "I Don't Care" – Fall Out Boy

Nicknames: "THAT Crazy Psycho," "Queen of Veneficia Grotto," "Crazy Bitch," "Witch," "Don't worry, she's probably okay"

"A past citizen of the main kingdom of humans, she lives in a southern grotto bordering the Great Dark Wood of the West. Suffering from a number of emotional dilemmas and personal tragedies, she is a reclusive, yet energetic, figure. Fashioning six rings to focus her raw magical talent, she is capable on one hand of moderate control of the elements, like a traditional sorcerer. On the other hand, she is able to cast hexes that stun, maim, and... transform her opponents into small pyramids? What's with the eye on them?"

Character inspired by the life and likeness of Kailie Spofford.

### **Daniel, the Apprentice Pyromancer/Student of Machines (Pyromancer/Sorcerer)**

Lineage: Caledonia (Scottish)

Race: Human – Pyromancer/Mage

RPG Class: Black Mage

Weapon(s): Wand of the Apprentice

Specialties: Advanced Pyromancer, Advanced Sorcerer

Most Damaging Move(s): Engulf (Pyromancy), Incinerate (Sorcery), Riptide (Sorcery), Vine Trap (Sorcery), Tempest (Sorcery)

Best Defensive Move(s): Wall of Flame (Pyromancy)

Unofficial Theme Act 1/8: "The Less I Know The Better" – Tame Impala

Nicknames: "Late to the party," "So your not stoned right now?," "Apprentice!," "Untapped Potential"

"A denizen out of the Great Dark Wood of the West, he is a member of the One Clan of Pyromancers. The youngest in his family, he is the victim of an upbringing that failed to push his potential, he realizes himself slightly after his peers, and tests his mettle, becoming a rising caster quickly. Unsatisfied with just being a pyromancer, he garners the favor of the new Master of the One Clan to venture off to find the fabled and mysterious master sorcerer himself – The Great Ifan (Pronounced: Ev-An, like Evan). He directs his prowess through a wand carved from the woods where we grew up. He is capable of learning a wide variety (but not every) sorcery and pyromancy."

Character inspired by the life and likeness of Brett C. Daniels.

### **Daphne, Representative of the Skydom (Valkyrja)**

Lineage: Hispania – Domenica (Dominican)

Race: Valkyrja – Warrior/Mage

RPG Class: Warrior

Weapon(s): Pen of the Diplomat (Short Sword), Blade of the Serpens (Long Sword)

Specialties: Melee, Master Sword Mage

Most Damaging Move(s): Impale (Special), Cauterize (Sword Magic)

Best Defensive Move(s): Back-Off (Special), Rebound (Special)

Best Buff/Debuff(s): Warrior's Stance (Special), War Cry (Special)

Unofficial Theme Act 8/8: "Ain't Got Far To Go" – Jess Glynne

Nicknames: "Faker," "Diplomat," "Greatest Serpens Slayer," "Red Haired Bitch," "Giraffe," "La Pelotera"

"Becoming a warlord when she was but ten years old, Daphne rose quickly through the ranks of Valkyrjan society to become a member of the Council within the Skydom. After a heated series of debates and votes, she's been sent as a spy to watch and report back on all human affairs in the human Kingdom of Hampshire, under the guise of being a representative to maintain race relations. She is skilled in both magic and close combat, and utilizes both together with great effect. She wields both a sword and long sword in combat, and is one of only three wandering heroes able to fly."

Character inspired by the life and likeness of Daphne S. Naut.

### **Elizabeth, Mistress of the King's Night (Assassin)**

Full Name: Julie Sheila Elizabeth III

Race: Human - Cyborg

RPG Class: Ninja

Weapon(s): Katana, Shurikens

Specialties: Melee, Ranged

Most Damaging Move(s): Eviscerate (Special), Decapitate (Special)

Best Buff/Debuff(s): Blood Lust (Special), Targeting Module (Special)

Unofficial Theme Act 1/8: “LA Devotee” – Panic! At The Disco

Nicknames: “Jewels,” “Killer Bitch,” “The Best,” “Yes, I would fear her if I didn’t know her better,” “Don’t stand too close to her,” “The Decapitator,” “Caffeinated Queen”

“A member of the King of Hampshire’s elite squadron of new age warriors, Elizabeth was destined to serve her government with pride as one of the most effective assassins of her time... until the King decided she was, “too efficient for her own good,” and ordered her to be murdered by her own teammates after sending her off on a bogus mission outside the gates of the capital city. Assisted by her outside friends, she narrowly escapes with her life. She makes it her goal to return and give the King a piece of her mind... after she follows up on verified leads from her given ‘mission’. She is an expert in subterfuge and killing, due to her various cybernetic enhancements. However, because of her disconnect from nature because of her cyborg status, she is unable to cast magic, which often hampers her in open combat scenarios.”

Character inspired by the life and likeness of Julie E. Thomas.

### **Gwilym, Master Pyromancer of the One Clan (Pyromancer)**

Lineage: Hibernia (Irish) (Pronounced: G-William, or Gw-I-Liam)

Race: Human – Pyromancer

RPG Class: Black Mage

Weapon(s): Master’s Charm (“Necklace”)

Specialties: Master Pyromancer

Most Damaging Move(s): Dragon’s Breath (Pyromancy), Fire Storm (Pyromancy), Siphon (Special)

Best Buff/Debuff(s): Steel Will (Pyromancy), Rapid Cast (Special), Quick Foul (Special), Deadly Bond (Special)

Unofficial Theme Act 7/8: “Anna Sun” – Walk The Moon

Nicknames: “Pretty Boy”

“The last of four children and hailing from Atkins Grotto, Gwilym became the youngest to hold the title of “Master” within the One Clan of Pyromancers within the Great Dark Wood of the West. Successful early on in his career, after series of troubling events he ends up venturing off with his third sibling and a faerie from the nearby Great Plains. The most powerful pyromancer ever alive, he is capable of devastating opponents with overwhelming force, which often leaves him vulnerable in the process. His pyromancies are channeled from an age old artifact he wears around his neck, allowing him to tap into his soul and perform some magics unavailable to others, while also being able to project fire from his breath.”

Character inspired by the life and likeness of Liam M. Kimball.

### **Hunter, Archer of the King’s Men (Archer)**

Full Name: Hunter Gardner Sepulchra

Race: Human

RPG Class: Archer

Weapon(s): Bow of the Warrior

Specialties: Melee, Long Range, Unique Holy Mage

Most Damaging Move(s): Slit (Special)

Best Defensive Move(s): Reflect (Holy/Special)

Best Buff/Debuff(s): Teammate (Special), Double Time (Special)

Unofficial Theme Act 8/8: "Love Runs Out" – One Republic

Nicknames: "Annoying Sibling #1," "Loud Mouth," "Liar," "You said something?," "The Beast," "Unleash the Beast"

Character inspired by the life and likeness of Hunter G. Graves.

### **Iustus, the King's Squire (Summoner)**

Full Name: Iustus Iohannes Spectator Sepulchra (Pronounced: Ew-s-tus)

Lineages: Anglica (English), Hibernia (Irish), Canadensis (French Canadian)

Race: Human – Mage

RPG Class: Red Mage

Weapon(s): Katana

Specialties: Melee, Apprentice Sorcerer, Advanced Holy Mage, Master Summoner

Most Damaging Move(s): Flawed (Holy)

Best Defensive Move(s): Owl's Sign (Summon)

Best Buff/Debuff(s): Hawk's Sign (Summon), Bear's Sign (Summon), Revive (Holy), Bond of Sacrifice (Special)

Unofficial Theme Act 2/8: "Trouble" – Coldplay

Nicknames: "J-Money," "Johnny Cash," "He's always there. Will he ever leave?," "Annoying," "We know Iustus very well... wait, what do we know?," "He disappeared? Why should I care?," "The Smartest Person We Know"

"A jack of all trades, Iustus is the eldest son of a female pyromancer and male mage. A squire in the King's Court, he becomes growing disheartened. At heart, he is a silent optimist and places loyalty, trust, and morality ahead of his own safety and benefit. Unlike his younger sibling, he has greater endurance and pain resistance. His knowledge of multiple skill sets means he never reaches full potential in any, leaving him often behind in the group in terms of damage, and speed."

Character inspired by the life and likeness of Justice J.H. Graves.

### **Izzy, the Serpens from Drz (Serpens)**

Original Designation: UL-756-890

Race: Serpens

RPG Class: Berserker

Weapon(s): N/A

Specialties: Melee, Mid Range

Most Damaging Move(s): Tear (Special), Dragon's Ether (Special)

Best Defensive Move(s): Back-Off (Special)

Best Buff/Debuff(s): Quick Time (Special)

Unofficial Theme Act 8/8: "How Far We've Come" – Matchbox Twenty

Nicknames: "Shit...", "A FUCKING DRAGON," "Good Girl," "'Raw' Talent"

"Born recently from a hatchery in Drz, on the edge of The Great Lands of the Old Dragons, Izzy takes fate into her own hands, and breaks free from being used as energy to feed the ravenous dragon,

Rapture – but only after discovering his plot to ‘retake’ the world. Traveling around the continent of Ameros, she utilizes her brute strength and quick reflexes to stay alive, as she tries to get anyone (who will listen to her) to understand about the threat Rapture now poses to not just humanity, but the world. She is the only serpens capable of showing any human attributes, and of having an independent consciousness from the Hive.”

Character inspired by the life and likeness of Isabella E. Giesing.

### **Kalima, the Technomancer (Sorcerer/Technomancer)**

Full Name:

Race: Human – Mage

RPG Class: Blue Mage

Battle Partner: Avalon, the Last Drakon

Weapon(s): Staff of Solitude, Sonic Cube (Small Device)

Most Damaging Move(s): Incinerate (Sorcery), Riptide (Sorcery), Vine Trap (Sorcery), Tempest (Sorcery), Claw (Special), Acid Breath (Special)

Best Defensive Move(s): Dragon Scales (Special), Redirect Target (Technomancy)

Best Buff/Debuff(s): Control (Technomancy), Self-Destruct (Technomancy), Sutures (Holy), Double Cast (Special)

Unofficial Theme Act 1/8: “All the Stars” – Kendrick Lamar

Nicknames:

Character inspired by the life and likeness of Kalima B.

### **Kayleigh, the Faerie of the Great Planes (Faerie)**

Clan: Richardson (Pronounced: Kay-Lee)

Race: Faerie – Mage

RPG Class: White Mage/ Grey Mage (Temporarily)

Weapon(s): The Crowned Diamond (Ring), The Spire Onyx (Ring), Spear of Victory

Specialties: Melee, Master Holy Mage, Master Sorcerer (Temporarily)

Most Damaging Move(s): Purity (Holy)

Best Defensive Move(s): Back-Off (Special)

Best Buff/Debuff(s): Resurrection (Holy), Triple Cast (Special)

Unofficial Theme Act 4/8: “She’s So Gone” – Naomi Scott

Nicknames: “One Winged Angel,” “The Closer,” “Faerie of the Great Planes,” “Hybrid,” “Broken Wings,” “Couldn’t say a bad word about anyone”

“The daughter of a female human and male pixie, Kayleigh is the last remaining faerie living in the Great Plains, after decades of warfare in the north had all but exterminated the pixies. She is crippled, with one of her wings having been burnt off as a child due to an event involving a young pyromancer from the One Clan. Dedicating herself from then on as the protector of the Plains, she vows to get even with those – past and present – who would do her or her family harm. She is the strongest spell caster in the game, and is one of only three wandering heroes able to fly.”

Character inspired by the life and likeness of Kaley A. Richards.

### **Yehonatan, Magician of the King’s Court (Sorcerer)**

Full Name: Yehonatan Jonathan Aukstikalnis

Character inspired by the life and likeness of the late Jonathan E. Aukstikalnis.

**Niall, Vision of the One Clan (Alomancer)**

**Amadine, the Grand Enchantress (Pixie)**

Clan: Andrewson

Race: Pixie – Mage

RPG Class: White Mage

Weapon(s): Scepter of Grace (Early Game), Enchanter's Scepter (Late Game)

Specialties: Melee, Advanced Holy Mage

Most Damaging Move(s): Flawed (Holy)

Best Defensive Move(s): Back-Off (Special)

Best Buff/Debuff(s): Revive (Holy), Rapid Cast (Special)

**Isabella, the Gardener of the Gods (Life/Earth)**

Race: Old God

Association(s): Earth, Gaia, native species of flora and fauna, benevolence, retribution, generosity

“The Gardener of the Gods, Isabella is viewed as a benevolent being, though she is capable of great destruction in older folklore for vile acts done against the natural order. Her sign is the oxen, strong and sturdy, yet effective in plowing and sowing the fields for future growth. Her domain is over the mountains the open plains. She is known to meddle in the affairs of mortals to maintain the balance within nature, and for her own mysterious goals. Her gemstone is the green emerald, with a traditional cut.”

Character inspired by the life and likeness of Isabella E. Giesing, with some inversions.