

Ancient Unity: Character Application



Please Write N/A If Not Applicable and fill all sections~

General Information

Character Name: Lady Elsa Grethe Aren

Nickname(s)?: Lady Elsa, Highness, The Snow Queen, My chosen fifth (by Ahtohallan alone) Though really she just prefers Elsa

Age: 25

Birthdate: December 21 (The Winter Solstice)

Gender: Female

Pronouns: She/her

Orientation: Asexual panalterous

Relationship Status: Married to herself

Series and Location of Origin: Frozen franchise, Enchanted North Forest

Canon Point: One full year after Frozen 2

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Background

Must be at least two paragraphs (10 sentences) long. Optional for canon characters. Provide a link to a website detailing your character if applicable.

Due to an accident as a young child Elsa was raised to fear her incredible magic gifts over ice and snow and kept from interacting with anyone but her parents and the castle staff for fear her emotions would cause her powers to grow out of control. Years later after the mysterious passing of her parents, the now 21 year old woman found herself the eldest heir with her sister younger by a few years. Due to her traumatic childhood when Anna pushed the issue of outsiders not being allowed in the kingdom, the just crowned queen lost control and created a winter that would have lasted eternal were it not for her sister's bravery as she ran away. She learned important lessons both good and bad about her abilities and how love was the emotion needed to melt her icy creations, and that only by liberation would she truly learn to love her abilities and herself the way her sister loves her.

And so it was Elsa tried to rule Arendelle to the best of her ability. Many would say these 3 years were a silver age for the kingdom. Borders were opened, trade flourished, but the entire time the young queen still felt some of that lingering fear of being *too* much of herself, especially with a strange voice only she could hear calling her on the wind. Recalling fairytales her father used to tell her, the woman yearned to know the truth of the voice calling to her, wondering if it perhaps had the answers to why she still wasn't entirely happy in her life. At the literal summon of angry spirits, Elsa Anna Kristoff and Olaf set off to discover the source of the voice and the means to calm the spirits so the people of Arendelle could return home.

What Elsa found, as well as the truth of a conflict over 30 years old, was her true calling. The magical glacier known as the river of memory Ahtohallan showed the woman that it and the forces of nature were where her gifts came from, and the spirits she had felt kinship with were indeed half her own kind. After a test for her younger sister was passed by the fiery red-head and the forest denizens freed with the calming of the spirits, Elsa chose to stay and live with them and the forest's and her mother's people the Northuldra, while Anna would return and rule the people she loved so much. So it was the two united the lands by love, and Elsa visits often for now she no longer has one single home to belong to but the forest and the kingdom a mere 15 minutes away by water horse ride.

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Personality

Tell us about your character. What kind of person are they? How are they reacting to this new place? How do they interact with others? Provide at least a paragraph (five sentences) of information.

While those who knew her while she acted on her birthright to rule the kingdom of Arendelle may say she was rather awkward and shy, Elsa has truly come out of her shell since finding her true place in the world. Those meeting her now would describe the woman as calm, mystical, and gentle. She's never lost her compassionate nature, her entire purpose built upon the fact the woman would go to the ends of the earth to help those she cares for or feels were treated unjustly by people, or even nature itself. She's still rather regal in mannerisms, unless you're to catch her playing with the other spirits of nature. Then one would find her former majesty has a very mischievous side like the fae queen many assume her to be.

When faced with adversity Elsa is one of the first to throw herself into the fray, knowing she is better armed to deal with danger than her sister or the Northuldra she lives amongst. Of course this can mean that for what she assumes to be the greater good she can and will push someone away. Even if not for the greater good, Elsa can be guarded around strangers when things begin to get personal. Over 15 years locked up with limited socialization outside of a stuffed penguin will do that to someone. At times she can still be wary of her gifts from nature. This is when emotions tend to run high and mini blizzards or ponds of ice form around her. Those more medically savvy would absolutely say the woman suffers from anxiety. It helps to have a little salamander friend to calm the nerves. She's healing, but the scars still linger. However, even the frostiest of exteriors brought by episodes melts when she hears of others who may have faced similar odds in life. This tends to bring about the warm, kind and empathetic person she truly is. As Olaf will tell you, the woman who is cold to the touch can give some of the warmest hugs in all the land.

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Appearance



What does your character look like? What type of clothes do they like to wear? Do they have any tattoos, scars, or piercings? Give us at least a paragraph (5 sentences) of information. Optional for canon characters. Please also describe their weapon if they have one and/or include an image of it. If your character possesses no weapon, feel free to include an alternate outfit they wear~ No description necessary for that one~

Elsa is gowned in pure frost ice and snow, as well as bits of magic from her fellow spirits embedded as crystals into the bodice of her snow white gown and skirt. Twin capes fading into purple-same as the lower part of her split open skirt-trail behind the woman like curtains caught in a breeze. Leggings make riding far easier and prevent the...semi-scandalous nature of her first custom ice gown while allowing her movement to be free. Her hair is down and loose, usually settling into bouncy waves when she doesn't tame the front pieces back a little by her magic. And even when tying it up for more serious situations she never puts it back into a braid. Elsa's makeup is applied by magic and she continues to do so as it was for years the only safe form of self expression she had. From time to time she will experiment with her gown style, though the colors never stray from jewel tones as they are easiest to create with her abilities. Bruni the fire spirit does give her access to warmer jewel tones which has expanded the looks the woman is capable of making.

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Trivia and Hobbies

Use this section to tell us about your muse's hobbies and random facts about them~ Fill it with as many headcanons as you'd like! We do require at least 3 to be put here for all characters.

- **As stated above, now able to fully explore herself Elsa can be a bit mischievous and playful in the company of her fellow spirits.**
- **Her magic can give her a sort of 6th sense, feeling changes in the air or potential danger. It's not quite "Spidey sense" levels of awareness, but it's stronger than the average human being.**
- **Elsa communicates to the other spirits (primarily Gale and the giants) through Kulning, much like how Ahtohallan called her using her mother's memory of doing the same. She speaks her thoughts to Bruni as one would a household pet and the Nokk she'll most often call via whistle.**
- **She can create tiny crystals which display a memory of hers or a memory she hears described in great detail. Her home in the Northuldra village is adorned with them on the ceilings.**
- **Her favorite flower is the violet, though white passion lilly is a close second.**
- **Elsa's favorite food is vegetable pie. Like her sister, she adores chocolate though bitter is her preferred taste of the delicacy.**
- **At times of a perceived threat Elsa will walk around the forest barefoot. Her presence on the earth itself calms the Earth giants and keeps them from escalating things.**
- **The giants of Earth unfortunately and also *very fortunately* were not brought with Elsa to this strange world. The sprits of Fire, Air and Water have however seemed to follow her, though the Nokk doesn't seem to be able to hold its form for very long outside of The Unity, and Gale the same when creating tornadoes and wind storms.**
- **Gale being the spirit her mother knew most and Bruni that which she truly bonded with first, Elsa cherishes their company dearly; as much as her family in Anna Kristoff Sven and Olaf and her newfound friends from the Northuldra village.**

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Combat Information

Optional For All Characters

Answer the following questions if you'd like to be inserted into random small battles within the server. Larger events may require more information on a separate application. **Please note: By filling this out we hold the right to ping you into any channel at any time for combat.** Random combat will not have a posting deadline. (ex. One post every 24 hours) but if you fail an activity check your character will be removed from all threads including battles.

You may only choose one. Please answer yes or no. Can your character...

Attack and Defend but not Heal?: Yes

Attack and Heal but not Defend?:

Defend and Heal but not Attack?:

Based on your choice above, please assign your character at least one special ability and describe what it does. **Please note: Your character can not use an ability to protect themselves unless it is aimed at the entire party. You WILL have opportunities to avoid damage.** You may have a maximum of 3:

1. **. Stronger than a hundred men:** Using her icy magic Elsa creates an impenetrable ice wall around the party that lasts 1-2 turns before it melts regardless of the climate. (dice roll pass or fail)
 2. **. Fire spirit frolic:** Bruni skitters around the battle field lighting it ablaze in pink flames which deals an extra 10 damage for 3 of Elsa's turns.
 3. **One with the Wind and Sky:** Working with Gale Elsa is able to create a blizzard which brings the enemy's dice amount down by 20 or 10 for 2 turns since it's difficult to see. The Air spirit clears vision long enough for the players to take their turns. (dice roll pass or fail)
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Can your character summon any creatures or allies? If so, describe them: **The Nokk can't hold its form long outside of The Unity however it can appear to help Elsa for 3 turns per battle. When atop the stallion Elsa is able to pull one unsuspecting muse to safety when presented with a dodge opportunity that they miss.**

If your characters health were a number between 100 and 300 on intervals of 50 (100,150, 200, 250, 300) What would you say it is? Please be honest and take physical build into consideration: **100**

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Questionnaire

Below, you will be asked a series of questions. Answer them in character. You must choose one of the options provided. These questions are essential to getting to know you! And please, pay no mind to the chatter...

> What's your favorite color? This one's fill-in-the-blank!
Blood red. Is this question necessary? OBVIOUSLY! Knife gray. More important questions should be asked first, don't you think? Existential dread black. Stop that immediately. <3

Your Answer [Glacier-ice blue]

> What is it you desire?
*Always one to trim the fat...
Fat is the most delicious part~
I am not enjoying these connotations.
We want candy! ; ^ ;*

- A. Knowledge
- B. Comfort
- C. Rest
- D. Challenge

Your Answer [A]

> What brings your heart joy?
*Sweet treats!
I don't believe that was decided to be an option.
For once, I am agreeing with you
Watching my enemies lose everything brings me joy!*

- A. The smell of petals and inbound rain showers in the wind.
- B. The changing of the leaves and march of nature through its cycle.
- C. A quiet evening save for crunching footsteps and the clearest stars above you.
- D. The brilliance of the sun and the freedom to explore.

Your Answer [B]

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> What will you miss most?

What is it that your "Hearts" long for?

Will you miss the pleasure of achieving victory?

I believe it was worded rather eloquently. Keep to your own, if you'd please.

Aww, c'mon guys, just get along! No.

- A. A special friend or loved one.
- B. A special trinket or heirloom.
- C. A location.
- D. A story or legend.

Your Answer [A]

> Two of your comrades, which you soon shall meet, disagree on how to approach a challenge. You...

Aww, why can't we all just be friends?

No. Don't be childish.

If you can find the best answer, do let me know, so I may apply it...

- A. Immediately choose your side based on loyalty & previous interactions.
- B. Wait to hear both sides speak their piece, then choose which side is best.
- C. Listen to both sides but allow them to make the decision, translating each side into more coherent statements for the other.
- D. Let them settle it and pay no mind.
- E. Escalate the argument, potentially even on purpose.
- F. Allow the situation to resolve itself, but be emotionally there for one or both when complete.

Your Answer [C]

And finally...

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➤ **When you open your eyes, what do you see...?**

A. Forests and glens with sparkling fireflies dancing too and fro in the first rays of dawn. Those are fireflies...they must be...right? A cottage stands in the middle of a field of flowers with a sign that proclaims all are welcome, including you.

B. Tall skyscrapers and busy streets with the bright neon lights of a casino illuminating the evening sky. You can hear horns blaring and sirens whirring, but you don't seem to see any vehicles nearby.

C. The night is dark so it's difficult to make out much, but you can see gnarled trees and hear a cacophony of ravens. A tall building's silhouette stands against the full moon. There's a single candle in the window.

D. Well... the sun is shining and there's signs everywhere but you can't make out what they say. Or maybe you can, and you wouldn't be able to read any other types of signs. Hm...Even if you can't the various accessories and weapons in that one building's display window say it's a shop of some kind. Huh, a vial with glowing green liquid and an orange feather? Wonder what those do...

Your Answer [C]

Writer/Card Information

Please provide us with a small, one to two sentence description of your character for proper filing. Include a LINK TO a horizontal, rectangular image or gif of your choice, as well as:

Writers Name: Tay

Character Description: Former Queen of Arendelle now turned the magical half of the bridge between nature and Humanity. A kindred guardian of the north forest and the river of memory. Accompanied by the spirits of Air Fire and Water, Elsa seeks to once again find the truth about a mysterious location and its seemingly trapped inhabitants so she can make it back to her forest home and visit her dear younger sister.

Image Link:

<https://cdn.discordapp.com/attachments/450428574797922305/1039035888019193916/ezgif-5-29756f12141.gif>

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Roleplay Sample

Give us a roleplay example below! Write within your comfort zone. Your example doesn't have to include the character you're applying for. It can be something you've written from your past, or something entirely new. Please try to write in the format you will be roleplaying in.

Patiently Elsa sat, aghast at how turbulent and cruel his life had turned out. It was as he finished, as the ball of flame exploded she saw he was crying, and reached a cool arm around his shoulders. "But you see...Lea...by keeping this all inside away from anyone who could know this side of you and forgive it...you've only made that loss of control worse. I hit Anna again when I was in the same sort of mindset..." Back came the snowy images, her ice palace, and then the moment she struck her sister. "Grand Pabie always said the head could be persuaded...but the heart could only be thawed by an act of true love."

Slowly her sister's image started moving more and more jerky and slow, Hans coming up behind Elsa to stab her and the snowy version of Anna turning blue and crystal. "Because I wouldn't talk to her...I nearly lost her for good." This was the one time a bit of ice appeared on the ground. No matter how long went by, Elsa would never get over the shock of her sister freezing into a statue. "I always wonder...if I had told her after our parents' passing. If we had grieved together...if I had told her how scared I was...and how sorry I was...would we be where we are now much sooner...?"

With the question posed, Elsa's silky voice began producing a melody.

So ashes turn to ashes

And we think why can't our pain...

She carefully picked up Bruni, with both hands, standing up and bringing him close to the flames still hugging the walls of the cave.

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Be blown by a winter's chilling breeze

Or washed silently away in rain

With one hand she demonstrated that neither blowing a chilling snowflake covered breeze nor melting said snowflakes within the walls of fire would put them out.

The truth is when we give these thoughts any form of voice

The woman set the little lizard on the ground beside her, walking to the front of the cave and turning around to look at Lea as her hands glowed with her magic.

We push and push against the truth, and make a conscious choice As she demonstrated pushing things away, a wall of ice appeared blocking the entrance and darkening the space.

to leave the door wide open

For that searing to settle in

The spirit was beginning to sweat, the temperature quickly rising as the ice held firm but did not supply any cooling relief.

But it can be kept away if you do it right

She went back to Lea, taking a hand in both of hers and pulling him to stand up.

You can only love the day by facing the night

But lucky for you, you already have your li....ght

At this, Elsa gestured with an outstretched hand at the wall of ice, motioning for Bruni to use some of Lea's fire he had taken from earlier to melt a doorway for them.
