

DISCORD NAME: Klown (Ememon)

BASIC INFORMATION

NAME: Casimir Katayoun

AGE: Twenty-three years old

BIRTHDATE: July 1st

GENDER: Cisgender male

SEXUAL ORIENTATION: Homoromantic Demisexual

ETHNICITY: Nadian

APPEARANCE

WEIGHT: 125 lbs , 56 kg

HEIGHT: 5’6 ft. , 169 cm

HAIR: A deep, murky blue. Long, straight. Not a tangle in sight usually. Braided on the sides.

EYES: Heterochromia. Right eye is pitch black, left eye is bright pink. Always look tired or bored.

DEFINING CHARACTERISTICS: Has a mole just by the right of his lip. Always wearing long gloves.

Face Claim: Original Art. by Me

PSYCHE

PERSONALITY: Casimir isn’t a particularly hard person to read, namely because he will tell you what he is feeling when he deems it necessary. This could be by his whims or you asking him a question. He doesn’t lie as he feels fibbing takes too much of an effort. Communication is key to Casimir. He doesn’t appreciate people beating around the bush or using sarcasm. More often than not, sarcasm goes right over his head. He’s naive in the sense that he expects everyone to speak truthfully to him since he does the same. So for someone so ostensibly resigned, he’s very easy to take advantage of.

While not done with malice, Casimir’s blunt way of speaking often winds up hurting someone’s feelings. If he’s made aware of this fact, Casimir will immediately apologize. He isn’t exactly aware of his abysmal social skills, but it’s not like he doesn’t try to make it right when he’s hurt others. In fact, Casimir tends to linger on mistakes he’s made to an unhealthy amount. He will spend days if not weeks thinking of something he’s said or done wrong.

MOTIVATION: Casimir hopes to find like-minded people with a love for adventuring for the sake of advancing medicine as well as knowledge.



LIKES: Honesty, clear communication, reading, studying, the sound of pencil on paper, examining open wounds, quiet corners, stargazing, insects.

DISLIKES: Making mistakes, loud noises, early mornings, the heat, feelings helpless, when someone gets upset at him for not understanding something, sugarcoating bad news.

TALENTS: Wood carving/whittling. Mainly focuses on making mannequins for his spell. Playing piano, he plays piano :].

BACKSTORY:
Born into a family of purple bloods who specialized in curses used for subterfuge. They charged mainly in favors for their services, and most jobs were discreet but lucrative. They scratched your back, and you would scratch theirs. The Katayoun family has enough blackmail material on quite a few powerful families in Nadia to start a riot.

Casimir was the youngest of four siblings and the only to develop blue blood instead of purple among his family. Accusations were thrown around; most were of his mother being unfaithful, but all knew that wasn't the case. This led to a particularly tense relationship between the two of them. And in a family where their parents approval was everything, his siblings took their frustrations out on him to feel better about themselves.

Not exactly thrilled to be ostracized by his family, Casimir did all in his power to try and fit in. He studied their magic and wrote their spells and abilities into books. In private, he would practice his own magic. Once he felt like he had something that was perfect enough for his family, he showed his skills. While not entirely sold, they allowed him to help take on a job with one of his sisters. They were to spend some time at the home of a duke, and dig through his private life and records to collect and plant incriminating evidence on him. A job from an angry wife who recently discovered her husband had been unfaithful and secretly raising the son of his mistress who was now a young man.

They began the plan by befriending the duke's son, a young man by the name of Isaac. Through Isaac, Casimir and his sister learn of the duke and his mistress. They find out of secret homes the man had bought outside of Nadia, where he likes to spend his free time, and how much money he sends to his mistress and son. But things take a turn for the unsavory when Casimir and Isaac grow close during the course of the investigation, and Casimir winds up helplessly in love. Feelings that go unannounced and hidden forever.

While planting evidence that would accuse the duke of a rampant illegal drug business, Isaac catches Casimir and his sister red-handed. An argument breaks out that turns into a fight when the duke's personal hired guards show up to assess the ruckus. Isaac winds up wounded in the crossfire, and Casimir attempts to heal him with his magic, but doesn't realize just how painful it would be. Isaac began to thrash around too much, breaking Casimir's concentration and resulting in an accidental reverse of the spell that reopened the gash and killed him.

His parents were appalled by Casimir's performance, especially after his sister shoved all the blame on him. Saying this could have been avoided if he'd been keeping watch like she'd asked him too. She never had asked, but his parents had already made up their minds. But after what he'd done, Casimir did not care so much for his family's approval. He would forever spend his time after that night practicing his healing on wounded or dead animals, nose-deep in books on anatomy and medicine, taking up a job at the morgue for some time, and doubting his skills whenever faced with an injured person. He decided to apply to the adventurer's guild to escape his family and find a better place to hone his magic.

DESCRIBE YOUR BLOOD

BLOOD COLOR: A deep indigo blue.

SKILLS:

- Acts quickly and precisely during combat.
- Tires easily but makes every move count.
- Light on his feet, always popping up where you least expect him to.
- Takes orders well.

EQUIPMENT:

- Knife for woodcarving
- Small animal bones
- A hand-made book of curses.
- Vials of his blood.
- Tiny tools for poking into dead animals/open wounds.

STARTER SPELLS

MAGIC SPELL ONE: Replacement Displacement - Casimir can heal the wound of a body by transferring it to something of similar height and mass. He usually uses specially carved mannequins for this, drawing a rune with his blood on their bodies and imbuing them with an enchantment. He'll draw the same rune on the injured body, causing the spell to react.

Weakness/Limit Of Spell: It's a more ritualistic spell meant for healing devastatingly deep gashes or broken bones. It takes immense focus, both the rune on the injured and the mannequin must match perfectly. Eventually has to throw the mannequins away when it can no longer withstand anymore gashes. One of his most straining spells and will go catatonic for a couple seconds or more depending on how much magic was used. He thinks he can use this spell to transfer wounds to living targets, but he's not found anyone willing to experiment.

MAGIC SPELL TWO: Give and Take - Casimir can heal flesh wounds. Usually the smaller the easier. He's also learned the reversal of the spell, making it just as easy for him to reopen the wounds once they've been healed. It's not a pleasant experience. Casimir's magic is painful regardless of it doing good or not. It feels like being sewn together and then having that thread rip through the skin. But it gets the job done.

Weakness/Limit Of Spell: Can't heal bones. Wounds that run a little deeper and target certain organs can take a little longer to heal as it requires a lot of careful attention, and the fact that it is absolutely painful doesn't help if the target of the spell is thrashing. Can't reopen scars. Usually only gets minor headaches after using it more than three times. In extreme cases, his eyes might start bleeding.

MAGIC SPELL THREE: Stinger Shield - A shadowy indigo shield is cast around up to 3 of his allies providing protection from blunt attacks. When the shield is hit, needle-like quills shoot out and bury into the attacker, heal the entry wound, and stay lodged inside until manually removed.

Weakness/Limit Of Spell: Requires separate vials of his blood to cast this spell. There is a limit to how many people can have it. The needles aren't guaranteed to hit any vital spots or hit at all.

They’re mainly a reaction. They usually last until the vials of blood Casimir has on his person are empty.

FUN FACTS...

- He likes to collect parts of dead animals. Bones, feathers, furs, ect.
- If he likes someone enough, he will give them a wishbone.
- Keeps a diary where he’s written down estimates of people’s measurements to make wood mannequins out of them if he doesn’t already have one that’ll match them.
- Nervous around purple bloods, though only marginally noticeable.