

Second bio for me. Just wanted to get this in before bios close down.

Name: Essalin "Essy" Greyheart

Gender: Female

Age: 15

Race: Moon Elf. (Similar to your generic elves, the only difference is that they have a deeper arcane connection and their iconic face tattoos. At the age of 13, as they reach the age of puberty, every moon elf undergoes a series of trials and tests to determine what kind of tattoo they get inscribed on their face. Most tattoos consist of runes or glyphs on a small section of the face, representing an important aspect of the respective elf's personality, abilities, or memories.

Appearance: Essalin's hair is blonde, usually pulled back in a ponytail or a braid and housing colored streaks of some kind or other. Her skin is fair and unmarked, except for her facial tattoo, her skin seeing many a days where the sun shown bright overhead. She stands at 6'0", considered very tall for a moon elf female, and weighs in at 145 pounds, being all bones and muscle. Her eyes are the grey, like a storm cloud. Her face adorns her facial tattoo, two runes, translating to "Animal Spirit"

Magic

Note: If Essalin stays as the animal for too long before year 4, she will be permanently stuck as said animal. Every minute she spends as an animal, the more she loses her heart and the longer she will be affected after reverting back to her human shape. And by "affected," I mean, say, woofing or sniffing someone if recently reverting back from a dog.

Basic Magic Power:(Just one and nothing OPed) Minor Transformation: Essalin can transform into a small creature. Nothing bigger than an average hare, and nothing completely dangerous either.

Year 2 Starting Power:(Second Year starting power, this one can be strong.) Medium Transformation: Essalin can transform into something a little bigger, like a cougar or dog sized animal.

Year 3 Starting Power:(Third Year starting power, stronger than the last one) Grand Transformation: Essalin can transform into animals the size of the great brown bear. This gives her access to more offensive oriented animals.

Year 4 Starting Power:(Last Year Starting Power, this is the strongest) Dual Spirits: Essalin can stay transformed for as long as is required and still revert back to human and not lose herself to animal instinct, though she will still feel the effects afterwards, just not as strong or frequent.

Courses(Once decided will NOT be changed)

First Year Study Option: Alchemy

Second Year Study Option: Alchemy

Third Year Study Option: Alchemy

Fourth Year Study Option: Alchemist

Personality: Essalin is a tease, often poking fun at people for her own amusement. She is compassionate and caring at her core though, and can usually make friends easily. She enjoys talking with people, often going many sentences without stopping to take a breath. She is loyal to those she trusts and is never shy from extending her trust to new people. She is open to all races, no matter their affiliation.

History: Essalin's history is straight forward and somewhat boring. She and her moon elf kin lived in a dense forest in a small village. She had many friends, and was quite liked by the adults of the village. She was raised by her parents, growing alongside her three brothers. The house was frequently also home to a dog or two, who Essalin showed a great liking for.

Essalin received her Mark on her 13th birthday, just as every moon elf did. The village elder marked her in two quick strokes, placing a glowing finger under Essalin's eye. Not two years later, when word of the Shadowscythe's invasion reached the moon elves, Essalin's parents sent her away to the academy, hoping to prepare her for the coming hell.

Name: Nolo-finwe Mithrandír, Nolo for short. His dragon name is Hrontoor the Firebreather, though he has never used it.

Gender: Male

Age: 16

Race: Elf-Dragon haffling

Magic

Basic Magic Power: Shade~Using temporal displacement to reflect light, Nolo is given five second invisibility when standing still.

Year 2 Starting Power: Revenant~ Nolo has full invisibility when standing still, but when moving it dissipates after five seconds.

Year 3 Starting Power: Wraith~ Nolo is able to make himself permanently invisible. This includes any object that he touches, but not people. These invisibility skills are more effective in darkness.

Year 4 Starting Power: Reaper~ Now able to manipulate temporal space, Nolo is able to teleport wherever he can see, however he is no longer able to make himself invisible.

Courses(Once decided will NOT be changed)

First Year Study Option: Rogue Arts

Second Year Study Option: Rogue Arts

Third Year Study Option: Rogue arts

Fourth Year Study Option: Thief

Personality: I'm a bit of a loner with problems working with other people. I prefer to get things done by myself so I can work my way instead of having to listen to other people. I'm also a bit of a hopeless romantic who seeks out love where I can find it.

History: I was abandoned by my mother as at the age of three. I grew up in Falconreach and slowly learned the truth that my mother was killed by my dragon father. Now I have come to Vanguard academy to train myself so that I may one day slay my father and exact my revenge.

Appearance: Cropped jet black hair, with a slender muscular frame reminiscent of his eleven heritage. He usually wears 5 golden rings that his mother stole from his father's horde before escaping his realm. Each of the rings is inset with a different colored stone representing each of the five elements. He usually wears a red hood to hide his glowy green eyes. Blood red swirls run from his neck to his ankles, marking the places where his father had burned him the last time they had met. At times when he is nervous he will tend let his invisibility take over and his skin will become translucent, showing the bone and muscles underneath.

Name: Skylar Lara Clark

Gender: Female

Age: 16

Race: Tenebris Avis. (Dark Bird in Latin) This race has the same features and looks as a human does to some point. The differences are the race can shapeshift into a bird depending on their lineage. Also, after the first shift into their bird form, they can go into a demi form. On command the wings can stretch from the skin and the mouths can morph into a beak. The demi forms can be controlled the point where a beak or wings can be apparent. If the owner of the form wishes to have both features, they may. They can also choose to have one or the other. The eyes of a Tenebris Avis also compliment their bird morph and it is one of the few ways to recognize a Tenebris Avis from a regular human. Other noticeable features can be their shoulder blades which are sunken in a bit to help the wings in flight, most having a skinny build, but eat plenty, and if they use their human-like form or demi form enough, they are usually quite agile.

These creatures are also able to pull on the energy of shadows. As in, they can control shadows. Living things' shadows drain energy more from the power user than a nonliving creature. Something that is dead or an object that was never living is the best shadow to control since the drain is noticeably less. When controlling a shadow, the strength a shadow has depends on the object's strength. The sturdier the thing, the better the shadow is of helping the ability user. The power is also only limited to shadows that are still shaped as the object of user's choice. The user can't form things from just darkness. When it comes to the night, Tenebris Avis cannot grasp shadows since none are distinctly their objects unless light is flashed on them. The basic concept on the shadow control is to confuse the opponent and enhance the user's fighting. A Tenebris Avis cannot attack an opponent with a shadow since it isn't really a thing that can attack.

Magic: Tenebris Ability (Dark Ability)

Basic Magic Power: Living beings' shadows can only be suggested to change. The owner of the shadow can also feel when the shadow is being controlled. The feeling is like a cool blanket wrapping around the owner of the shadow. A first year user can also shape a shadow with some effort. Features from different creatures would become a part of the target shadow. The owner of the shadow would not gain the feature physically, but the sense that the feature specializes in would become enhanced to the degree of the creature's. The shaping is for the benefits of sharpening the senses. A good example would be the Tenebris ability user would shape the shadow to have the shadow have the ears of a bat. If the target shadow owner's ears are showing on their shadow, the ability morphs the dark figure of them to have the bat ears. The ears do not appear on the actual owner, but now the owner can hear the same as a bat can. It takes a while for the one with the new shadow feature to get used to the enhancement since people are used to their own senses. When they are amplified like another creature's, they tend to need time to adjust. Usual time depending on the person is a few minutes. First years can only keep this control for the max of five minutes, and once the feature is gone, the user needs a moment to adjust themselves.

This ability to shape the shadow can also be used to confuse an attacker. Changing their senses a bit could disorient them in the battle. This power all together can only work if the user can see the person's shadow completely which means they have to be in a yard from the user or less. In the first year, only creature features that are like enhancements can be done.

Year 2 Starting Power: The shaping of a shadow becomes easier for the user and the adjustment time becomes less. The range becomes more of two yards and if the user can see the darkness of the shadow and the owner they can use the same power. The sense of the shadow being tampered with is still there as well. The duration at this point is five minutes for two yards and seven minutes for less than one yard.

Year 3 Starting Power: The feeling of one's shadow being controlled changes to something similar to a ghost's presence; cool and mysterious. The shadow user is able to, in a sense, debuff senses at this point. In simple terms, they can now give their opponent creature features that are less sensitive than their own. For instance, now a Tenebris ability user can give someone's shadow a snake's ears. The strain on the user's is lessened as well to where they

can use it for ten to twelve minutes.

Year 4 Starting Power: When detaching a feature from someone's shadow, the adjustment takes seconds. Range becomes three yards and holds for fifteen minutes max. The sense of control over someone's shadow is just like a cool touch to the back of the neck now.

Courses

First Year Study Option: Rogue Arts

Second Year Study Option: Rogue Arts

Third Year Study Option: Rogue Arts

Fourth Year Study Option: Thief

Appearance: Black hair that hits her lower back and she keeps it in a high ponytail. High cheekbones, slim figure, and almost golden-like eyes. She has noticeable muscle in her arms, but against a well-built guy, she doesn't stand a chance. She refuses to wear dresses unless absolutely necessary (hard to find something that important that can't deal with a nice blouse and slacks). When it comes to her natural ability, she can't change into a full human look; it is a birth defect. Because of this defect, her back has a little bulge where a few feathers ruffle under her shirt. Lucky for her, she has slits in her back for her wings that help to mask the bulge enough to look a little normal. She also tries to always have slits in her shirts so she can unfurl the wings. The girl also has a backpack that is personalized to finish the disguise of a normal human by covering the bump in her back.

Personality: Annoying. Truly a word that can describe her the most is simply annoying. She enjoys teasing those around her and messes with them when she gets the chance. Even after the life she has lived, she still manages to put on a smile for those who need it. Sky is loyal to those she learns to trust, which is sometimes easy, however, she goes by the motto "Fool me once, shame on you, fool me twice shame on me." Once new found trust is broken, you won't get it back. Sky also has trouble leaving people behind, no matter who they are, even if they had tried to kill her before. Leaving them to die is simply difficult to do.

When she first enters a new place, she tries to steer clear of those she doesn't know until she is more accustomed with the environment. The reason for this could be because she is cautious when being in somewhere new. The only place she was able to interact in was her village and the woods that surrounded it. After she becomes more familiar with her surroundings, she becomes more friendly and annoying just like she is supposed to be. However, big crowds aren't her favorite thing in the world because of her village being small. She likes to interact with a few people at a time, so she isn't overwhelmed.

History: As soon as little Sky was born her family began to help her prepare for her first shift. Her home was in a small village that had been settled far into the Vanguard Forest. The civilization is obviously a bit new to the world... However, her ceremonies and traditional rituals were stopped at the age of three when her mother became ill. The disease had no cure at the time and sick woman went into a coma. She stayed home with the medic of the village coming

every day to see her progress with the illness even though she wasn't able to talk about her experience with it. Sky went into the bedroom to see her with her dad after two weeks of being told to never step foot inside. She was too young to understand what her father was saying but listened as the device that helped them hear her heart stop. Her dad rushed to the bedside and cried. Tears came to the girl's own eyes, but only in response to seeing her father shed tears for the first time.

After that her dad was the one to take care of her. They wrestled, played games, and watched the dancers in the meeting place of the village. Everywhere Sky was found her dad was there with her. The little girl was able to shapeshift after a while too, and found out that she, like her mom, was able to shift into a hawk. It was a week after when she found out the defect with her morph; however, she only cared that she could change. The fun didn't last long though. Their house went up in flames from her father not watching the stove carefully for the sparks that popped. She was only 8 when they began their lives on the outskirts of the village. The little settlement was big on money, and because they had none from the fire, they ate creatures they found out in the woods. When they had bad luck some days, they stole from the market place.

At age 16, some thugs that had found out about the two crooks went to kill them. It took them two months to find them first and then Sky and her dad were on the run from them, day and night. When Sky would ask why they continued to chase when they were no longer in the village's bounds, he replied with "no matter what we are still criminals and should be punished for our sins." This strict policy was probably the reason many thought this civilization would last longer than most. Her dad would also tell the young girl that they might think the duo would come back. Her dad would look over her when she slept and because of it her father did not sleep much at all. He slowed the both of them down and the thugs found them. Her dad protected her and said to the men that they could have him if they let his daughter leave. They followed out with their part of the bargain, feeling the little kid wouldn't be able to handle herself for long and took her dad. However, Sky didn't want to leave, she wanted to know what would happen to her dad that had protected her for so long. The thugs tied him down and slashed at his body multiple times with a dagger, each thug having his time to do damage for stealing. When they were through with him they set him to flames, letting his corpse burn. Sky ran off, back into the outskirts of town; the forest.

She ran for a day, too deep in sorrow to kill a creature for food and had little luck on finding edible berries. She was starving when she found the Academy, but was grateful when given a little bit of food by a few of the students. She filled in the applications and only hopes she will be able to join the House of Valiants and become friends with the people who helped her. She only remembers one of their names though. Garreth Balthasar.

Name: Garreth Blietstresky Balthasar

Gender: Male

Age: 16

Race: Fiend of Babel. (The Fiend of Babel is a species that is human in every way, with the distinction of the base desires. Where humans desire food and survival, the Fiend is focused on undermining civilisation, razing important buildings and mixing tongues to the point where a single word can have many meanings, and just generally revelling in the misery of other species.)

Appearance: Garreth has ceased growing and now stands at 5 foot 10, which is fairly short for his people, who stand at around 6 foot 6 on average. His skin is fairly pale by nature, though a lot of the time his skin appears reddish, as he gets sunburnt very easily. He wears his hair in two distinct fashions. The hair on the right-hand side of his head is worn relatively short, and spiky, while the hair on the left side of his head is worn relatively long, and straight, and covers his left eye at all times. His hair is rainbow-coloured by nature, as is the hair of all Fiends. However, Garreth has a mixture that he applies to his hair in the mornings, which turns his hair jet-black for the rest of the day, and wears off during the night. Garreth's right eye, which is the same in appearance as a human's, has an ordinary set of colours, with black pupil, white sclera, and baby-blue iris. The left eye, however, is an entirely different story (See section below). For his clothing, he tends to wear all-black clothing, which is worn, and torn, even shredded in places, and adorned with chains.

The Left Eye: The left eye of a Fiend of Babel is a most peculiar thing. The most immediately obvious irregularity with the eye is its appearance. The iris and pupils of the eye make a six-pointed pentacle in appearance, with the seven pupils making up the inner hexagon and the six outer triangles, and the iris making up the lines that separate the pupils, and the outer partial circles. The pupils are all different colours, with the central pupil being black, as one would expect, but the six outer pupils are (from the top, going clockwise) red, yellow, cyan, orange, green, violet. The iris is a pure white, while the sclera is magenta. However, the absurd appearance is one of the least-weird features of the eye. The eye actually acts as memory storage. While the memories do still accumulate in the brain, they also accumulate inside the eye, as it 'records' everything it sees, as well as all its bearer has heard. The eye is capable of piercing through one layer of any material, which is part of the reason Garreth wears his hair over his, as once his eye has seen through his hair, it cannot pierce any other materials. He also wears his hair over his eye so as not to freak people out.

Another odd feature, is that the eyeball is actually removeable, and doing so does not cause any damage, either to the eye, or to the Fiend it belongs to. Probably the most unusual feature of the eye, is that if a Fiend places another Fiend's left eyeball into their own left eyesocket, they will gain knowledge of what the other Fiend's left eye has seen. Most curiously, this is actually how the King/Queen of the Fiends is chosen: The left eye of the King/Queen is actually unique among the race: the colours of the eye are inverted: The middle pupil is white and the other pupils are (from the top, clockwise) cyan, violet, red, blue, magenta, yellow, the iris is pure black,

and the sclera is green. To become King/Queen, a Fiend must first be eligible, either by being related to the current King/Queen via blood, or by otherwise being 'notable', which usually means they have wreaked havoc on a large populace. Then, they must beat the current King/Queen in combat, and then place the King's left eye in their own eyesocket, which gives them not only the title, but the knowledge of everything the previous Kings have seen.

Magic

Basic Magic Power: Augur of Speech. Garreth's voice becomes layered with honey, calming all who hear his voice.

Year 2 Starting Power: Confuser of Tongues. Garreth speaks in a rapid-fire of words from many different languages (but never from his own) that rings the hearers ears and causes them to stagger about for a few seconds.

Year 3 Starting Power: Scatterer of Man. Garreth charges forwards, before erecting a sphere of force that then expands, throwing friend and foe alike flying.

Year 4 Starting Power: Sunder the Tower. Garreth slams his hand into the ground, and a hairline crack spreads, completely surrounding his target. The crack then explodes, undermining the ground directly downwards, causing the target to fall down a ten metre pit.

Courses

First Year Study Option: Alchemy

Second Year Study Option: Rogue Arts

Third Year Study Option: Rogue arts

Fourth Year Study Option: Sage

Personality: Garreth is the opposite of normal Fiends of Babel. He is kind towards people and acts as an interpreter whenever the need arises, his knowledge of the many confused tongues coming in handy. He has something of a bipolar personality, as his emotions can swing from one extreme to the other in a single instant. Generally speaking, Garreth tends to be quite bubbly, and over-the-top when he's around people he knows, or if he's just generally happy. Whenever he's unhappy, or if he's around a lot of strangers, he can get quite depressed, he also gets depressed whenever he gets lost, so this is something of a regular occurrence.

History: Garreth was born into a very minor family, they held no status, and hadn't had a single member be notable for well over six generations. Garreth's older brother, Isaac Dewford **Balthasar**, sought to change this. When Garreth was five years old, and Isaac 25, Isaac left the family, and headed across the sea. He travelled quite far, and found a large island that was in dire straits, overpopulated and economically struggling. Over the course of 5 years, Isaac took this struggling nation, and drove it into ruin. Over the first year he was there, he managed to separate the population into eight distinct groups. After the second year of his time there was done, each group spoke a different language, a simple greeting in each, translating to the most vulgar insult of another. On the eve of the third year, he re-introduced the groups to each other, and throughout that third year he manipulated diplomatic relations, which were constantly frayed even without his input. Isaac then sat back as civil war destroyed the island and its inhabitants

over the next two years.

Satisfied with what he had accomplished, Isaac returned to his family and sought audience with the then-King of the Fiends, to tell of his exploits across the sea. The King was dubious of Isaac's tale, however, and was set to banish Isaac for wasting his time, when Isaac suggested the ultimate lie-detecting technique: As a Fiend can learn of all another has seen by placing the other's eye in his own eyesocket, this was all the King had to do to know if Isaac was telling the truth. The King agreed, but not before warning Isaac he would be killed if he was lying, and gave him the chance to opt out. Isaac, knowing he spoke the truth, agreed to go ahead. The then-King plucked Isaac's eye, and set it in his own eyesocket. It was not long before a slow smile came upon the King's face, and giving Isaac his eye back, bestowed notable status upon the man. Isaac, grateful, bowed, and in his next breath, challenged the King for his own title. The King, having not been challenged in the 20 years he had held the title, was amused by Isaac's arrogance, and agreed to the battle.

After one week, the two engaged in battle. Isaac, who had trained hard, and had kept his battle skills in peak condition, and the then-King, who had not fought since he gained his title, twenty years previous. Despite the difference in the upkeep of their skills, the two were quite evenly matched. After a long battle, taking around an hour, Isaac triumphed, and plucked the King's eye. As was the custom, he placed the Eye of The King in his eyesocket, and placed his own left eye into the now-ex-King's eyesocket, so that he would still have an Eye. With this act done, all that every King and Queen previous to him had seen and heard was transferred into Isaac's mind. With this act done, Isaac returned to his family, and informed them of their new status among the Fiends.

Garreth was very uneasy of this news. From a young age, Garreth had found he didn't agree with much of the Fiends' way of life. In fact, one time, at a Gathering, he had voiced his thoughts among his family, which led to him being introduced to the 'educational chair', aimed at brainwashing Fiends who thought differently. First, you were strapped down, then the backrest reclined. From the ceiling would descend several blades, each of them swinging. Slowly they would cut away at your arms and legs, while what was expected of a Fiend was slowly and methodically spoken. You would be pushed to the brink of death, then healed. Then, the swinging blades were swapped for stabbing blades, and the process repeated. Since that time, Garreth had learned to keep his thoughts to himself.

After that incident with the 'educational chair', Garreth found himself thinking more and more that he was what was known as The Saviour of Babel. The Saviour is something of a mythical figure among the Fiends, and said to appear only once every 20 generations. The Saviour is said to be the opposite of normal Fiends. For this reason, The Saviour is hated by all, and even occasionally feared by some. Whenever a Saviour is discovered, the Fiends engage in what can only be compared to a witch-hunt: A small, carefully selected group of Fiends systematically and methodically go through every family, looking for the Saviour. There is no chance of the Saviour being among the group, however, as it is a prerequisite that Fiends be of notable rank in order

to join the group, though they themselves ARE still tested. No Fiend is safe from this process, not even the King.

So Garreth, thinking himself to be the Saviour, was very uneasy at the news of his family's new status. They would now be a lot more high-profile among the other families, which meant that not only were they far more admired, but far more SCRUTINISED. It was expected of the King's family that every member was as ruthless as the King, and Garreth had not only not shown that in any way, but he had voiced to his family his thoughts on the Fiends' way of life. This was something that would be remembered, and Garreth would be far more highly scrutinised than most, because of this fact. However, being still only ten, he knew he still had eight years before he came of age, and it was expected of him that he participated in the activities of the Fiends.

for the next six years, Garreth managed to stay below the radar, but eventually, he was found out for what he was. It was the eve of his sixteenth birthday, and his family was on the move again. Garreth managed to sneak away, and back to the settlement they were now leaving, having thrown it into a full state of discord. Garreth tried to help the people there, having himself been a part of causing the current situation. He tried his best to help them back into all at the very least speaking a single language. Unfortunately for Garreth, some of his family came back, looking to see if he'd been left behind somehow. When they found him trying to HELP the people there, they realised what he must be. Rather, they jumped to the conclusion, as it was the right time for the Saviour to appear.

At that point, Garreth felt that he was done for, but to his surprise, the people he had been vigorously trying to help sprang to his aid, and drove the members of his family off, but not before they swore they would hunt Garreth down. Once Garreth got the settlement back into speaking a single language, they told him about Vanguard Academy. Figuring he could learn how better to protect himself against his own kind, Garreth journeyed to Vanguard, and enrolled.

Fiends of Babel Culture: The Fiends of Babel are somewhat nomadic in nature. They travel around a fair bit, staying in one location only to sow discord. They travel in small families, and are spread throughout many different lands. Every three years, the whole race comes together in an event they unoriginally call a Gathering. At these events they share tales of communities they have ruined since the previous Gathering, and some of the Fiends that are of age- 18 years plus- engage in a fighting tournament, sheerly for fun, as they are somewhat of a violent race, when amongst only their own kind. The Fiends' weapon of choice are clawed gauntlets, which are usually ornate, and they are gifted their own set when they come of age. However, gifting another Fiend a pair is actually a challenge, to fight. So when a Fiend comes of age, they must fight whomever gifted them the gauntlets.

Name: Bravo Royaldale

Gender: Male

Age: 17

Race: Half human half dragon

Appearance: Bravo has been said to be 100 percent handsome. He has a flawless face, a perfect smile, thick blond hair, stunning blue eyes, slightly muscular arms, and the small scars that run down his arms and his legs. As well as, one scar, by his ear.

Magic :

Basic Magic Power: Dragon senses: The ability to make his sense, of hearing, smell, and site close to the levels of a dragon. The spell causes his eyes, to morph into that of dragons. Also if kept on long enough at its full power green scale's will start to form around his ears and noise.

Year 2 Starting Power: Fire Breath: He can breathe fire. His face will transform into a more dragon like form when he does this. It will revert back to human form shortly afterwards. He can turn this on whenever he likes, but if his angry really starts flaring, it will atuo spring on.

Year 3: Midway Transformation: Able to transform into a more dragon like humanoid form, which cause scales to form over his body, gives him a dragon head, claw like hands, a tail and wings.

Year 4 Starting Power: Full Transformation: Can transform into a complete dragon form

Courses (Once decided will NOT be changed)

First Year Study Option: Sword Fighting

Second Year Study Option: Sword Fighting

Third Year Study Option: Sword Fighting

Fourth Year Study Option: Knight

Personality: He tries to be friendly and kind, but he is very emotionally unstable and certain things mainly things tied to his past and send him into breakdowns. These breakdowns can lead to anything from rage to depression. He is slightly paranoid, but is very trustful and loyal. Stern at times, can be very fierce and vicious if his friends or love ones are at stake. When among those he loves and trusts, he is kind, funny, trustworthy, honest, and helpful. He is most calmed when reading, writing, and surround by books. He is truly a bookworm and a writer. If he didn't have to stop his father's vile wrath, he would have study as a scribe. The responablity is a strain on him, he doubts himself at times.

History: Bravo is the son of a tyrant king and a fire dragon. His mother used glamour (illusion spell) to appear human. When she did finally reveal herself as a dragon to her husband, he had his greatest dragon slayers slay her for deceiving him. He then commanded for his own son Bravo, who the king referred to as "an abomination of nature" to be sent to the gallous. Bravo

was rescued by one of the castle servants. They fled far away from the kingdom. They were always of the move. Due to his father sending men out to find and kill Bravo. Leroy began Bravo's strength and sword training the same night they escaped at the age of 4. Bravo and Leroy traveled, ran, hid, adventured, and fought all over Lore. There are many notable things from these adventures but 3 that must be addressed as of now. The trip to Swordhaven where Bravo was shown his first library and found his love of words, there trip over a barren wasteland where Bravo found a small falcon with a hurt wing which turned into Joel Bravo and Leroy's pet and mailman, and the trip to Akia Villgeg where Bravo fell in love, and was almost killed by Calen which lead to him shunning love forever. Bravo heard about Vanguard Academy he knew what he had to do. His goal is to train as a knight, ride to his home kingdom, and free it from his father's iron rule.

Name:Stephen Mikilos

Gender: Male

Age: 16

Race:Nesterel.(One of the nomadic cat people of the south deserts. The Nesterel Stand a few inches taller than most humans, and all share the same similar aspects of fur, toe walking, tails, elongated pointed ears, more canine teeth than any other humanoids, claws, whiskers, a snub nose, cat-like pupils, pads on their feet resulting in less movement noise, and the ability to see in the dark. They also possess heightened senses, being able to smell odors and hear things a normal human could not.

Appearance: Stephen is well built, standing at 6' 2" and still growing. He weighs in at 195 pounds, and is well muscled. His fur is white, with black tiger stripes. He has a pink nose and whiskers protruding slightly from his face. Three ragged scars run down the front of his face given to him from claws of another Nesterel. His ears point out from his skull, with three rings in his right ear. The left is ragged and cut, the rings having been ripped out earlier. When not in his uniform, Stephen can be seen wearing a simple open brown vest, with no shirt underneath, brown leather trousers, and no shoes, he preferring to go barefoot.

Other notes: Stephan is from a different part of Lore, and therefore speaks with a accent. His sounds like a russian, with the rolling r's of the celtic variety.

Magic

Basic Magic Power: Roar: Stephen can let loose a ear splitting roar, effectively dazing and intimidating his opponent.

Year 2 Starting Power:(Second Year starting power, this one can be strong.) Rage: Stephen can enter a red hotted battle rage, using his anger to fuel his strength and blocking out pain,

giving him more powerful blows and more endurance, at the cost of losing finesse.

Year 3 Starting Power:(Third Year starting power, stronger than the last one) Ancestral Sight: Stephen obtains the rare ability of his people to see and speak to the spirits of long dead ancestors.

Year 4 Starting Power:(Last Year Starting Power, this is the strongest) Maturity: Stephen reaches the time in his life where his body matures and his skills increase. His roar is now louder and deeper, while his Ancestral Sight is more powerful, making the spirits clearer to him.

Courses(Once decided will NOT be changed)

First Year Study Option: Sword fighting

Second Year Study Option: Sword fighting

Third Year Study Option: Sword fighting

Fourth Year Study Option: Knight

Personality: Stephen is a blunt and feral type of person. He gets to the point, and usually doesn't go for finesse. If he had the option of picking a lock and going in quietly with surprise, he'd kick down the door and slash and hack. Stephen always keeps his word, and is loyal to those he trusts. He is easily annoyed, and has a short temper. If angered, he will growl as a warning, before most likely throwing a punch or stabbing someone.

History: Stephen was born to a shepherd and his wife in a community of nomadic herders. They roamed the northern plains that bordered the deserts where most of the Nesterel population dwelled. Stephen was always getting into fights as a small child, because of his odd white and black striped fur. His father was determined to make a herder out of Stephen, though Stephen always believed himself a warrior than a simple herder, often hanging around the warrior's campfires and listening to stories of past wars with the ShadowScythe.

And then they returned. The ShadowScythe proposed a simple solution. Join with us or be eliminated. The ShadowScythe legions far outnumbered the warriors of Stephen's tribe. To save lives, they joined their ranks. But Stephen wouldn't have it. At 15 he left in the dead of night, taking nothing but his father's staff and the clothes on his back. He spent the next year seeking out the one place he could turn to since going rogue-The Academy.

Name: Inez

Gender: Female

Age: 15

Race: Human

Appearance: Inez is almost never seen outside of her Academy uniform. Inez has green eyes and has shoulder-length blond hair. She is built like a regular growing teen, standing at around 5' 3" and weighs about 105 lbs.

Magic Inez can also cast her spells on herself.

Basic Magic Power: Divine Touch - A small green ball of lightning with two purposes. On an enemy it deals a small

amount of lightning damage, but on an ally it gives them a small revitalizing boost of energy.

Year 2 Starting Power: Divine Spark - A middle-sized, yellow thunderbolt with two purposes. On an enemy it deals a medium amount of lightning damage, but on an ally it can heal minor wounds and deal a greater boost of energy than Divine Touch.

Year 3 Starting Power: Divine Shock - A large, white lightning bolt with two purposes that can affect a few targets at once. On enemies it deals a large amount of lightning damage as it bounces between them, but on allies it can heal regular wounds and give an even greater boost of energy than Divine Spark as it bounces between them.

Year 4 Starting Power: Divine Surge - A great blue stream of lightning with two purposes that can affect multiple targets. On enemies it deals a great amount of lightning damage as it bounces between them, but on allies it can heal any wound that isn't fatal, and will almost completely reenergize them as it moves from ally to ally.

Courses(Once decided will NOT be changed)

First Year Study Option: Sword fighting

Second Year Study Option: Alchemy and Magic

Third Year Study Option: Alchemy and Magic

Fourth Year Study Option: Mage

Personality: Inez seems to be a quiet girl who spends much time to herself. That is true. But Inez is also an energetic thinker with a great imagination. She is always willing to learn something new, and is fascinated by the feats people can do with magic, and wants to be able to perform something amazing with magic. She doesn't have many friends because most of them were killed in the raid on her hometown. Since then, she has nightmares about undead and has a great fear of them.

History: Inez was a regular girl, an only child, with regular parents. She was a normal, powerless human girl until she was struck by lightning one day. She was unharmed but never felt quite the same, becoming very quiet. Some time later, her parents were informed by a local wizard that he had noticed a potential for magic that wasn't there before. Before they could come to any decision, Inez's hometown was attacked by a large group of undead, slaughtering almost everyone there. Inez was caught in the attack while her parents were talking to the wizard. When they had arrived at the town, Inez had destroyed a skeleton attacking her with Divine Touch. For her safety and by the wizard's recommendation, her parents sent her to the Vanguard Academy to train herself and become a heroine.

Name: Casimir Arcangelo

Gender: Male

Age: 18

Race: Half elf/half dragon (Unknown to Casimir): Casimir's most obvious attributes are those of an elf, and most people would assume this at a first glance. On the other hand he has a few stranger aspects of his being that suggest he's something else entirely. Though he hides them with his clothes, he has patches of deep green scales on his torso and arms. His pupils, though barely noticeable, are rather slit like in shape. Casimir has had no contact with any half dragons, and as a consequence has no idea what he is. He prefers to hide his stranger aspects announcing himself an elf to anyone who asks.

Magic

Basic Magic Power: (fire balls) He can create smalls burst of fire. Nothing humongous, at its largest only about the size of a softball. He can throw them at enemies or just keep them in the palm of his hand for light if he wishes.

Year 2 Starting Power: (Protective flame) Summoning a large amount of blue colored fire, he can surround himself and his allies within a 6 foot diameter of protective fire for five minutes. The fire completely engulfs them, but only burns enemies that attempt to approach or attack them.

Year 3 Starting Power: (Fire of life) A green fire that more resembles the light of dying embers or sparks then true flame is created and surrounds the users hands. With this fire he can completely heal regular injuries, slightly heal

major injuries, and repair fractured bones. The level of rebound Depends on the severity of the wound and how many he has to heal as he uses mana as well as his own life force to heal others. He will pass out before his life is endangered though.

Year 4 Starting Power: (Protective sacrifice)The spell resembles Protective flame, but the fire is white and only engulfs the user. It incinerates any small or regularly sized monsters that attempt to approach him and will badly burn any larger monsters. In this state he can use an enhanced version of fireballs, the fireballs now being about the size of footballs. On the other hand it's a fragile spell. If he goes to far the spell can implode and burn the user or explode and burn the things around him. It can't affect water enemies and if attacked by a water spell the fire will die out. After the the spell ends he becomes quite spaced out and tired, unable to use anymore spells in that battle or fight very effectively. Afterwards he drags himself back to the dormitories and sleep until he gets his energy back.

Courses(Once decided will NOT be changed)

First Year Study Option: Alchemy

Second Year Study Option: Rogue

Third Year Study Option: Rogue

Fourth Year Study Option: Sage

Appearance: Casimir has long, thin, chestnut brown hair which he lets hang lose down his back and pale/pinkish skin. His eyes match his hair and have gold specks mixed with the brown. Casimir wears a plain dark green shirt with sleeves that reach a little farther then his wrist. With this he wears a brown sash and brown pants. The pants have a long dark green vine pattern going up the sides and sash has a green trim as well. His boots have been worn down a lot from travel and are only a pale brown color. Being fond of shiny things, he wears large gold earrings with small green gems embedded into them. (The gold in his eyes will slowly grow more prominent as time passes)

Personality: Casimir is a quiet person, preferring to keep to himself. His parents were very formal, and made sure he had proper manners. Because of this, Casimir does not speak unless spoken to and when he does uses very polite language. He's a very curious person though so when he finds someone hes interested in or someone he'd like to try and be friends with, he'll quietly stalk them until they get creeped-out and ask what the heck he's doing. Sometimes, if he's very intent on talking to someone or happens to be feeling outgoing that day, he'll even tap them on the shoulder to get there attention. (Really its more like poking them in the back though) Besides the initial issue of actually starting a relationship with a person, Casimir is a generally happy and friendly guy. He's always smiling and tries his best to make a lively conversation. He's open to friendly teasing though gets a bit sensitive if you mention his crazy habit of hoarding everything shiny he can find. He doesn't really like conflict, and is a very defense person physically. He doesn't like people to touch him if he didn't make contact first, even his closest friends. He cares very much for all the people around him and gets uncomfortable if anyone around him is upset or hurt.

History: Casimir grew up living with a wealthy and proper family of elves and half elves. He was treated very well and had everything he could have wanted. He fit in, and everything was good for him. Even though his parents were strict, they weren't unkind and he loved them very much. When he heard about Vanguard Academy, he wanted to go immediately. He had always felt the need to do something about everyone who was being hurt because of the growing evil, and this was his chance to learn how. Unfortunately though, to leave for vanguard was to leave his family, and he could never do that. Then he began to acquire his "other" attributes. At first he was scarred of them, he hid them from the rest of his family. He was an elf like the rest of them, he had to be. If he wasn't...if he wasn't what did that mean? After a while curiosity overcame the fear of being different from the rest of them an he confronted his parents. Though they accepted he was a little different, they insisted he was an elf. No matter how much he pestered and pleaded or how obvious it became that he was not completely elf, they wouldn't admit that he was different. He understood they were doing what they thought was the right thing to do for him but...he just couldn't live with himself not knowing what he was. So, afraid his parents would reject the suggestion, he ran away and embarked on a journey to find out. Quickly he learned that showing his scales to just anyone wasn't a good idea, and as time progressed it became harder and harder to get information as he grew more and more cautious.

A year later he still hadn't learned, but he decided he couldn't go back home until he knew. One day he

remembered that vanguard academy had a vast library...and maybe he could find others like himself there. With that he made his way to the academy, not knowing what to expect and dreading more and more what he might find out about himself there...

Name: Chita

Gender: Female

Age: 14

Race: Jungle Fury (<http://forums2.battleon.com/f/tm.asp?m=6409691>)

Magic

Basic Magic Power: Wing slash: A simple fire based attack in which Chita's wings heat up to a high degree (but not hot enough to for them to light on fire). She then proceeds to strike her target with her wings.

Year 2 Starting Power: Fiery arrow: A ranged based fire attack in which Chita tosses flaming feathers at a target a high speed. She can only fire two feathers consecutively at a time.

Year 3 Starting Power: Arid shield: A boundary based spell that creates an outer circle of arid heat around the caster. It is impossible for most people to walk through it, but a ranged attack can penetrate the shield. It can protect at least two people for about 20 minutes.

Year 4 Starting Power: Spirit flame: A fire elemental summoned from the elemental plain of fire for assistance. This particular summoning mentally binds Chita to the fire elemental to synchronize their abilities and attacks together with deadly precision. However maintaining the bond between the fire elemental will slowly lead to a drain on her mana and can only be maintained for the maximum of an hour, any longer will leave her exhausted.

Courses

First Year Study Option: Alchemy

Second Year Study Option: Alchemy

Third Year Study Option: Alchemy

Fourth Year Study Option: Alchemist

Appearance: Short and an exceptionally light orange feather coloration that almost give off a tan look, Chita has the appearance of Furry much younger than her actual age. Her head feathers are organized in three distinct points. Her eyes are light milky blue that match the color of an ornate cloak she wears over her body.

Personality: In many ways Chita can appear reserved and quite to strangers, but once she becomes settled and used to people she becomes quite a chatter box. She also becomes quite clingy to those she considers to be friends. She is immediately drawn to any type of jewelry, especially the type that has rare jewels set in them. She is of a peaceable nature and is more likely to run for help than fight.

History: Originally she was born in a jungle region of Lore, however she did not live there long as her family were killed by a ravenous jungle monster. She was lucky rescued by a random adventurer who in the end gave her away to a Noble by the name of Robert. She became the playmate of Robert's daughter Emily. The two became quite good friends despite the large age difference between the two. Years later, Emily believing that Chita deserved to receive an education persuaded her father to allow for Chita to receive her tutelage at Vanguard academy.

Name: Mortarion

Gender: Male

Age: 20

Race: Possessed Human

Appearance: **Mortarion** has a skeletal build, but with strong and flexible muscles. He has an average face, with ebony hair and a clean military cut. He has 11 holes in his body, six in each side of his neck, two on the palms of his hands and six on his back. His chest and legs are covered in numerous scars, along with his upper arms. He has Heterochromia, meaning that his eyes have a different colour from each other, his right eye is a swampy green and his left eye is a blood red, he hides this fact by using a contact lens on his left eye.

Magic

*Basic Magic Power: Miasma: **Mortarion** calls upon a cloud of disease under Mortarion's control, nearby plants life die, and the people and animals near it suffer small exhaustion, those who are targeted by the cloud usually faint and get a small sickness*

*Year 2 Starting Power: Swarm of flies: **Mortarion** using his mana, can create a small swarm of flies, they are usually used as a distraction tactic, but if **Mortarion** wanted to, they could explode, making small damages to the enemy.*

*Year 3 Starting Power: Plague sword: **Mortarion** envelops his sword in a plague aura; any wounds done with this sword will close after the normal time that it takes the wound to close, but multiplied by three. For example, if a wound takes two hours to close, using plague sword, the wound would close in 6 hours*

*Year 4 Starting Power: Scarab armor: **Mortarion** creates scarabs mixing his flesh with his mana, these scarabs cover **Mortarion** body, acting as an armor, if anyone tries to punch or touch **Mortarion** while he has this power active they will be bitten by the scarabs. The bites of the scarabs are poisonous.*

Courses

First Year Study Option: Alchemy and Magic

Second Year Study Option: Sword fighting

Third Year Study Option: Rogue Arts

Fourth Year Study Option: Master of Arts

Personality: **Mortarion** has shown signs of having dual personalities, while one of them is infected with hate, mistrust, greed and morbidity; the other is pure, kind, trustful and selfless. But something that is constant in both personalities is that **Mortarion** tends to like to be alone, that, and that he likes to read a lot, sometimes being in the library for whole nights.

History: When the shadowscythe invaded, **Mortarion** had just been born. A cruel Necromancer was put in charge by the invading forces; he began abducting citizens for his dark purposes.

Mortarion and his family lived in fear for 10 years, until they turn came. One day they were called, **Mortarion** and his family entered the tower, like many others, to be never seen again. **Mortarion** does not remembers much of that day, he remembers scant images, blood, death, fire, destruction, tears, laughter. HE then wandered for 10 long years, until one day, he arrived at the **Academy**, where he fainted. Now he has lived there for 10 years, and his dark past is catching to him, what has been sealed inside him for so long is now trying to break free.

Name: Altarion Keeper

Gender: Male

Age: 15

Race: Human

Magic

Basic Magic Power: Sun Blessing, gives him abnormal strength and stamina for his size, also gives him basic knowledge in fire and light magic, despite not having studied in that area.

Year 2 Starting Power: Wings of fury, this power gives Altarion fiery wings which allows him to fly.

Year 3 Starting Power: Mana barrier, this power acts as a second skin, allowing his body to take more punishment than before.

Year 4 Starting Power:(Last Year Starting Power, this is the strongest) Battle Mastery, this power removes all restraint from Altarion' body, he can't get tired and his mana cannot run out for a period of time. However, this power does have some nasty side effects after used, Altarion would feel extremely drained after using this, and if he uses it too much he could become very ill.

Courses(Once decided will NOT be changed)

First Year Study Option: Sword Fighting

Second Year Study Option: Alchemy and Magic

Third Year Study Option: Sword Fighting

Fourth Year Study Option: Paladin

Personality: Carefree and caring. He's not afraid of much and is passionate about what he believes in. But when it's time to get serious he gets serious. But he also can lose his temper if someone pushes him too far.

Appearance:

Hair: Blonde, neck length

Body: Thin with large fiery wings sprouting from his back (after year 2 only)

Eyes: Light Blue, almost grey

Identifying Marks: A mark where a symbol of a Phoenix has been branded on his right arm, also bears some runes on his back and torso which sometimes glow red and gold

Clothes: a plain white open necked shirt with plain black trousers

Armour: Large plated armour, forged with a strange white metal with a golden trim, well polished.

Weapons: Valermos, a longsword with a golden hilt and forged with a mysterious white metal. It has many strange carvings in the hilt, there also are runes on the blade which match the ones around his body. These runes glow red and gold at the same time as the ones on his body.

History: Altarion has had an unusual history. He awoke one day under the portcullis of an abandoned castle when he was 10. He wandered the land as a presumed orphan begging and getting into petty crime to get by. One day

when he was 10 he was wandering a beach when a troop of unusual soldiers part of a group known as A Phoenix Risen decided to lend him a bed for the night and he stayed with them ever since. They offered to research his history but only found a trace if an Altarion from 200 years ago. They decided to send him to the academy to 'prepare him for what is to come'.

Name: Crysanthemum (No Last Name)

Gender: Female

Age: 15

Race: Mostly human, with a small amount of Elven blood.

Magic

Basic Magic Power: Botanic Rally: Has a small amount of control over plants. Enough to bend plants just enough so that people will trip over them, but not enough for something like wrapping them around somebody's leg.

Year 2 Starting Power: Botanic Gauntlet: Increased strength of Botanic Rally. Crysanthemum now has greater control over plants, and can even speed their growth.

Year 3 Starting Power: Animalia: Has a bit of control over animals. A little unreliable at times.

Year 4 Starting Power: Biodominion: Crysanthemum now has almost full control over plants and animals and can even control dead ones for a short time. She tends to avoid the last one though, as it tends to freak people out.

Courses

First Year Study Option: Sword Fighting

Second Year Study Option: Rouge Arts

Third Year Study Option: Alchemy

Fourth Year Study Option: Master of Arts

History:

Crysanthemum has been alone for as long as she can remember, living on odd jobs and the kindness of strangers. She didn't even have a name at first, and went through many different titles before settling on Crysanthemum. She's never bothered to give herself a middle or last name because she likes to think she's a descendant of some important person. She's lived a nomadic life, and has traveled to many different places and made plenty of friends. For a while she wished for a true home, but when a rich lady took her in and tried to make her into a proper young maiden she quickly discovered she was better off as a traveler and ran away. A long time lover of myths and legends (Especially those about Dragonlords), she left for the **academy** as soon as she heard about it.

Personality:

Crysanthemum's greatest strength is that she knows dwelling on your problems doesn't help anyone. She loves to stay positive and refuses to be brought down by troubles, her optimism often reaching the point of naivety. She makes friends quickly and enthusiastically, but is often fickle with her interests. Crysanthemum also loves to collect things so that she remembers all the places she's been. She has a small box of pretty rocks in her bag, often attaches little trinkets to her bag strap, is easily distracted by shiny objects, and braids pretty pieces of string and ribbon into her hair when she finds it.

Name: Zacky Gates

Gender: Female

Age: 19

Race: Werepyre

Appearance: Zacky is a 5 feet 8 inches with a muscular, slender and fragile looking alpha lycan build. Zacky was born with hollow bones so her body is better at flight but it makes it hard for wounds to heal. Zacky has medium sized, dense, silky and almost water proof blood red fur with a white tricking underbelly that stops at her thighs with black points at her ears, paws, muzzle and the tip of her tail. She long bright red messy hair with a splash dark green between her pricked and alert ears covering her ice crystal blue eyes as if they were bangs and that the end of her hair which is at the starting point of her tail. She has long wolf-like muzzle with 4 inch long sabber teeth that seem to curl to her neck. A pair of large bat-like blood red wings that are 3 feet along from side to side are on her back with fur covering the top of her wings and under her wings are skin. Zacky wears the Vanguard uniform with white gloves and white ripped off socks on her feet. She has a tattoo of a withering rose wrapped around her neck, the rose stops at her left cheek. Zacky has a claw mark scar on her left eye, a clawing scar on her right thigh and a bite mark on her right shoulder. She also wears a necklace with a black crystal shaped as a lycan skull with bat wings under it's ears.

Magic

Basic Magic Power: Darkness Manipulation- This allows the user to control darkness at will but the user must be in a limited amount of light in order to do their abilities related to this.

Year 2 Starting Power: Elemental Healing-By using the power of darkness or a shadow near of walking distance of the user,the user can heal/fill the wounds of others.

Year 3 Starting Power: Intangibility-This power allows the user to become a shadow at the users command but it can only be used when a shadow that it's not the user's own is near by.

Year 4 Starting Power: Darking Blood-If the attacking foe is deeply wounded by dark attack,the user can control the blood that is tainted by the user's darkness and move the attacking foe at the user's will for 10 minutes. The attacking foe does not lose blood while using this move.

Courses

First Year Study Option: Alchemy and Magic

Second Year Study Option: Rouge Arts

Third Year Study Option: Sword Fighting

Fourth Year Study Option: Master of Arts

Personality: Zacky is a character at best, a light-hearted, humorous, caring and accepting person. She understands how it's like to be different and is kind to her friends. She often acts like a dog when she is excited or feeling playful. Zacky also has a need to be more advanced then her peers. She can be easily be controlled by

using meat since she burns energy quickly that she needs to eat every 2 hours. Zacky also be competitive and **never** backs down from a challenge. Zacky also has trust issues and can be very stubborn.

History: During the chaos that the ShadowScythe brought to both the lycan and vampires, the kingdoms of both chosen to merge in order to fight the ShadowSycthe out of their lands. Zacky's father was the alpha of one of the only werepyre clan in Darkovia. They're clan spoke of a necklace called 'The black bat' which gave who ever held it gave them powers over Darkness, being able to control it like it was a puppet.

Zacky was born into a litter of four three males and her, the only female, with her being the runt and the smallest and weakest out of the litter she struggled to gain dominance with her other three brothers. Ceaser, the eldest of the three, helped his little sister whenever he could, Zacky accepted his assistance but preferred to do things on her own. When she and her elder brothers were 10 they were shown The black bat and were told whoever was the strongest by the age of 17, he or she(since she's the only girl) would become alpha and get The Black Bat.

When she was 15, the fight for alpha had began between the siblings. They had to fight till injury for the position of leadership. The twin brothers were up first. They fought each other to the death but they were both evenly matched and both of them didn't give up when they were supposed too. So one of them actually died in battle. The clan was saddened by the news.

The next year, it was her turn to battle Ceaser, since the wounds of the surviving twin was still healing. The battle they had was a difficult one, Ceaser was her elder, so he was more advanced in physical abilities but Zacky had intelligence by her side. By out witting her brother she won The Black Bat. What they didn't know was that the ShadowScythe had invaded and Ceaser was the one who brought them to the clan...

They began to take prisoner's of her pack. Zacky didn't know what do to. She was powerless against the ShadowScythe, but not Ceaser. One last battle choose the fate of her people. If he'd won, she would be killed on the spot, if she'd won, her people would be freed. The still wounded Ceaser was no match for her sister. Zacky had killed her brother that night. Never being able to gave herself, she ran away from home, to never to return. Three weeks after her self banishment, she had discovered the Vanguard Academy and she joined to hopefully learn how to use her new powers and hopefully to forgive herself.

—

Name: **Jacen** (last name not known - farmer families had no last names.)

Gender: Male

Age: 15

Race: Enchanted Human (Homunculus Inaltus) - Created through ritualistic magic and forbidden alchemy, I am the product of a family's curse - generations of generations of nutcases, trying to breach the barrier between physical existence and a higher consciousness. No cosmetic changes except strange eyes (a slight glow). Slight increase in magical potential, yet decrease in ability to focus, which makes this race prone to mistakes, and also brings about the need for daily meditation.

Magic

*Basic Magic Power: **Light Manipulation (just illusions and tricks. No more than an image of a person - yet not perfect and to detail.)***

*Year 2 Starting Power: **Shamanism (basic elemental control - Fire, Water, Ice, Wind, Earth,***

Lightning. Only mild control of each -

Fire - manipulate fire around him to the point where he can fire off (pun not intended) a softball sized flame orb.

Water - direct pressurized water (i.e. from geysers and such) and control water currents to move around swimming objects.

Ice - Freeze water (water must be still. Cannot freeze an entire lake - just puddles or ponds and such.), and fire off Ice Shards, each the size of a nail. Useful for hanging enemies up on walls by their clothes, and even impaling if ever its comes to such a point.

Wind - Control wind currents in the area (just gust level winds, no hurricanes or real life tornadoes. Can create miniature storms though, so beware of your books and papers!)

Earth - Low magnitude earthquakes on small areas. Nothing too amazing. Can move around chunks of earth or stone, and fissure the ground/walls slightly.

Lightning - only available during thunderstorms or near electricity-using objects. Can only redirect lightning/electricity, and not reconfigure it to do something else or control the power of it (cannot manipulate machinery and such with it - only raw power.)

)

Year 3 Starting Power: **Basic Chronomancy** (slowing down time and potentially reversing a few seconds)

Year 4 Starting Power: **Advanced Telekinetic Magic** (total control of environment/personal weaponry, and potential molecular change; requires extreme concentration)

Courses(Once decided will NOT be changed)

First Year Study Option: **Alchemy and Magic** [Sword fighting/Alchemy and Magic/Rogue Arts]

Second Year Study Option: **Alchemy and Magic** [Sword fighting/Alchemy and Magic/Rogue Arts]

Third Year Study Option: **Sword Fighting** [Sword fighting/Alchemy and Magic/Rogue Arts]

Fourth Year Study Option: **Mage** [Paladin/Knight/Alchemist/Mage/Thief/Ranger/Sage/Master of Arts]

Appearance: Standing tall at 5 feet, 9 inches, bronzed skin, slight muscular appearance (athletic build, suggests basic training), brown hair, covering the ears half-way, reaching the eyebrows, and the lower portion of the neck. Eyes are brown as well, with a peculiar light playing in them when applying magic or trying to focus. Straight teeth, symmetrical features, pronounced cheek and jaw lines, a left dimple, broad shoulders and chest. Hair unkempt. No facial hair/unibrow. I wear a dark brown set of sword training robes, with a sleeveless leather vest atop my thin-clothed chest. An old rusty claymore at my side, and a bag filled with tomes of basic magic that my sister had gotten from the inn-patrons as gifts of appreciation.

Personality: Intellectual yet clumsy, arrogant yet respectful. I am proud and pronounced, and am bent on being the best I can be. I feel like nothing can hinder me - yet I am prone to knocking things around. I develop a calmer attitude as I learn along fellow adventurers and

squires, and learn to control my arrogance and reckless behavior. I like to go in head first and always try and resolve an issue - even if its not my business to do so. Despite this, I avoid conflict and make sure no body gets hurt. I am overprotective of my friends and try always to put them first in my priorities - which can be used against me. Despite my arrogance and playfulness, I adopt stern measures and follow strict rules when the circumstances call for such behavior. And even so, I play only by my rules - if I find that anyone hinders me, I shall resolve the issue through calm speech and intellectual reasoning - or through force (only at necessary times.) I play by my own morals, but still seek to change them if reason to do so is presented. I am difficult under authority and yet respect it when respect is due. I am not easily seduced by riches, power or women, but simply follow my code when it needs to be followed. However, at times of leisure, I am easygoing and casual. In terms of relationships, I always treat the bond between friends as sacred, and often blur the lines between family and friends (as I have none of the latter). In terms of relationships with the opposite gender, I tend to lean towards smart remarks, which don't score me many points, and try to treat them best I can, often being even clumsier in return. Yet I always put those I love in highest priority (be they friends or more). I have a short temper and am very hotheaded, which leads to easy manipulation when I'm angry or emotional. I am strategic in difficult times and tend to take lead roles, which often causes conflict and can lead to problems around me. I tend to always take the sure road when others are in danger, and always avoid chance, which sometimes disables my ability to lead properly.

History: As a child, I was born into an underground lab, a creation of many horrible pasts. I have no memory of such pasts, yet sometimes envision a woman screaming, or strange glass tanks with bodies inside. My earliest memory is of me in a large great hall, where a man and a woman in regal clothing shake their heads, looking at me. This repeats several times with other couples, until an elderly man and a young woman take me into their custody. He had a dirtied face and a straw hat, and she was wearing a flowing gown, and had pink plump cheeks. These were my parents - a farmer and his daughter. I only remember fragments of their story - not much else than her face, his laugh and the sounds of animals. Then, I remember a flame, in my dreams. A blue flickering flame, playing in my hand. It was a trick of the light, and I had practiced this, playing with light from a small age, to amuse myself. My father had me do chores all day, to strengthen myself and learn the importance of honest work. My sister, taught me many things, and was surprised how I learned so quickly. At a young age, I was already smart beyond my years, and such developed my arrogance and slight narcissism. Despite this, I never failed to put others before me and learned proper morals throughout my teenage years. As my father passed away, I learned the importance of others in my own life, and began to consider going out into the world. My sister, who had worked previously as an Inn's maid, made me promise her to fulfill my dreams.. I had always taken my dream of the flame to mean I was meant to learn the arts of magic. And such, I set out to the **Academy**, with all the coin my sister could afford. And here I am, before the great gates, waiting to be welcomed, eager to learn and to show. And as I look beyond the fence upon my new home, hope fills me with new joys, and the blue flame within me flickers, waiting, hoping. A slime plays on my lips, as a pencil made of light plays around in my palm.

Name: Hildako Zaldunak (dead knight in euskera)

Gender: Male

Age: 17

Race: Sveppa: The Sveppa are a mysterious race, who's origin is found in the second Shadow Scythe invasion, in which a female elf druid, trying to lower casualties for the defenders, mixed the arts of druidism and necromancy to create the Sveppa. The result was a small fungal parasite, that when placed in a corpse, will take over the corpse and reanimate it, by giving new life to it's organs using the druids magic, while keeping the body from rotting using the necromantic arts. However, people revived by using a Sveppa parasite, usually forgive who they are. In terms of how they look, the Sveppa cover their hosts body in a symbiotic armour made of plant matter, this is done as a means to hide the parts that may have rotten, and to protect the body itself. Sveppa can also be used to save someone life, but the person must share his mind with that of the Sveppa. Another surprising feature of the Sveppa is that, they can make small modifications to their hosts body, the most frequent being changes in the breathing apparatus that allows to absorb more humidity, but it can also range to replacing entire organs, or body parts that are lost. Sveppa are weak to light attacks, fire attacks, magic that involves sealing creatures, and they can also be weakened by lack of air.

Magic

Basic Magic Power: Thorn armour: Zaldunak's body/armour, is covered by a thick layer of thorns. Can only be done in places with moisture, sunlight and abundant air, if some of those aren't present, the armour is weaker. Weak to fire magic, progressively weak if there isn't one of the three elements mentioned. Can last up to 1 hour. Can be casted three times per week.

Year 2 Starting Power: Illusive Spores: Zaldunak releases a small cloud of spores, anyone who inhales them, will enter a trance state were they'll be confronted with their sins, their past, or they'll enter a peaceful trance were their strength, both physically and mentally, will be replenished. Can be blasted away by wind magic, can be killed by fire magic. If an opponents mind is strong enough, they'll be able to negate it's effects. Can be done three times per week.

Year 3 Starting Power: Carrion touch: Drawing power from the necromantic energies that helped revive him, Zaldunak can replenish himself by consuming dead plant matter or animal corpses, but when doing so, he enters a trance state were he must ask permission to the dead spirit. This can also drain a small percentage of an opponent's strength, but not to fatal levels. Can be negated by light magic and sealing spells. Can be done three times per week, and lasts for an hour. Easy to attack in this state.

Year 4 Starting Power: Revival parasite: Using a portion of his own Svetta parasite, Zaldunak can revive a dead animal for a duration of 1 hour, when the time runs out, the portion of the parasite returns to Zaldunak, carrying any valuable information the infected might have seen, heard, or felt. If the host is damaged too much, or killed again, the parasite might die, transferring 50% of the damage to Zaldunak, extremely weak to fire and light magics, as well as sealing spells. Extremely weak physically. Can be done three times per week.

Courses

First Year Study Option: Sword fighting

Second Year Study Option: Alchemy and Magic

Third Year Study Option: Rogue Arts

Fourth Year Study Option: Master of Arts

Appearance: He is two and a half meters, and has green eyes. He has black hair that is cut in a militar way. His skin has a small purple-tone, often seen in those who have died frozen, and his body is covered in burnt marks. He has a slender build with a few muscles. He wears a black armour and a full helm, under that armour, he wears the typically Vanguard Uniform, and under it, his body is covered by a mass tangle of plant growths.

Personality: He is often laid back, sympathetic, kind. He tries his best to be empathic with difficult people or with people who tend to ostracize themselves. In combat, he is a pacifist, and prefers not to kill his opponent if he can,

he has a strong sense of combat honour. Along with this, he treats everybody equally, and has a high respect for his superiors and elders. HE treats with the utmost respect the dead and the nature, as he himself is a creature that comes from both realms. One thing of note is that, when asked about his past, he'll most likely try to get away with a polite answer, and then he'll sink into a light depression that can last for several hours.

History: Zaldunak doesn't remember much of his past, he however remembers a snow storm, a female elf, and then, closing his eyes. His "new" memories begin with him waking up in a forest and roaming it for months, until one day, he heard a word, Vanguard, which was enough to awake the faint sense of a connection to that name, or place, he made his way slowly to Vanguard Academy, wanting to be enrolled, hoping of recovering his past.

Name: Isabeau Kenzi Solo (Prefers to be called Kenzi)

Gender: Female

Age: 17

Race: Liwans

The Liwans is a new species of demonic sex energy eater. Found deep in the under ground passages of Lore, the Liwansí main source of food is in fact as of all sex energy eaters, the life force of humans or any supernatural creature bewitched by their beauty. The Liawan is a mix of Werepyre, Blood Elf, and Succubus in males along with Incubus in females and the Lick. The sex eater in all of them and their unnatural beauty is the Succubus and Incubus at work. The Werepyre in them is the physical abilities and sometimes the looks. The Blood Elf in them can range from magical abilities to physical looks and the Liwans that have Blood Elf abilities learn Blood Magic and Voodoo as of tradition. The Lick in them, however, controls their personality, high intelligence and the way they can be killed. The Liwan can live forever as long as the item, commonly a vial, which contains their own life force is destroyed. Without a container to hold their soul, they will die unless they feed upon a soul or find a dead human to use their body as a living vassal to keep their life force safe and out of harm's way. They are vulnerable to light magic, items enchanted by light magic, holy items, silver and garlic. Also can't be able to feed upon a soul for more than 24 hours weakness them.

Magic

Basic Magic Power: Blood Magic- This ability allows the user to control their own blood when faced with a deep wound, but if lost in large amounts the user can go into a state of shock and or death. It can also be used on others, but it takes a lot of mental focus to do so and a lot of the user's mental strength.

Year 2 Starting Power: Bleeding numbness- This ability, when the user is injured, the user can use this ability to heal others or his/her self.

Year 3 Starting Power: Blood whip- This ability allows the user to use the blood from its wounds to create a short whip-like weapon, if the user loses the blood lost it depends how much blood is used. If it's a small amount the user begins to lose its vision. If it's a medium amount of blood the user faints. If it's a large or very large amount the user either goes into a coma or dies.

Year 4 Starting Power: Puppet Master- This ability allows the user to control no more than 4 people at once by using the user's mental strength to control their bodies. The users can't use this to harm other people do to the fact they'll bleed out. The user can't use this ability for no more than 4 minutes or the user will faint.

Courses(Once decided will NOT be changed)

First Year Study Option: Sword fighting

Second Year Study Option: Sword Fighting

Third Year Study Option: Rogue Arts

Fourth Year Study Option: Ranger

Appearance: Isabeau is 6'8 and has an alpha lycan build, muscular and slender. Isabeau has dark brown messy and wild fur, giving her a wild look but some spots around her arms dark red due to her cutting herself in order to use her blood magic for her own defense. Isabeau also has long light brown hair that reaches to her tail and can easily be tangled with her fur. Under her arms are flaps of skin and when she opens her arms, her wings are there. Also in her eyes she is very beautiful.

Isabeau wears the Vanguard uniform and has blood red eyes, which at night, shine when light is near her eyes. Isabeau also wears a necklace that is a beetle covered in rare gems and has a vial in the middle, with in it has her soul in it and a pair of glasses made of crystals from her underground home in order to see above ground. She never lets anyone touch her necklace, so it doesn't harm her.

Personality: Isabeau is a kind, gentle and intelligent individual. Isabeau often avoids violence with others she believes the foe will overpower her. Isabeau is an honest person and often assists with personal issues due to her high intelligence. Due to Isabeau's high intelligence she believes she is mentally superior to others that aren't Licks, but she doesn't say out loud because she doesn't wish to hurt anyone's feelings with her opinions.

History: Isabeau grew up in the underground passages of Lore. The Liawns lived in a government where there was two sides, the government was called Fae. One side of the government was called Light Fae, were all of the good and kind hearted Liawns go. Dark Fae was the evil side, were all of the Liawns go. They shared the passages of Lore for many years.

When Isabeau was born, her parents were on different sides. Her father was a Dark Fae werepyre Liawn and her mother was a Light Fae Blood Elf Liawn, they disagreed on MANY things, including where they should send Isabeau to school. The only reason why they stayed together was for Isabeau's mental mind, but it had done nothing.

Isabeau learned Blood magic and Voodoo from her mother and she learned how to fight, read and write from her father, Isabeau was home schooled by her parents so she can get the best of both worlds. In her early teenage years her parents' arguments became more public, upsetting Isabeau even more. One day, during a Diet of Lava, a meeting of leaders from both Light and Dark Fae, Isabeau's succubus powers awoken at the heat of the meeting. A more powerful persona came into play, she sucked some of the life force of the leaders from both sides and told them that their will be no more light and dark, they will all worship her.

Once the episode was finished, she fell into a week long coma, once she awoken; she was given a warning by both of the leaders. Isabeau began to hear stories about the surface world, and how the ShadowScythe was invading. When Isabeau became tired of good fighting evil, evil fighting good and whole "you have to pick a side" thing, so she called a Diet of Lava as a trap to destroy all of the leaders. Once all the leaders came she locked all of the doors and she destroyed that vassals that held their souls, ending the Light and Dark Fae government.

Isabeau formed a new government for her to rule, where she rules and no one fights over their beliefs because it was the same. Two months into her solo rule, Isabeau wanted to explore the surface world in order to experience new cultures and creatures. So she pointed her parents as rulers until she came back. Her father went with her in order to say his goodbyes in a more private matter and giving her own necklace vassal where she'll keep her soul while she's in the surface world.

Once she can to the surface, she traveled all over Lore, feeding upon humans and supernatural creatures alike and learning about Lore, then she heard about Vanguard Academy. Hearing about the school more and more made her wanted more and more to come. So one day, she was near the academy, so she thought she'd stop by to see the infamous Vanguard Academy and has been there ever since as a student.

Name: Aeon Calcos (human name), Irkalla (demonic name), also known as Nightmare and Creature of Sin

Gender: Male

Age: 3 days

Race: Demon Spawn, the usually looks like disfigured humans, and can turn into various demon forms that depends on the demon that created the spawn. Although all of them tend to have a demonic looking claw or mutated hand in their human forms

Description: Aeon is mostly deformed, his body is covered in scars and burnt marks, his face is covered in bandages. And his right hand is a demonic one. His back has some kind of deformation, as his spine can be clearly seen, he also seems skeletal, as most of his skeletal structure can be seen marked against his skin. He wears a black version of the uniform, with four magical sealing symbols embedded in it.

Magic

Basic Magic Power: Nightmare form; Aeon assumes the form of an armored Knight, whose right hand is a demonic one, in the shoulder of the arm there is a mouth that is covered by 4 spikes in a cage form, in his chest there is also a mouth. In this form, he can manifest a sword that has an eye and some bone protuberances. In this form he is incredibly weak to light attacks, he is also really slow, as the sword he wields is a zweihander. He can remain indefinitely on this form [Here is the image that worked as an inspiration for me](#)

Year 2 Starting Power: Form of Sin; In this form, Aeon takes the form of a lizard man, depending on his mood he can manifest two different kind of weapons, when he is calmed, he can manifest an axe and a shield, the axe is covered in organic material, and has an eye in the center, while the shield is also covered by organic tissue, but this time, it's a mouth. When enraged, he manifests a pair of short axes also covered in organic tissue. He is weak to mental and light attacks in this form, he is also in a berserk stance so it's easy to trick him. He can only remain in this form for 30 minutes.

Year 3 Starting Power: Penitent form; In this form, Aeon is covered by chains, this makes movement incredibly difficult, in this form, the presence of any sin or darkness based magic weakens him, but he can draw limited power from light sources to use them as attacks by combining them with his chains. This form is susceptible to darkness attacks, and Aeon can only remain in this form for 20 minutes.

Year 4 Starting Power: Abyss form; In this form, Aeon has a Reaper like form, his weapon consists of a scythe, and his true form is released, he can make short blinks in time, of roughly 0.5 seconds, he fights using a scythe and he now can call black fires from the demons plane, he also has control over his bone structure. Due to restrictions put on him by the academy, he can only remain in this form for 10 minutes. [This is the image that inspired me](#)

Courses

First Year Study Option: Alchemy and Magic

Second Year Study Option: Sword fighting

Third Year Study Option: Rogue Arts

Fourth Year Study Option Master of Arts

Personality: He is cold and distant, but is extremely proud of what he is. He is brash and doesn't fear to defend himself, he is incredibly prideful and intelligent. He isn't keen on destroying beautiful things, since his deformed body has made him appreciate them. He loves the thrill of battle thought, and has his own moral code in battle, if you show him honor, he'll repay with honor, if you pay with dishonesty, he'll repay with dishonesty and cheating, basically he acts according to each person. He is known to respect his superiors and equals outside of combat, but those that he sees who abuse the weaker, he treats them worst than trash. One thing interesting is that he doesn't sleep, he only wanders the Academy at night, this has created an aura of mystery around him, which makes his true personality harder to discern.

History: Aeon is made of Mortarion's discarded flesh, being inhabited by a spark of the demon plaguing Mortarion, but there was a problem in the moment when the spark joined the discarded flesh, its memory was erased. Then he appeared one night in the Academy, naked his scarred and deformed body surprised those who found him at the doors, thus, they gave him shelter, but that night the students who were near his room experienced horrible nightmares, so they nicknamed him Nightmare. The other day, his hand began to mutate into a demonic one, suddenly a student gone crazy appeared and began shouting that the "Creature of Sin" had arrived just as Aeon's mutation began, thus he earned himself another nickname, Creature of Sin. Some of the Staff of the Academy began researching him, and found that he was a Demon Spawn, a race of beings created using the flesh of humans who had or are possessed, sometimes by the demon possessing themselves, they usually work as scape routes for

the demons from a weak body. They saw it as that someone close, or worst, someone in the academy, had been possessed by a demon, but they couldn't track down the source, as most Demon Spawns actually leave a faint signature of power. The members who have found him debated for hours, and ultimately decided that he'd join the academy, in the hopes of him being a powerful ally in the fight against the Shadow Scythe, they gave him a black uniform, but made sure to sew magical symbols that would lock up his full powers, and allowing him to unlock a fraction of it, bit by bit, by each year he progressed. Aeon haunts the Academy at night, searching something that he can never find.

Name: John Coake

Gender: Male

Age: 15

Race: Human

Magic

Basic Magic Power: Minor healing word: Heals any target for a small amount of damage.

Year 2 Starting Power: Beam of light: shoots a beam of pure light at a target, causing moderate damage.

Year 3 Starting Power: Major healing word: Heals any target for a moderate amount of damage.

Year 4 Starting Power: Summon Sword of Light: Summons a blade of pure light in his hand for up to one hour, depending on the amount of mana used

Courses

First Year Study Option: Sword fighting

Second Year Study Option: Alchemy

Third Year Study Option: Sword fighting

Fourth Year Study Option: Paladin

Personality: Very serious, almost never jokes around, dislikes anyone that doesn't take something serious. Also has a great sense of pride and honor. Will never shy away from a fight, especially one with someone who insulted him Despises any form of evil creature, from vampires to daemons and everything in between.

History: John was born to a family of nobles, who, until he was 10, ruled over a land south of Falconreach. When he was 10, his town was attacked by the Shadowscythe Empire. That's when most of his family and friends were killed by the Shadowscythe's evil forces. The survivors of the attack were rounded up by the enemy and taken to work in the Shadowscythe mines. He worked until he was 15, that's when the workers rebelled against their guards and escaped. John's mother then sent him to an academy she had heard about in hopes John would learn to combat the evil Shadowscythe.

Name:Huel Arasth, formerly nicknamed as "The Dead Wind"

Gender:Male

Age:18

Race: Human

Magic

*Basic Magic Power:(Just one and nothing OPed) **Arcaenus Tracker**, this skill allows Huel to lay a mana bug on upto 4 people for a limited amount of time. During that time, Huel can sense any changes in that person's magical or physical aura. The farther the person is from Huel, the higher will be the mana consumption.*

*Year 2 Starting Power:(Second Year starting power, this one can be strong.) **Former Flame**, this skill grants Huel a massive increase in strength and magical skills for 2 minutes. Upon ending, Huel will face a complete lockdown of his magical powers and a drain in physical strength for the next two minutes.*

*Year 3 Starting Power:(Third Year starting power, stronger than the last one) **Twin Seal Initiation** is a combination of two half-seals. The Seal of Concaignor temporarily kick-starts any deserted magic, magical seal, magical equipment or skill while the Seal of Impaignor locks active magical powers, auras, skills and equipment down temporarily, the duration ranging from 5 minutes to 5 days. The side effects are that any person within the Seal of Impaignor can freely move around resulting in its effects being nullified. The Twin Seals when used together are rumoured to destroy a person's magical potential forever while rendering this skill useless for Huel that moment onwards.*

*Year 4 Starting Power:(Last Year Starting Power, this is the strongest) **Dead Wind First Phase** is the first and only available phase of the complete Dead Wind Demon series. Huel inherited this power from his grandfather. This power forcefully rips into two pieces Huel's personality separating the beast from the human. The beast form then becomes dominant and Huel goes on a rampage. This skill completely ends all magical effects, spells or charms that have been cast upon Huel while temporarily destroying his own magical potential. Huel cannot use magic in this form as all his energies are focused on improving his physical capabilities. People within a 10 metre radius of him cannot use magic either. Side-effects include Huel fainting after this skill ends.*

Courses(Once decided will NOT be changed)

First Year Study Option:(The course you want to study for the first year)[Sword fighting/Alchemy and Magic/Rogue Arts]Sword-Fighting

Second Year Study Option:(The course you want to study for the second year)[Sword fighting/Alchemy and Magic/Rogue Arts]Rogue Arts

Third Year Study Option:(The course you want to study for the third year)[Sword fighting/Alchemy and Magic/Rogue Arts]Alchemy

Fourth Year Study Option:(The course you want to study for the final year)[Paladin/Knight/Alchemist/Mage/Thief/Ranger/Sage/Master of Arts]Mastery of Arts

Personality: Huel is a generally kind and soft spoken person who is always ready to help people in times of need. However, when things become serious, he develops an air of authority that warns his fellows to steer clear out of his ways. He is a caring person and does not tolerate any harm done to people under his care. He has a knack for becoming a father figure to his subordinates and such.

History: Huel Arasth was the youngest son of a rich landlord hailing from Village Kalin, a small hamlet located in the northern reaches of the Lorian plains. His two elder brothers were respected and famous heroes songs of whom were sung all around Lore by the wandering Bards. Like his father, Huel was of a strong build with taut muscles and a lean body. One could tell by just running their eyes on him that he was a fighter who depended on speed rather than strength. He had blonde hair and brown eyes, a combination rarely seen in those parts of Lore where most of the people were born with brown hair and brown eyes. He had a stubble on his chin that he had a habit of trimming down everyday just to make himself look more presentable to the Head Warden. His mother was no more. In a great battle with the Undead, his mother died getting caught in a crossfire between the King's archers and the enemies. Huel's elder brother fell as he tried to aid her. The eldest, however joined the battle later only to be bitten in half by Sepulchre's own Dracolich. Gray took Huel under his wing and returned to Vanguard Academy with him where he has been studying ever since.

Name: Elios Enstringe

Gender: Male

Age: 15

Race: Sin Eater (Humanoid, with the only distinctions being a more predatory way of moving and their eyes; the irises both have three deltas pointing out arranged at even angles, with the design in one eye being rotated 90 degrees. Much more durable than normal humans, but they tend to be more reckless as a result.)

Magic

Basic Magic Power: PreAction: Elios has an uncanny ability to predict where a conflict will proceed, be it a war, battle, skirmish, or even domestic dispute. Now, whether this helps him or not is a different story...

Year 2 Starting Power: Flash Cancellor: In essence, a Flash Step. Elios can move at speeds imperceptible to physical entities, allowing him to seemingly "teleport" short distances. If something happens to be in the way, though... inertia is a harsh mistress, indeed. That's going to be a nasty bump when he wakes up.

Year 3 Starting Power: Alt Instance: Elios can cause disturbances in the wavelengths of light, allowing him to create crude mirages. Upon close inspection, these fakes are obvious, but at a glance they're convincing enough.

Year 4 Starting Power:(Last Year Starting Power, this is the strongest) Lasting Symphony: Over time, Elios has developed a growing mastery of his abilities. PreAction is now effective up to 90% of the time, Flash Cancellor allows him to accelerate through certain objects (Big walls are still no-gos, though), and Alt Instance images are less obvious.

Courses(Once decided will NOT be changed)

First Year Study Option: Sword Fighting

Second Year Study Option: Rogue Arts

Third Year Study Option: Alchemy and Magic

Fourth Year Study Option: Mastery of Arts

Personality: A true jack-of-all-trades and joker to boot, Elios is laid back and enjoys joking around as much as anything else. With a liking for red apples and a card motif, he's not very easy to take serious. Once you get past his easy-going attitude though, you find a diligent and hardworking individual who wants to look out for the safety and happiness of everyone. A loyal, patient friend and gentle, stern mentor, he's not exactly easy to predict.

History: Elios has lived a fairly normal life. From birth he's always been a multitasker, and from birth he's always been biting off just a little bit more than you think he could chew. He always manages to pull through somehow, though, but the toll this has on him has yet to be observed. In elementary school he was the class clown, always making jokes and always ready to lighten the mood when things got stressful. In middle school he was the cheery guy, the one you could go to when you were on a bad stroke and wanted to let loose for a while. At age 13 he decided he wanted to be something more, something greater. He chose to be a Hero; but not one of those uptight heroes who always seemed on the verge of breaking. No, he wanted to be one of those calm and effective heroes who everyone could get along with. And so here he is; a youth with little to his past, but everything to his future. Only the Academy knows where he will end up after this.

Name: Axcel Crox (Pronounced "AX-zel CROWS")

Gender: Male

Age: 15

Race: Nasae (If you seriously don't know, then you need to read more Galere. Oh, fine. They're humans with a fox's fangs, ears and tail, and possess massive amounts of magic in their blood. Not their power, their BLOOD. While they can use it, the more exhaustively they draw on it the more fox-like they become, until eventually they just become one of them. Granted, that fox is considerably smarter than a normal fox and can still speak to some degree, but they cease to be human.)

Magic

Basic Magic Power: Accepting Kinesis: Allows Axcel to manipulate one small object of less than twenty kilograms within six meters of him.

Year 2 Starting Power: Advancing Kinesis: Allows Axcel to negate or mitigate the kinetic energy of incoming projectiles.

Year 3 Starting Power: Denying Kinesis: Enables Axcel to create a sort of telekinetic field which behaves as a barrier against unwanted intrusions and extrusions.

Year 4 Starting Power: Excepting Kinesis: Think first-year power but better. Allows Axcel to manipulate, with a good degree of control, up to six mid-sized objects of less than eighty kilograms or one object/person of less than one hundred and fifty kilograms, within twenty meters.

Courses

First Year Study Option: Sword Fighting

Second Year Study Option: Sword Fighting

Third Year Study Option: Sword Fighting

Fourth Year Study Option: Knight

Personality: Very calm and detached, but not uncaring. He's very isolated from many people due to his animal traits and telekinetic abilities. He's not unkind or unfriendly... just not very open to interaction.

History: Lived in Surewould forest with the rest of his family, as part of a village lead by the Nedou warrior family. Axcel had always looked up to them as paragons of strength. One day, however, a Shadowscythe raid tore the village away from him, as everything was burned and destroyed. His family survived, in fact most people did, but during the raid Axcel had done something. As one of the undead troops moved to attack him, the young Nasae had but one thought: "I need a sword." And, to the shock and surprise of his parents, a sword came, leaping from its mount on the wall and beheading the Shadowscythe minion where it stood, before coming to an idle spin before the bewildered Axcel. It was with this newfound power that the village decided to send him to Vanguard Academy, where he might learn to better harness the power. Upon arrival, he deliberately made himself as quiet and unseen as possible, though many couldn't help but notice a young man with a fox's ears, tail, and teeth. He chose to follow in the path of those he had always admired and been inspired by; he chose to follow the Nedou on the path of the Knight.

Name: Arelon Mistleaf

Gender: Male

Age: 18

Race: Half-Elf Half-Human.

Appearance: Arelon has bright green eyes, something never seen in Half-Elves before. He has black hair that is short and slicked back, something rare with Half-Elves as well. His ears are short, almost the size of an average human's ears but pointed diagonally upward. Arelon is made of a slim build, His height is 6'4 while his weight is 64kg.

Magic

Basic Magic Power: Jade Burst: Arelon casts 10 yards in front of him a beam which does small damage to enemies and small healing to allies.

Year 2 Starting Power: Lightning Chain: Arelon casts a chain of lightning at his enemy, damaging his main enemy and 3 others around his enemy, each bounce decreasing damage by a small amount.

Year 3 Starting Power: Surging Sphere: Arelon casts a jade sphere that moves 15 yards by itself shooting harmful jade beams at enemies for large damage and also shooting another type of beam which heals his allies for a large amount.

Year 4 Starting Power: Charging Wave: Arelon uses this spell as water goes around him in a circle and charges out,

knocking back enemies by 20 yards for medium damage and healing allies that are inside the area of the wave.

Courses:

First Year Study Option: Rogue Arts

Second Year Study Option: Rogue Arts

Third Year Study Option: Alchemy

Fourth Year Study Option: Sage

Personality: Arelon is one of those people who are very shy and mysterious, never explaining what his life is like at all. He isn't talkative either, always going to move to another spot if someone tries to talk to him. It is a bit hard to be able to be friends with him, due to the shyness and all.

History: Arelon Mistleaf was born in the the mountains of Traedor, inside a small village that was full of Half-Elves. The land outside of it was all lush and beautiful, a lot of room for crops and for children to play around in the fields, but all of this stuff was about to change. On a very unfortunate night, Arelon was at least 8 years old. A plague made by an exiled Half Elf Necromancer had been spread over the village, he and his family were awake when they then suddenly heard screams in the village. People dropping to the ground like flies, but then they saw the green plague cloud come toward their house, his parents told him to run away and to never come back. His parents gave their son the little rations they could find in their home, and they said for him to go and "Spread our traditions and beliefs to the other unknown races in the world.". As that happened, he ran and saw his whole village die of the plague. After he climbed one of the huge mountains that was a barrier to seal off any other entry from anything outside the Half-Elf land, he looked over all the land as it was corrupted and dead. Arelon had then journeyed into the outside world until he then stumbled across the Vanguard Academy. He examined this huge building, and then went inside, wondering what mysteries he could find but himself in this place.

—

Name:Chesset

Gender:Male

Age:15

Race:Dragonborn

Magic

Basic Magic Power: His sword gives him more speed and strength.

Year 2 Starting Power: His shield deflects one magic attack a day and sends it back at its' owner. .

Year 3 Starting Power: He controls earth, fire, water, etc. with his blade

Year 4 Starting Power: transforms into a dragon

Courses

First Year Study Option: sword fighting

Second Year Study Option: sword fighting

Third Year Study Option: Alchemy

Fourth Year Study Option: Paladin

Appearance: Red scales, with an agile plate armor called scale plate. Carries a magic sword on his back, two throwing hammers at his waist, and a bag on his shoulder of his magic items from past adventures.

Personality: He is a kindhearted, lonely, and well-meaning person. Sometimes, his temper just gets in the way.

History: His father disgraced their family by trying to kill the king of their village. Chesset left the village in shame of who his father was and vowed to free his family from its legacy of horror. He then quested with his friend Aaro and Aristobulus. Together, they saved a city from an evil necromancer who tried to unleash the undead on it. He

know comes with his family name cleared to the school. He hopes it will help him on later adventures.

Name:(Your name) Slanton Vantioen (Slan-ton Van-toe-en the I is silent)

Gender:(Your Gender) Male

Age:(How old are you?) 16

Race:(Make your own, but make sure you describe what the race looks like if it is new) Dracklagation (Thick green hide, naturally rather tall, naturally muscular, curved and callused hands, 3 toes on each foot, do not wear shoes or any foot wear*, slanted nose, pointy lizard like tongue, naturally deep voice, set of thin giant wings with small hooks on the top, has 64 teeth, and can spit fire**. They were created by the fire avatar, to be her soldiers in a great elemental war. After the war they went underground and began to make vast cities near the planets core. Only a few have ever ventured up to surface land in several eons. They have a magical connection to fire**8, and a natural weakness to very cold temperatures and the like.)

*Just the way they are plus it helps them move quicker.

** Spit not breath, these are little balls of flame not calaoms of flame like a dragon.

*** This causes them to have heavy fire resistance, only the fire avatar herself would be able to burn a Drackagation!

Magic

Basic Magic Power:(Just one and nothing OPed) Fire creation and control: Can form small flames on the palm of his hand and control them.

Year 2 Starting Power:(Second Year starting power, this one can be strong.) Fire sense and control: Can sense and control any flame within a 12 mile radius.

Year 3 Starting Power:(Third Year starting power, stronger than the last one) Spontaneous combustion: Can cause almost any flammable material within eyesight to combust out of thin air. He has to be staring at the object for this skill to work.

Year 4 Starting Power:(Last Year Starting Power, this is the strongest) Flame form: His body will cover in flames and walls of flame will begin to form around him. His other abilities will become stronger in this form as well.

Courses(Once decided will NOT be changed)

First Year Study Option :(The course you want to study for the first year)[Sword fighting/Alchemy and Magic/Rogue Arts] Alchemy and Magic

Second Year Study Option:(The course you want to study for the second year)[Sword fighting/Alchemy and Magic/Rogue Arts] Rogue Arts

Third Year Study Option:(The course you want to study for the third year)[Sword fighting/Alchemy and Magic/Rogue Arts] Sword fighting

Fourth Year Study Option:(The course you want to study for the final year)[Paladin/Knight/Alchemist/Mage/Thief/Ranger/Sage/Master of Arts] Master of arts

Personality:(What kind of a person are you?) Big ego, too trusting for his own good, fiery temper, slightly dense, and irrational, despite all these personality quirks, his heart is in the right place, and he is a good and loyal companion.

History:(What's your story? What led to your coming to this Academy?) One day Slanton decided that he didn't like his race's warrior based life style. Sure he still wanted to be strong and able to hold his own in a fight, but he wanted to learn other things and get some culture. He also began to realize that there wasn't even anything to fight, this deep underground besides themselves. So the young teen left his home and began the climb to the

surface world. It took him a while to get used to it mentally and physically, but soon enough he was ready to head out and adventure. He found that adventuring wasn't as easy as it looked, he also found that he was still unlearned for the most part, and only a little bit more cultured. That's when he heard about the academy he saved up money from odd jobs to pay for his trip and stay, and made his way to Vanguard.

Name: Gibber Natura Von Gramenflos Eragon (Most just call him Professor some students also call him "Professor Goat")

Race: Faun (close to nature, and chosen race of the nature avatars. Part man part goat.)

Age: 32

Appearance: From the head to the waist being the human half, with hazelnut brown hair, emerald green eyes, a rigid face, 2 hairy arms, a white rigid goatee, abs(that dragon riding's good for the pecks), nimble hands, and the addition of goat horns. From the waist down he's a goat, with brown nicely combed goat hair, and clean shaven hooves. Normally doesn't wear cloths besides some cloth wrapped around his waist.* though he does have some few outfits lying around.

*He doesn't need pants cause he's a goat

Skills and Abilities: (Expand or collapse as needed)

Force Field Projection: Can project physical force fields. Need to keep contraction while doing this.

Kinetic Burst Projection: Like most Faun's he can project kinetic bursts made from nature mana, charged.

Regeneration: Can rapidly heal most wounds.

Invisibility: Turns himself invisible blending in with the trees around him.

Reed flute: His reed flute raises the dopamine level in people's brain, to make them more likely to do as he says. Though him and most people believe it's magic, and don't understand how it really works.

Primary Subject: [Sword Fighting/Rogue Arts/Alchemy and Magic] Alchemy and Magic

Secondary Subject: OPTIONAL [Any of the available Extracurricular] Dragon riding

Belongings: Reed flute, personal items, tutor books, specialized dragon riding armor, special dragon halter, special dragon harness, and other riggings that help him ride dragons, with his goat like traits. He also has a few pets.

Personality: To his student's he tries to portray, the image of a kind but stern teacher, he is actually very laid back, kind, joking, and goofy. Loves nature and all the animals in it, his favs are dragon. Truly wishes to aid and help his students. There are many stories about how he got his nickname the professor none of these have been confirmed.

History: He lived a normal faun life. Prancing around the woodlands, striking fear into those who threatened it, though with the peace there was no need, so him and many other Fauns let their naturel foolishness take over and lazed about. Then the Shadowscythe attacked and razed the woodlands, drawing the Fauns out even killing some. Gibber wandered around alone till he met a boy and a girl picking roots for a potin one day. He overheard them trying to figure out what root was the right one, and Gibber used his affinity to nature to help them pick it out. Their master an evil, insane alchemist mage saw this and captured Gibber. He threw Gibber into a horrible, tough, deadly, dangerous, rigid, and vile program called "Alchemy Boot camp". After Gibber graduated from the program the achlmest put him to work picking regenerates and brewing potions. He was an alchemy slave, he and many others who were forced to live on the alchemist's complex. Alone these potions would just have random effects, but mixed together it would make a toxic gas. Gibber and a few others helped to form a resistance that not only foiled her plan, but also liberated the slaves from the complex. Gibber wandered for a few more years before finding the academy. His alchemy experience qualified him for a job as a tutor, he accepted it mainly because he thought it would give him purpose again, and he didn't want the new generation failing like his had. There was an extra job open in a very understaffed department, they knew the job might be hard for a Faun but they were desperate. So they offered the extra job to him with a pay rise. He took it, but he didn't find out what the extra job was until they handed him the key to the dragon stables.

Favorite saying: "I didn't sign up for this!"

Likes: Nymphs, Elves, nature lovers, good listeners, good students, animal lovers, nature, animals, dragons, doing great things. Eating salads, paper, tin cans, and many other things.

Dislikes: Litters, nature haters, racists, fire, being called Professor Goat.