

CINDER FALL

"Destiny won't wait for you. Why wait for it?"
— Cinder Fall



BASICS

- **Full Name:** Cinder Fall
- **Birth Name:** Cinder Holloway
- **Known Alias(es):**
- **Age:** 23
- **Gender:**
- **Birthday:**
- **Heritage:** Human| Mistali / Chinese
- **Religion:**
- **Sexual & Romantic Orientation:** Bisexual, biromantic.
- **Status:** Alive
- **Residencies:** Land of Darkness, Mistral (formerly), Atlas (formerly)
- **Highest Education Level:**
- **Occupation(s):**

PHYSICAL EXAM

- **Facial Features:**
- **Voice:**
- **Eyes:**
- **Hair:**
- **Body Type:**
- **Distinguishable Marks:**
- **Weight:**
- **Height:**

MENTAL EVALUATION

- **Mental Illnesses (if applicable):**
- **Psychological Profile:** *(Core motivations, fears, triggers, etc.)*
- **Positive Traits:**
- **Negative Traits:**
- **Alignment Type:**
- **Phobias:**
- **Mannerisms:** *(Unconscious habits, nervous tics, or common gestures.)*



- **Hobbies & Interests:**

STRATEGIC ANALYSIS

- **Combat Style:**
- **Weapon of Choice:**
- **Hand-to-Hand Combat Proficiency:**
- **Tactical Strengths:** (*Leadership, adaptability, patience, etc.*)
- **Tactical Weaknesses:** (*Blind spots, arrogance, temper, emotional ties.*)
- **Signature Techniques:** (*Favored moves or combat tricks.*)
- **Pain Tolerance:**
- **Defensive Skills:** (*Escape artist? Counter-fighter? Tank?*)

AFFILIATIONS & RELATIONSHIPS

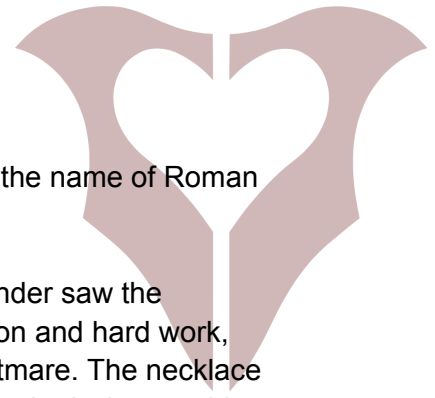
- **Family:**
- **Verse-Dependent Family:**
- **Allies & Associates:**
- **Rivalries:**
- **Enemies:**
- **Romantic History:**
- **Notable Friends:**

HABITS & LIFESTYLE

- **Daily Routine:** (*Structured, chaotic, or ritualistic?*)
- **Diet & Nutrition:** (*Healthy, indulgent, restrictive, etc.*)
- **Exercise Habits:**
- **Grooming Habits:** (*Meticulous, rugged, or indifferent?*)
- **Substance Use:**
- **Sleep Patterns:**
- **Personal Aesthetic:**

CHARACTER LORE

- **Early Life**
 - Cinder was trafficked into an orphanage at a young age. She remembers almost nothing of her early childhood, only a red shawl she believes came from her mother. The orphanage, located in the city of Wind Path on Anima, was a place of hell for her, constantly being forced to do the worst of the chores that the older kids refused to do and being bullied by said kids. The only mercy she ever found



in that place was one of the even older kids, a teenager by the name of Roman Torchwick, would sometimes step in if he was around.

- **The Hotel**

- When Madame came to “adopt” a child for unpaid labor, Cinder saw the opportunity to escape. Madame, seeing value in her ambition and hard work, took her on the spot, but life in the hotel was a waking nightmare. The necklace shock collar Madame used on her as a form of control and submission would haunt Cinder for years to come, in the form of a scar that carried into adulthood. Cinder endured, until fifteen, when their cruel “step-sisters” reported her hidden sword. That night, Cinder snapped.

- **The Fire**

- The murders of her “family” left Cinder with blood on her hands, and Rhodes deeming her a threat. Failed by her mentor and a system that placed her into a cycle of abuse she couldn’t escape, Cinder fought back—and won. Forced on the run, she would flee Atlas and wander Remnant for years.

- **Destiny**

- She was seventeen when she was found wandering the streets of Mistral, stealing food to survive, relying on her charm and wit to have certain people look the other way. Somehow, some way, she was found by a woman who existed only in the pages of fairy tales Cinder long stopped believing in. Salem, seeing potential in the young woman, offered her a place where she could be strong, powerful, feared, and never have to worry about struggling or starving again. To her, the power to never hurt again was too tempting of an offer. She accepted.

- **A Sinister Plot**

- It took four years of training, of planning, of behind the scenes plotting and tracking down the appropriate pawns for the plan, but when the time came, Cinder was given charge of an operation to bring about the beginning of the end for not just the city of Vale and the headmaster of Beacon—Ozpin— but also, the world of Remnant at large. Armed with her learned skill from Rhodes and Salem, as well as her natural charm and beauty, Cinder set off to recruit people she believed would be beneficial to their cause...

- **Volumes 1-3**

- tbd

- **Volumes 4-6**

- tbd

- **Volumes 7-8**

- tbd

- **Volume 9-10**

- tbd

SPECIAL NOTES

REKINDLED

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AU Notes: Pyrrha Nikos and Ozpin survive the Fall of Beacon. Cinder Fall, similarly, survives with a heavily scarred (from burns) left arm, though she still loses her left eye.

- **Early Life**
 - Cinder was trafficked into an orphanage at a young age. She remembers almost nothing of her early childhood, only a red shawl she believes came from her mother. At ten, two other children arrived: Ren and Nora, orphaned and wandering after Ren's village was destroyed. When bullies turned their attention to the newcomers, Cinder defended them, earning their trust and becoming their protector.
- **The Hotel**
 - When Madame came to "adopt" a child for unpaid labor, Cinder refused to leave Ren and Nora behind. Madame, seeing value in numbers, took all three. Life in the hotel was a waking nightmare. The necklace shock collar Madame used on Nora would later trigger her semblance. Cinder endured, until fifteen, when their cruel "step-sisters" threatened to separate her from her siblings and reported her hidden sword. That night, Cinder snapped.
- **The Fire**
 - The murders followed canon. Her mentor tried to take Ren and Nora from her, labeling her too dangerous. She didn't let him. Cinder won. She protected her family. But they couldn't stay. With blood on her hands, the three fled to Mistral.
- **Haven Academy**
 - Cinder passed the huntsman test and enrolled at Haven Academy, joining an all-girl team: CTRN. Led by Cinder, her teammates were Tera, Ryne, and Nyx. She graduated as a huntress. Ren and Nora later chose Vale and Beacon as their path, giving Cinder space to travel.
- **The Maiden's Fall**
 - While in Vale, Cinder stumbled upon a dying girl—Amber—locked in battle. Cinder fought by her side, but couldn't save her. With her final breath, Amber apologized for what was to come. Cinder became the Fall Maiden. She gained the power—and the tattoo—but not the answers.
- **The Truth**
 - Qrow found her with Amber's body and accused her of murder, until he saw her grief. Together, they buried Amber. Then came Ozpin. He told her everything: the maidens, the gods, Salem. He didn't demand loyalty only that she stay vigilant and report danger. He offered training. She accepted.
- **A Watchful Flame**
 - Back in Vale, Ren and Nora noticed something was different, but they didn't pry. Cinder wasn't ready to talk. Eventually, she returned to Ozpin with questions. What was she now? What did she owe? Ozpin told her the truth: she could still be a huntress. Still live her life. Just... keep her eyes open. And so she did.