
Public VR Profiles

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Profile Template

(Enter your username on a new page with the Heading 1 style. Copy this whole template and paste one for each character you are bringing into the Virtual World. Separate each profile with a horizontal line. Fill in the upper half, and you're done! Ask the GM for assistance as needed.)

Name:

Age:

Gender:

Talent:

Appearance:

Species:

Generic Class:

Special Class (if applicable):

Default Element:

Specialty Element:

Weapon of Choice:

Armor:

(Everything below is filled in by the GM.)

Stats

Max HP:

Max SP:

Attack:

Special:

Defense:

Speed/Evasion:

Level: 1

Spells/Skills Known

[Cost] Name - Type - Description

Special Talent Skill: ???

This skill has not been revealed yet!

Skill/Spell Type Reminder

Instant - Immediate, one-shot effect, takes the place of the 'attack' action

Reaction - May only be activated when certain conditions (specified in the description) are met. For example, during an opponent's attack or when a certain type of creature is nearby.

Lasting Effect - Cast instantly, lasts multiple turns

Concentrate-To-Cast Spell - Requires casting time (one turn if not specified) and continues to sap a small amount of SP while it is in effect, but allows the caster to continue acting while it is in effect.

Full Concentration Skill/Spell - Requires casting time (one turn if not specified) and can be interrupted by opponent attacks. The caster is unable to act (i.e. move, attack, or use skills/spells) during the casting time.

Full-Turn Action - Can neither move nor attack the same turn the skill is used, but the effect is immediate

Powerup Skill - Cannot move or attack, but gets a buff for the next turn

Out-of-Battle Action - Would take too long to use/cast to be feasible in a battle situation.

Passive Skill - Always active, applying its effect, as long as the entity remains conscious

Lida_Rose

Name: Austin Zimmern

Age: 16

Gender: Male

Talent: SHSL Programmer

Appearance: Austin stands at 6'2 with long, brown, untamed hair that reaches the small of his back and deep, brown eyes. He wears a loose, brown shirt and brown trousers. Strapped across his back in leather straps is his bronze double axe.

Species: Werewolf

Generic Class: Warrior

Special Class: Guard

Default Element: Fire

Specialty Element: N/A

Weapon of Choice: Double Axe

Armor: N/A

	Non New Moon Human Stats	Full Moon Wolf Form Stats	Half Moon Wolf Form Stats	New Moon Stats (Both Forms)
Max HP	75	85	80	65
Max SP	27	30	28	25
Attack	35	41	38	29
Special	6	7	7	5
Defense	23	27	25	19
Speed/Evasion	17	20	18	14

Level: 6

Skills Known

[3 SP] Power Strike - Instant - He hits one enemy with his axe, causing Non-Elemental damage and adding +2 bonus damage.

[0 SP] Guard - Full-Turn Action - This gives +2 Defense for Austin for a turn, does not cost SP but also means Austin cannot otherwise move this same turn.

[2 SP] Shield Other - Instant - He can take damage for one ally for one round.

[5 SP/Turn] Willful Lycanthropy - Concentrate-To-Cast - He can control when he transforms into a werewolf, which drains his SP over time.

[7 SP] Intimidating Howl - Instant - Austin unleashes a powerful howl, causing all foes that can hear it to have weaker attacks for 3 turns. (Must be in Wolf Form to use.)

Special Talent Skill: ???

This skill has not been revealed yet!

Name: Catherine "Cat" Zimmern

Age: 34

Gender: Female

Talent: Ultimate Crazy Cat Lady

Appearance: Short and slight with a pixie-like face, she doesn't look like much of a threat as her big, brown eyes dart around to take in her surroundings. Fluffy, brown ears poke out of her ratty brown hair that falls beyond her waist. She has a brown tail that pokes out from a small slit in her pink, floofy dress with red ribbons, which is so very inconvenient to fight in. Always either beside her or resting in her hair is a black cat familiar.

Species: Kittykin

Generic Class: Mage

Special Class: Beast Tamer

Default Element: Fire

Specialty Element: Fire

Weapon of Choice: N/A

Armor: N/A

Stats

Max HP: 27

Max SP: 75

Attack: 24

Special: 28

Defense: 16

Speed/Evasion: 25

Level: 6

Skills/Spells Known

[3 SP] Healing Purr - Instant - As Cat purrs, she can lightly heal a nearby single target who is not a Water elemental. Whoever is healed by this purr will feel a warm sensation course through them. Heals 10 HP to Fire Elementals, 5 HP to everyone else who aren't Water Elementals, and has no effect on Water Elementals.

[2 SP] Fire Wall - Instant - A wall of Fire may protect a single target from attack, though it cannot protect against Water attacks.

[5 SP/Turn] Summon Cat - Concentrate-To-Cast - Cat can summon a small cat to fight the nearest enemy. This cat has its own combat stats. Drains 5 SP per turn. Cat can fight alongside this cat.

Cat Stats

Max HP: 15

Max SP: 5

Attack: 7

Special: 5

Defense: 5

Speed/Evasion: 10

Spell Known

[5 SP] Spell Resonance - Reaction Spell - While Cat fights alongside this cat, it can slightly supplement one of her skills.

Commands Known (These are just orders Cat can give that the summon will understand)

Pounce - The cat pounces the opponent. If they pounce from a high enough place, the cat may inflict bonus damage.

Protect - Cat can have the cat focus on protecting a single ally and going after enemies who target him/her.

She can also call out a specific body part on the enemy for her cat to target, as long as it is in a simple term like head or chest. If she were to say go for the femur, the cat would be confused.

[0 SP] Speak to Cats - Passive Skill - Cat can understand and speak to all cats. This doesn't necessarily mean cats will listen to her, however

[5 SP] Fireball - Instant - Cat forms a fireball in her hand and chucks it at an enemy, causing Fire damage!

Special Talent Skill: ???

This skill has not been revealed yet!

Name: Rosalida "Lida" O'Connor

Age: 27

Gender: Female

Talent: Ultimate Cheerleader

Appearance: Rosalida has changed dramatically in appearance. She is very small, approximately the size of a human finger, and depends on her yellow wings and magic to be heard. Her ears are now very pointed. She wears a tiny green sundress and her ash blonde hair has become light blond. Her eyes are still blue-green with specks of brown and she is still very pale. She doesn't have glasses anymore, though. She wears a little silver-chained necklace with a tiny sapphire on it, a necklace she had only worn on very special occasions in the real world. It glows whenever she uses her spells.

Species: Light Faerie/Pixie

Generic Class: Mage

Special Class: Healer

Default Element: Light

Specialty Element: Light

Weapon of Choice: A tiny little wand with a star on the tip.

Armor: N/A

Stats

Max HP: 40

Max SP: 50

Attack: 9

Special: 33

Defense: 12

Speed/Evasion: 35

Level: 6

Spells Known

[3 SP] Let me fix that for you! - Instant Spell - Lightly heals a single target. Heals 10 HP to Light Elementals, 5 HP to most others, and does not affect Dark Elementals.

[2 SP] I will protect you! - Instant Spell - Puts a protective light barrier around a single target. Cannot withstand Dark attacks.

[80% SP (40)] C-Come back to us! P-please? - Instant Spell - Revives one ally from KO at half health (rounded down) for Light elementals, one-quarter health (also rounded down) for almost everyone else, and 1 HP for Dark elementals. Costs 80% of her total SP.

[3 SP] Can you hear me now? - Link Spell - Allows her to set up Telepathy between herself and one ally. The intended receiver of the link will sense it and may accept it right away, after a short time, or not at all--much like a phone call. The intended receiver and Lida both have to concentrate on this link to maintain it once it is established, but this takes minimal concentration to accomplish (about equivalent to how much focus is needed to maintain a conversation). Each person under this spell can choose which thoughts they send through the link, however they may pick up thoughts from the other that they didn't mean to send

[5 SP] I will try not to be useless this time! - Instant - Rosalida casts a high-velocity beam of glitter through her wand, striking an enemy for Light damage.

Special Talent Skill: ???

This skill has not been revealed yet!

Slezak

Name: Jay Slezak

Age: 18

Gender: Male

Talent: Ultimate Wordsmith

Appearance: Jay certainly stands out clad in his Wordsmith costume! All outer-layer clothing items are dark blue and sport a pattern of letters in various fonts and colors. A top hat hides most of his messy brown hair (and conveniently, his status as a protagonist as well.) Blue glasses frame his hazel eyes. His build definitely says "precious" more than "handsome." He wears a waistcoat, pants, and shoes. Under his coat is a white undershirt. White gloves adorn his hands (optional), and a silver bracelet dotted with tiny blue gems--which glow a certain brightness indicative of Jay's remaining magical power--wraps snugly around his left wrist.

Species: Human

Generic Class: Mage

Special Class (if applicable): Bard

Default Element: Non-Elemental

Specialty Element: Lightning (Air + Fire)

Weapon of Choice: A small wooden staff which aids in the casting of magic spells. Jay does this by pantomiming gestures related to musical instruments, or just waving the staff in certain patterns, to create melodies. Each spell has its own unique melody! (Note: Does not allow time travel.)

Armor: N/A

Stats

Max HP: 40

Max SP: 50

Attack: 23

Special: 24

Defense: 24

Speed/Evasion: 27

Level: 6

Skills/Spells Known

[3 SP] C Chord - Instant - Recovers 5 HP for a single target. (The C stands for "Cure")

[2 SP] Sonic Shield - Instant - Shields a single target for a turn.

[7 SP] Wand of Thunder - Instant - Deals minor shock damage to a single target.

[15 SP/Turn] Accelerando! Fortissimo! - Full Concentration Spell - Grants +3 Speed/Evasion and +3 Attack to all nearby allies for each turn it is maintained.

[15 SP] You've Been Thunderstruck! - Reaction - If an opponent dares to attack Jay in melee (while he is not concentrating on another skill/spell,) he can whip around and shock the opponent, rendering them immobile for the rest of the turn and the next. This does not cause damage.

Special Talent Skill: Invigorating Speech [0 SP]

Once per encounter, Jay can deliver a speech to amp up and revitalize his allies, which could potentially turn the tide of battle. This move leaves him wide open to attack though, and if he's interrupted while giving the speech, the effects will be greatly diminished. Jay must decide the length of the speech beforehand. The greater the length, the stronger the effect, but obviously, the longer he'll be unable to move, take actions, or defend himself.

The first turn is always a success. Subsequent turns are successful if Jay makes it to the end of the turn without taking damage. At the start of the turn following a success, **all allies which could hear the speech, including Jay himself, recover HP and SP** based on the chart below. The amounts in parentheses represent cumulative totals to clarify the overall effect of the speech.

Note: The values are minimums since partial points will always be rounded up.

Speech Length	Turns Jay makes it through undamaged				
	1	2	3	4	5
1 Turn	+20%				
2 Turns	+10%	+30% (40%)			
3 Turns	+10%	+10% (20%)	+40% (60%)		
4 Turns	+10%	+10% (20%)	+10% (30%)	+50% (80%)	
5 Turns	+10%	+10% (20%)	+10% (30%)	+10% (40%)	+60% (100%)

Name: Jeremy Slezak

Age: 23

Gender: Male

Talent: Ultimate Professor

Appearance: Jeremy sports a more traditional mage outfit: Green robe covering a green shirt, black pants, and black shoes, and a green wizard hat covering his shoulder-length blonde hair which almost glows. Decorative green glasses frame his emerald eyes. Rather dashing, don'tcha think? Jeremy wears a silver bracelet dotted with tiny blue gems--which glow to indicate Jeremy's magical power--around his left wrist.

Species: Human

Generic Class: Mage

Special Class (if applicable): Sage

Default Element: Non-Elemental

Specialty Element: Water/Ice

Weapon of Choice: A more traditional wooden staff. Casts spells by yelling (Well, in his case calmly--but firmly--stating) their name, or performing a cool gesture.

Armor: N/A

Stats

Max HP: 40

Max SP: 50

Attack: 16

Special: 21

Defense: 23

Speed/Evasion: 24

Level: 6

Skills/Spells Known

[3 SP] Encouragement - Instant - Recovers 5 HP to a single target.

[2 SP] Protective Instinct - Instant - Protects a single target for a turn.

[5 SP] The Cold Shoulder - Instant - Jeremy sends icicles to attack a single target.

[3 SP] Push in the Right Direction - Instant/Lasting Effect - Jeremy sprays a stream of water to push a single target, be they friend or foe. This does not cause damage. Fire Elementals are pushed further away than any other element by this spell. Water elementals get a +2 defense boost for three turns by this.

[10 SP] Ice Armor - Lasting Effect - Forms a protective layer of ice around himself or an ally which behaves like medium armor (+2 defense, -2 speed/evasion.) A fire-based attack against it melts it immediately. It will absorb more damage from water-based attacks. Automatically melts after a number of turns depending on the ambient temperature: Cold - 6, Cool - 5, Tepid - 4, Warm - 3, Hot - 2, but Jeremy can also dissolve it on command.

Special Talent Skill: Tutoring [Out of Battle Action]

Of course the Ultimate Professor would be good at teaching others. Jeremy can improve the effectiveness or efficiency of any skill another person asks him to. After a short lesson, the improved skill will receive a star. The improvement depends on the type of skill.

Name: Mikael Joy Stanza

Age: 16

Gender: Male

Talent: Ultimate Voice Actor

Appearance: Same as Human Form except his ears are pointed and his skin has a slight blue coloration. His true form has not been revealed yet. The stuffed animal Remeku made for Mikael has manifested as his magical familiar and focus, floating alongside him.

Species: Fae / Water Nymph

Generic Class: Druid

Special Class (if applicable): Master of Disguise

Default Element: Water

Specialty Element: Water

Weapon of Choice: Unarmed

Armor: Leather tunic and pants. Yes, the tunic is rainbow colored. Because VR, that's why.

Stats

Max HP: 45

Max SP: 45

Attack: 18

Special: 31

Defense: 20

Speed/Evasion: 30

Level: 6

Skills/Spells Known

[3 SP] Refreshment - Instant - Cures some HP for a single target. 10 HP for Water Elementals, 5 HP for everyone else who isn't Fire Elemental, and doesn't affect Fire Elementals.

[0 SP] Wavebreaker - Full-Turn Action - Adds +2 to Mikael's Defense for one turn. He cannot move or attack the turn he uses this.

[5 SP] Displacement - Reaction - The Master of Disguise knows how to be stealthy. When an enemy attacks him, if Mikael moves fast enough, he can turn into water and reform in his human form right behind his opponent. This causes 2 bonus damage to the opponent.

[3 SP] Water Whip - Instant - Mikael can whip a single target with Water, causing Water damage.

[2 SP] Seashell - Instant - Mikael casts a dome of rushing water large enough to protect one ally. Fire attacks could still pierce the barrier, however.

Special Talent Skill: ???

This skill has not been revealed yet!

MC_Kitten

Name: Kirimi Omki Lata

Age: 25

Gender: Male

Talent: Ultimate Fanfic Writer

Appearance: Note: His magic item would be a pen. He also will look paler.

Species: Vampire

Generic Class: Druid

Special Class (if applicable): Weapon Blessor

Default Element: Water

Specialty Element: Fire

Weapon of Choice: Sword

Armor: Leather armor. Light armor. Not very heavy.

Stats

Max HP: 32

Max SP: 45

Attack: 29

Special: 26

Defense: 14

Speed/Evasion: 26

Level: 6

Spells/Skills Known

[2 SP] Cure - Instant - Cures a single target. Recovers 10 HP for Water elementals, 5 HP for almost everyone else, and doesn't affect Fire Elementals.

[0 SP] Guard - Full-Turn Action - Boosts defense by 2 for a turn. Does not cost SP, but he cannot otherwise move the turn he uses this.

[0 SP] Bloodsuck - Full-Turn Action - Kirimi drinks blood to maintain/boost his stats like any vampire. He does not move while drinking blood.

[5 SP/Turn] Tears of flame - Full Concentration Spell - Kirimi can set his sword ablaze and boost his Attack by 3 (about half a level). He doesn't attack the turn he focuses on igniting his blade, but that turn does not drain his SP. Concentrating on keeping the fire going as he attacks drains his SP over time.

[7 SP + 3/Turn] Flame Shield - Concentrate-To-Cast - Kirimi conjures a shield of flame (the size of a buckler) in his or someone else's hand. This would prevent the holder from being able to use two-handed weapons, but would allow them to defend themselves from most attacks, except water-based ones. The shield lasts as long as Kirimi decides to concentrate on it, draining a bit of his SP each turn in the process..

Special Talent Skill: ???

This skill has not been revealed yet!

Name: Remeku Zenaku Henashoru

Age: 15

Gender: Female

Talent: Ultimate Sorceress

Appearance: Same as before, only with longer, white hair, pointed ears, and a darker, gloomier aura.

Species: Dark Elf

Generic Class: Warrior

Special Class (if applicable): Swordmaster

Default Element: Dark

Specialty Element: N/A

Weapon of Choice: A blessed sword infused with the power of Darkness. It loses its power in the hands of anyone besides Remeku.

Armor: Safety goggles. They are very important. This doesn't affect stats, though.

Stats

Max HP: 37

Max SP: 40

Attack: 25

Special: 30

Defense: 8

Speed/Evasion: 31

Level: 6

Skills/Spells Known

[2 SP] Power Strike - Instant - She attacks a single opponent with a Dark sword strike that grants her +2 bonus bonus damage.

[0 SP] Hidden Figure - Full-Turn Action - She gives herself +2 Defense for a turn. She cannot otherwise move when she uses this skill.

[3 SP] Too Slow! - Reaction - Once per enemy turn, Remeku can, without fail, dodge and counter an opponent's attack because the opponent is way too slow, causing Dark damage.

[5 SP] Speed Strike - Lasting Effect - With great skill, Remeku grants herself +3 Speed/Evasion for 2 turns and can strike an opponent the same turn she uses this skill, causing Dark damage.

[20 SP] Iron Reaper Soul Stealer! - Instant - An insanely powerful attack!! Remeku puts all her weight behind her attack, causing massive damage--enough to cleave right through weaker enemies--if it hits.

Special Talent Skill: ???

This skill has not been revealed yet!

Name: Lumica Ongaku Kakusareta

Age: 15

Gender: Male

Talent: Ultimate Escape Artist

Appearance: Lumica pretty much resembles his human self, with a soft glow and angel wings. He also wears a heart necklace.

Species: Angel

Generic Class: Mage

Special Class (if applicable): Bard

Default Element: Light

Specialty Element: Earth

Weapon of Choice: A microphone (more for casting spells than directly attacking enemies.)

Armor: N/A

Stats

Max HP: 27

Max SP: 75

Attack: 8

Special: 30

Defense: 28

Speed/Evasion: 16

Level: 6

Skills/Spells Known

[3 SP] Cure - Instant - Heals a single target. 10 HP for Light Elementals, 5 HP for almost everyone else, and does not affect Dark Elementals.

[2 SP] Light Wall - Instant - Casts a wall of light to protect a single ally for a turn. It cannot resist Dark attacks.

[80% SP (60)] Revive - Instant - Lumica can bring back a fallen ally. She brings back Earth elementals at half HP (rounded down), most other elementals at one-quarter HP (rounded down), and brings back Air elementals at 1 HP. This costs 80% of her total SP to use (20 SP now, but will use up more SP as she gains more SP through levelling up).

[10 SP/Turn] Earth Song - Concentration Spell - Gives all allies who hear the song +5 Defense for as long as Lumica plays it.

[10 SP] Revitalizing Melody - Lasting Effect - Lumica's singing is sweet enough to get stuck in your head. This particular song will heal an ally repeatedly for five turns. It heals 2 HP each turn for Earth elementals, 1 HP per turn for everyone else except Air elementals, who only recover 1 HP every other turn.

Special Talent Skill: ???

This skill has not been revealed yet!

Name: Kishima Nona Henashoru

Age: 14

Gender: Male

Talent: Ultimate Mind Reader

Appearance: He looks almost exactly the same to Remeku, despite the left part of his hair being black. One of his eyes is hazel, the other is blue. He has sharp nails that he cannot cut for certain reasons. Horns poke out from each side of his head and a pointy tail is seen from behind him. He wears a blue plaid jacket with jeans and black boots.

Species: Demon

Generic Class: Mage

Special Class (if applicable): Necromancer

Default Element: Dark

Specialty Element: Light

Weapon of Choice: N/A

Armor: N/A

Stats

Max HP: 40

Max SP: 50

Attack: 35

Special: 18

Defense: 33

Speed/Evasion: 9

Level: 6

Spells/Skills Known

[3 SP] Positive Thoughts - Instant - Heals a Dark-elemental target 10 HP, doesn't affect Light-elementals, and heals everyone else 5 HP.

[2 SP] Soul Protect - Instant - Casts a barrier of darkness large enough to surround and protect a single ally. Light attacks pierce the barrier.

[15 SP/turn] Afterlife (2) - Full Concentration Spell - Kishima summons two winged skeletons to fight for him. While they are summoned, Kishima cannot move, attack, or defend himself.

Skeleton Stats

_____ **Max HP:** N/A

Max SP: N/A

Attack: 30

Special: 0

Defense: 30

Speed/Evasion: 15

Commands

_____ **Attack** - Instant - The winged skeletons will target one opponent and attack it.

Defend - Full-Turn Action - The winged skeletons will curl up and raise their Defense by 2. They can't move otherwise until the next turn.

Protect - Full-Turn Action - The winged skeletons will place themselves in front of Kishima and protect him for the turn

Distract - Full-Turn Action - The winged skeletons will fly in the faces of the opponent and generally make life more difficult for them. If the target is attacked while distracted, +2 bonus damage will apply.

[7 SP] Psionic Wave - Instant - Kishima unleashes a blast of psychic energy at a foe, causing Light damage.

Special Talent Skill: ???

This skill has not been revealed yet!

KamiPanda

Name: Sakura Himawari

Age: 17

Gender: Female

Talent: SHSL Origami Practitioner

Appearance: As a dryad, Sakura's ears are pointed and her skin is tinged pale green. Her hair has lost its artificial colouring and is now its natural brown, but has gained small red and pink flowers intertwined instead. Bark has grown at points around her body to act as light protection.

Species: Fae / Dryad (Wood Nymph)

Generic Class: Mage

Special Class: Summoner

Default Element: Water

Specialty Element: Plant

Weapon of Choice: A wooden staff with a large sunflower on the side of the head. The staff has a very natural look to it, knobbly and not entirely straight.

Armor: Small pieces of bark grow at points around Sakura's body, providing some basic protection to vulnerable areas.

Stats

Max HP: 40

Max SP: 50

Attack: 9

Special: 34

Defense: 9

Speed/Evasion: 33

Level: 6

Spells/Skills Known

[3 SP] Spring of Life - Instant Spell - She cures the wounded with water. Recovers 10 HP for water elementals, 5 HP for almost all other elements, and doesn't cure Fire elementals.

[2 SP] Aqua Veil - Instant Spell - A wall of water grants protection to her allies. Cannot withstand Fire attacks.

[12 SP/Turn] Origami Companion - Concentration Spell - Sakura can summon a paper creation of hers to battle for her, which is considered Plant element. This summon has its own combat stats. Her first summon is a paper bear which levels up as she does.

Bear Stats

Max HP: 50

Max SP: 20

Attack: 20

Special: 12

Defense: 20

Speed/Evasion: 7

Level: 3

Bear Skills

[3 SP] Mighty Blow - Instant - A single-target Non-Elemental attack that has +2 bonus damage attached.

[2 SP] Invigorating Roar - Powerup Skill - Gives itself +3 Attack to use next turn.

[2 SP] Stalwart Cover - Instant - Gets in front of a single ally and protects them from harm for one turn.

[5 SP/Turn] Rampage - Concentration Skill - A plant attack that targets all nearby opponents as the bear uses everything at its disposal to cause damage.

[7 SP] Arbhor - Instant Spell - She can bring up tree roots from the earth and strike a single target with them for Plant damage.

[0 SP] Pre-creasing - Passive Skill - Reduces the SP cost of Sakura's summons by 3 SP/turn.

Special Talent Skill: ???

This skill has not been revealed yet!

MechaQdogg

Name: Arthur Ranpo

Age: 17

Gender: Male

Talent: Ultimate

Appearance: Shorter than average, but not overly so, somewhat pale skin with pointed ears. Thin. Wears a wooden totem in the shape of an owl around his neck that he uses as a druidic focus to cast magic. Otherwise, he tries to be as non-descript and forgettable as possible. No way you can get caught by the local constable for stealing baked goods if no one can remember what you look like!

Species: Moon Elf

Generic Class: Druid

Special Class (if applicable): Shadow Thief

Default Element: Non-elemental

Specialty Element: Dark

Weapon of Choice: Rapier and parrying dagger

Armor: Studded leather armor, made for maximum range of motion and silent movement.

Stats

Max HP: 32

Max SP: 45

Attack: 8

Special: 7

Defense: 7

Speed/Evasion: 7

Level: 6 (TODO: Upgrade stats, add skill)

Skills/Spells Known

[2 SP] Shell - Instant Spell - A Non-elemental barrier forms around one ally.

[0 SP] Guard - Full-Turn Action - He gives himself +2 defense for one turn, but he cannot otherwise move the turn he uses this skill.

[5 SP] Moon Strike - Instant Spell - Channeling the power of the moon, his weapons glint with a pale light and he does +2 bonus damage (on top of Dark elemental damage) to a single opponent.

[5 SP] Shadow Servant - Out-of-Battle Action - Outside of combat, Arthur can manipulate the darkness and shadows around him to accomplish simple tasks from a distance, such as picking locks, carrying light objects, and disarming traps. However, for more complicated tasks, more SP will be used, and if the task is too complicated, he will use all of his SP trying to do it and fail to conjure what he wants.

Special Talent Skill: ???

This skill has not been revealed yet!

Lone

Name: Flo Yates

Age: 17

Gender: Female

Talent: Ultimate Sociologist

Appearance: Flo now looks like a princess in a fluffy pink dress. And she has angel wings.

Species: Angel

Generic Class: Mage

Special Class: Healer

Default Element: Light

Specialty Element: Water

Weapon of Choice: A Scepter

Armor: Medium-weight under armor under her dress.

Stats

Max HP: 27

Max SP: 75

Attack: 6

Special: 8

Defense: 9

Speed/Evasion: 5

Level: 6 (TODO: Upgrade stats, add skill)

Spells Known

[3 SP] Light of Life- Instant Spell - She can recover HP for a single target. Light elementals recover 10 SP, Dark elementals are unaffected by this spell, and all other elements recover 5 HP.

[2 SP] Light of Protection - Instant Spell - She can put up a barrier to protect a single target for a turn. This barrier cannot withstand Dark attacks.

[5 SP] Aqua Blast - Instant Spell - She soaks a single target with frigid water, causing Water damage.

[10 SP] Heavenly Protection- Lasting Effect - A single target will gradually recover HP over 5 turns. Water elementals recover 2 HP a turn for 5 turns (totalling 10 HP), Fire elementals recover 1 HP every other turn (totalling 3 HP), and all other elements recover 1 HP a turn (totalling 5 HP).

[Cost: ???] Name: ??? - Type: ??? - Description: ??? ()

Special Talent Skill: ???

This skill has not been revealed yet!

Blinky

Name: Isaiah Hill

Age: 16

Gender: Male

Talent: Ultimate Puppeteer

Appearance: The same as in the Character Roster. No changes.

Species: Human

Generic Class: Warrior

Special Class: Ranger

Default Element: Non-Elemental

Weapon of Choice: Bow and arrow

Armor: N/A

Stats

Max HP: 50

Max SP: 40

Attack: 22

Special: 22

Defense: 23

Speed/Evasion: 22

Level: 6

Skills Known

[0 SP] Guard - Full-Turn Action - He gives himself +2 Defense for a turn, but he cannot otherwise move after using this skill for the rest of the turn.

[3 SP] Power Shot - Instant - He shoots his enemy right in a weak point in their armor or in another area not covered by it, granting +2 bonus damage.

[5 SP] Speedster - Instant - He gives himself +2 Speed/Evasion for a turn and can still attack after using this skill.

[5 SP] Rain of Arrows - Full Turn Action - Staying perfectly still and taking a deep breath, Isaiah could string 3 arrows into his bow and target three enemies in a turn.

[5 SP] Crippling Shot - Instant - Isaiah targets an opponent's leg (or whatever they use to move around,) reducing its Speed/Evasion by 3 for 3 turns. Causes minimal damage.

Special Talent Skill: Distraction Puppet [20 SP]

[50% total SP] Distraction Puppet - Instant Skill - Once per battle, Isaiah sends up a puppet behind the enemies, causing them to turn their back on the group for a turn. All ally attacks do x2 bonus damage while their backs are turned.

Hanzo Shimada

Name: Gary Liddell

Age: 18

Gender: Male

Talent: Ultimate Heir

Appearance: He wore a loose dark-blue t-shirt, which is one size too big, and black pants. Due to the fact that he traveled a lot, his clothes seems to be slightly dirty, faded and tattered at the edge. Strapped to his belt is his dagger. His brown hair seems to be longer, having reached just below his neck, and it have lost the teal hair dye. Instead, there seems to be a vine entangled within the hair.

Species: Werewolf

Generic Class: Druid

Special Class (if applicable): Survivalist

Default Element: Fire

Specialty Element: Air

Weapon of Choice: Dagger

Armor: N/A

	Non New Moon Human Stats	Full Moon Wolf Form Stats	Half Moon Wolf Form Stats	New Moon Stats (Both Forms)
Max HP	70	80	75	60
Max SP	32	35	33	30
Attack	33	39	36	27
Special	10	10	10	10
Defense	28	32	30	24
Speed/Evasion	18	20	19	16

Level: 6

Spells/Skills Known

[1 SP] Bodyguard's Protection - Instant Spell - He protects a single ally for a turn. This barrier cannot withstand Water attacks.

[0 SP] Father's Strength - Full-Turn Action- He grants himself +2 Defense but does not move otherwise the rest of the turn.

[4 SP] Cutting Wind - Instant Spell - A gust of sharp wind cuts a single opponent, causing Air damage.

[0 SP] SP Reducer - Passive Skill - The SP cost of all of his non-zero SP skills are reduced by one.

[4 SP] Enhanced Lunge - Instant - Charging at his foe, Gary gains 3 attack as he leaps forth and bites them.

Special Talent Skill: ???

This skill has not been revealed yet!

Franzise Deauxnim

Name: Sayako Amachi

Age: 17

Gender: Female

Talent: SHSL Coupler

Appearance: Aside from butterfly-like prismatic wings, pointed ears, and lilac-colored hair and eyes, Love Fairy Sayako isn't too physically different from her real-life counterpart. She's still human-sized despite being a fairy and still has her glasses despite almost certainly not needing them. She wears a sleeveless, ankle-length rose pink dress with gladiator sandals, and her journal has been replaced with a spellbook.

Species: (Love) Fairy

Generic Class: Mage

Special Class: Healer

Default Element: Light

Specialty Element: Storm

Weapon of Choice: N/A

Armor: N/A

Stats

Max HP: 40

Max SP: 50

Attack: 16

Special: 22

Defense: 17

Speed/Evasion: 36

Level: 6 (TODO: add skill)

Spells Known

[3 SP] Cure - Instant Spell - She can recover a single ally's HP. Light elementals recover 10 HP, Dark elementals are unaffected by this spell, and all other elements recover 5 HP.

[2 SP] Shell - Instant Spell - She can defend a single ally for one turn with a wall of light. This shield cannot withstand Dark attacks.

[12 SP] Regen - Lasting Effect - A single ally may recover HP over time. Water and Air elementals recover 2 HP per turn for 5 turns, recovering 10 HP total. Fire and Earth elementals recover 1 HP every other turn for 5 turns, recovering 3 HP total.

[10 SP] Storm Boost - Lasting Effect - Sayako can grant a single ally + 3 Special and + 3 Speed/Evasion for three turns.

[10 SP] Uplifting Gust - Instant - Sayako uses her affinity for storms to create a gust of wind powerful enough to lift an ally or enemy. If used on a flying ally, it grants them +3 Speed/Evasion for the turn.

Special Talent Skill: ???

This skill has not been revealed yet!

DarkAgea

Name: Felicity Clover

Age: 16

Gender: Female

Talent: Ultimate Lucky Student

Appearance: Felicity now wears a cerulean gown that is a little below knee-length, and white absolute opaque tights. Her hair has been let loose from her ponytails to fall till mid-back. Oh, also, she has large grey butterfly wings and pointed ears. But otherwise, she's still easy to recognise as the Lucky Student, and has her pendant and bracelet with her. The sun on the latter even heats up and glows whenever she uses a spell.

Species: Fae / Sylph

Generic Class: Druid

Special Class: Spirit Guide

Default Element: Air

Specialty Element: Dark

Weapon of Choice: A simple brown leather whip.

Armor: N/A

Stats

Max HP: 45

Max SP: 45

Attack: 12

Special: 33

Defense: 13

Speed/Evasion: 34

Level: 6

Skills/Spells Known

[3 SP] Cure - Instant Spell - Recovers HP for a single ally. Air elementals get 10 HP, Earth elementals don't recover anything, and everyone else gets 5 HP.

[0 SP] Guard - Full-Turn Action - Felicity gains +2 Defense for the turn but cannot otherwise move the turn she uses this skill.

[5 SP] Dark Strike - Instant Spell - She targets one enemy and covers them in darkness, causing Dark damage.

[Cost: See Description] Purify Spirit - Reaction - When an enemy falls in battle close enough to Felicity, she can approach it and perform a ritual to purify and collect some of the spirit's essence. She can then call upon the entity to fight for her in subsequent battles. The stronger the enemy was, the more SP it costs to purify it. Dark elemental creatures reduce the cost, and light elemental ones increase it.

[Cost Varies Per Summon] Summon Spirit - Concentrate-To-Cast - Felicity summons a kindly spirit to aid her in battle. Each spirit has its own Skills and Stats. Since Felicity has to focus her energy on keeping the spirit in the land of the living, she cannot cast another spell whilst the spirit is active.

Spirit Summons

[10 SP/Turn] Celaeno - A harpy with dark-brown wings and a beak-like nose. Like all harpies, she is rather frightening to behold. In her lifetime, Celaeno was an agent of the druids, divining along with them, while also carrying the spirits of the dead to the underworld. In her death, she still performs these jobs as much as she can, though she has lost her talent for prophesying.

Celaeno's Stats

Max HP: 0

Max SP: 30

Attack: 5 (Note: Can only use spells. Cannot hurt an opponent without using a skill)

Special: 10

Defense: 0 (Note: Cannot be hurt. Attacks meant for the spirit will go right through her and hurt whoever happens to be behind her)

Speed/Evasion: 10

Celaeno's Skills

[5 SP] Dark Shield - Instant Spell - Casts a shield for a single ally. This shield cannot resist Light attacks.

[5 SP/Turn] HP Sap - Concentration Spell - This Spirit saps 2 HP per turn from a single enemy and gives it to Felicity.

[20 SP] Call of Darkness - The spirit wails loudly, calling Shadows to its aid. This is a Dark attack on multiple enemies with +2 bonus damage.

Special Talent Skill: ???

This skill has not been revealed yet!

CaptainPancakes

Name: Alfons Einarrson

Age: 17

Gender: Male

Talent: SHSL Archer

Appearance: Basically same as his SM appearance. Green hood, red hair, has a scarf and a golden bow adorned on his backside. He also has pointed ears.

Species: Elf

Generic Class: Warrior

Special Class: Assassin

Default Element: Earth

Specialty Element: N/A

Weapon of Choice: Bow & Arrow

Armor: No armor but the scraps on his back. He doesn't like to change his appearance.

Stats

Max HP: 37

Max SP: 40

Attack: 8

Special: 7

Defense: 6

Speed/Evasion: 8

Level: 6 (TODO: Upgrade stats, add skill)

Skills Known

[3 SP] Power Shot - Instant Skill - He can target a single enemy and deal +2 bonus damage to them.

[0 SP] Guard - Full-Turn Action - He gives himself +2 Defense for the turn, but cannot otherwise move the same turn he uses this skill.

[5 SP] Speed Boost - Instant Skill - He gives himself +3 Speed/Evasion and can still move during the turn he uses this skill.

[0 SP] Pickpocket - Full-Turn Action - Alfons can opt to pick the pocket of a nearby enemy. Picking the enemy's pocket and getting away from them costs a turn. He cannot attack while picking an enemy's pocket. What he gets for doing this skill is decided by dice roll.

[Cost: ???] Name: ??? - Type: ??? - Description: ???

Special Talent Skill: ???

This has not been revealed yet!

UkuleleLady

Character Traits

Name: Hector

Age: 23

Gender: Male

Talent: Ultimate MacGyver

Appearance: Hector is a short, muscular, broad-figured man with dark skin, short black hair, and big green eyes. When not wearing plate armor, he typically wears a plain white sleeveless shirt and loose, hemmed brown pants. He prefers sandals or no shoes at all.

Species: Human

Generic Class: Warrior

Special Class: Knight

Default Element: Non-Elemental

Specialty Element: None

Weapon of Choice: Short spear

Armor: Plate armor, heavy steel shield

Stats

HP: 45

SP: 35

Attack: 21

Special: 13

Defense: 25

Speed/Evasion: 10

Level: 5

Skills/Spells Known:

[3 SP] Power Strike - Instant - He hits one enemy with his short spear, causing Non-Elemental damage and adding +2 bonus damage.

[0 SP] Guard - Full-Turn Action - Gains +2 Defense this round.

[2 SP] Get Behind Me! - Instant - Takes all damage meant for a specified ally this round.

[5 SP] Shield Bash - Full-Turn Action - Gains +3 Attack and +2 Defense from frontal attacks for this round. Hector charges in a specified direction at full speed with his shield in front of him and damages the first object or enemy he runs into.

[2 SP] Bounce - Instant - Redirects a moving person, beast, or physical object by bouncing it off of Hector's shield. Does not do damage. If contact area is wider than the shield or if force exceeds Hector's strength, this skill fails.

Special Talent Skill: ???

This has not been revealed yet!