



BASIC INFORMATION

Name: Maëlle Jayne Farron.

Age: Twenty.

Birthdate: June 22nd.

Gender: Female.

Sexual Orientation: Heterosexual.

Ethnicity: Amelian.

APPEARANCE RELATED INFORMATION

Weight: 117 lbs (53.07 kg).

Height: 5'0" (152.4 cm).

Hair Color: Silver.

Eye Color: Grey.

Defining Characteristics: Her silver irises are often noted for being unique, primarily due to the red tint amid her pupil.

Face Claim: Bronya Zaychik - Honkai Impact 3rd.
Credit to Tap for the artwork! Thank you!

PSYCHE

Personality: Maëlle is notably reflective. She's a firm believer in allowing situations to unfold without interference and guide her to her destination. In addition, Maëlle is passionate about helping other people, which forces her to practice medicine constantly. She doesn't necessarily mind the presence of another person. However, she is careful when encountering new people - choosing to remain distant and only saying what is necessary out of fear of losing someone else. Maëlle doesn't often joke around, preferring to stay focused and collective. There's only been a handful of people who've managed to get the Amelian girl to laugh. Despite her reluctant persona and shyness around strangers, Maëlle will always cater to other people - putting them before herself. Growing up in the Amelian District has caused her to possess a strong work ethic. Maëlle is incredibly devoted to doing tasks ordered by the guild, primarily ones involving aiding other guild members during expeditions or in the infirmary.

Motivation(s): Nothing seemed to motivate Maëlle after the death of her brother. He always possessed an adventurous spirit compared to her, who was incredibly cautious and often had to look after him since he always found ways to submerge himself in trouble. Once, he even managed to bump his head, attempting to

knees. After losing her brother, Maëlle lost the motivation to leave her bed, eat, and muster the energy to do daily tasks. The will to even live was fleeting - Adelio was her other half. It was an unexplainable feeling - an unnatural feeling of being born together and then dying apart. She blamed herself. People with blue blood were supposed to help, render aid, and save lives, but she couldn't protect her brother. Guilt swallowed her, and she refused to practice utilizing her blood magic and remained isolated, staying within the comfort of her bedroom.

An unexpected visit from Amber prompted Maëlle out of her bed, who was surprised to hear that she left the Runner's Guild and intended to join the Adventurer's Guild, though she refused to go alone - wanting Maëlle to join, as well. The silver-haired girl initially declined, doubtful of her capabilities after her brother's death. She was afraid of seeing another hurt, even worse - dead. However, Amber assured her that her gifts would save people, no one else had to suffer a similar fate to her brother, and that Amber, herself, could protect her with her strengthened abilities. The power to help rested within her blue blood. A simple convincing inquiry from Amber was all she needed to lift herself from her darkened world.

“Maëlle, will you join the guild with me?”

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Blood Color: Blue.

Skills: Primarily, Maëlle is proficient in sign language, though some words cease to exist and must be written out or pointed to for reference. She can somewhat read lips, but it is a skill that has proven to be tough. She is also skilled in basic first-aid: bandaging tiny wounds such as scrapes, cuts, slight burns, and stitching, but she's no surgeon or nurse.

Equipment: Maëlle possesses a tiny wooden kit used for first-aid, which contains a small roll of bandages, gauze, dressings, a water canteen, and a small knife.



STARTER SPELLS

Magic Spell One: SAFEGUARD - When activated, Maëlle can detect a blue-coloured emanation surrounding a living organism, known as an aura, from afar and through obstacles - alerting her of their location. Dimmed auras allude to Maëlle that the individual is injured, and requiring assistance. This spell is not designed as a defensive or offensive asset but instead supportive.

Weakness/Limit Of Spell: Maëlle can only detect the aura of two people at once, and the distance in which she can see them is limited. She can't pinpoint the location of individuals more than ten feet away. Additionally, broader, vast obstacles are difficult to see through. While detecting an aura through a thin wall is nothing to Maëlle, boulders and similar blockages make it hard for her to locate her teammates. This spell

cannot inflict damage or provide protection and is only vital in assisting her in finding those injured so that she can bandage any wounds or usher them to safety. Additionally, prolonged usage can cause her to experience mild fatigue, often resulting in minor migraines. Recovery time is essential before being used again - (4 posts max.)

↳ Spell Upgrade: Maëlle can now detect the aura of five people at once; however, the emanation surrounding them is a lighter, paler blue, as the energy necessary for the spell is spread out to locate more people.

Magic Spell Two: VOYANCE - Maëlle can conjure a tiny blue-coloured orb about the size of an average pebble to guide her to a safe location away from danger, often showing Maëlle or a group accompanying her an alternate route for refuge. This spell cannot inflict injury or defend and is solely supportive.

Weakness/Limit Of Spell: For Maëlle to conjure the orb, she must think of where she would like to go - requiring all of her concentration. However, this can be difficult in dire circumstances where time is of the essence. Often, the orb can dissipate into thin air before reaching its intended destination, potentially leaving her stranded. Weather conditions, such as immense heat, rain, snow, and hail, can also cause the orb to dissipate. It is even possible for an individual or beast to destroy it due to the orb's fragile exterior.

Magic Spell Three: EMANATION - Upon touching another individual's forehead, a blue wave of light emits from Maëlle's fingertips, allowing her to feel their emotions and potentially alter them - eliciting a calming effect, helping them regulate their breathing or implementing drowsiness. Additionally, by placing her fingertips atop someone's forehead, Maëlle can induce mental fortitude and focus - erasing any pre-existing confusion and enchantment crafted and inflicted by a beast, for example, a siren. It is a spell designed supportively, hoping to ease any nerves, awaken someone from being confused and charmed, and cannot inflict damage or defend against incoming attacks.

Weakness/Limit Of Spell: - The spell is not to be confused with telepathy, as Maëlle cannot hear or read thoughts and can only feel emotions and slightly alter them by projecting a calming effect. It is empathically focused, not telepathically. It'll only work through physical contact - Maëlle must be touching another person's forehead with her fingertips to activate the spell - unable to perform from a distance. It requires serious concentration, which can be difficult in dire situations where there is hardly any time to act. In addition, Maëlle can only use it on one person at a time and is unable to use it on herself - leaving her vulnerable. This spell is also futile against beasts, only affecting humans. She is often rendered drowsy due to prolonged or consistent use, occasionally drifting asleep even amid a mission. Recovery time is essential - (4 posts max.)

Magic Spell Four: QUIESCENCE - By touching the ground with her fingertips, Maëlle can conjure a circular field that'll emit a blue overlay of light to encompass the surrounding area, serving as a supportive boon to silence the footsteps of those within its boundaries.

Weakness/Limit Of Spell: An expansive spell; however, Maëlle can only extend the field's range up to 20 ft and no more, though she can reduce its perimeter. Its purpose is to keep her group and self hidden from potential danger that's afar. It does not discriminate; beasts and enemies who stumble upon its boundaries will have their footsteps silenced. The field is visible to all, as well, due to the blue light surrounding it.



Magic Spell Five: **CHRYSLIS** - Maëlle can summon a swarm of faux, blue-coloured iridescent butterflies to encompass her body or another of her choosing before transforming into a protective shield of the same colour. The barricade possesses noise-cancelling properties, meaning no one can hear noise from the inside, and those inside cannot hear from the outside.

Weakness/Limit Of Spell: Maëlle is limited to summoning one shield and cannot conjure multiple. She can choose to protect herself or another individual of her choosing; however, only one person can be inside the shield. She cannot maintain the barrier under stress, as it does require immense concentration. Fire can almost make it impossible for her to preserve the spell as the protective layer is prone to dissolving in heat. Once a shield disintegrates, Maëlle must wait an hour before regenerating another.

Magic Spell Six: **ORACLE** - When placing a hand atop another's heart, Maëlle can apply a buff, allowing the individual she used it on to hear their respective heartbeat temporarily. The buff will notify the individual of nearby danger by increasing their heartbeat; the faster one's heart thumps, the closer the threat. She'll know the magic has taken its effect when a soft, blue glow from her palm dissipates into the person's chest.

Weakness/Limit Of Spell: Maëlle must place her palm atop the individual's heart for the spell to activate. She cannot use this spell on herself, though she can use it on a maximum of three people. Foes and beasts specializing in stealth, specifically magic-based stealth (i.e. invisibility, camouflaging, quietening their footsteps), can easily evade this spell, as their presence is undetected, preventing one's heart from thumping. If attacked while under its influence, the buff will dissolve, as the blue light from the individual will flee from their body and return to Maëlle. Before utilizing it again, she must wait an hour.

GALLERY

THANK YOU FIO, TAP, AND KLOWN! (Big smooches.)



