

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

perfect a successful leap off their godmother's balcony, rendering himself a nasty bruise and forcing Maëlle to cover it with a bandage before their godmother noticed. While it was a futile attempt, the memory brought a smile to her face without fail. The only time there was a drive for an adventurer in the girl was when her best friend, Amber Fleetfoot, joined the Runner's Guild. The speedster's stories regarding her recent voyages in the guild unlocked a hint of an adventurous spirit, though her spark for adventure inevitably died the day her brother did. There was little to no light left in her until Amber bestowed an offer - asking Maëlle to accompany her in joining the adventurer's guild with the promise that she could prevent another soul from experiencing a similar fate to Adelio's. Amber insisted that with her blood magic, she could save people - bringing forth her motivation.

Likes: It's no surprise that Maëlle is fond of knick-knacks due to her upbringing in her godmother's antique shop, her favourites being old, worn snowglobes, though she also has a soft spot for tiny, broken watches and rings. Any trinket will surely grab her attention - the shinier, the better. While she isn't proficient in playing any instruments, Maëlle is fond of ones that possess a strong bass and elicit vibrations for her to feel, making her feel included. She's an avid reader, too, and prefers fictional fairy tales since it enables her to dispel the harshness of reality temporarily. Additionally, Maëlle often finds herself craving her favourite dish - biscuits with raspberry jam and honey. Although simple, it's a plate that her godmother made for her and her brother when they were toddlers and carried into adulthood.

Dislikes: A primary pet peeve of Maëlle's is when people undermine her intelligence based on hearing her voice, which she swore off from using when she was seven as a result. It pains her to see other people hurt, physically and emotionally, though she'll try to mend their wounds the best she can while keeping her distance. While not necessarily a dislike, Maëlle is terrified of some beasts, specifically due to losing her brother to one's teeth, but is trying to overcome it. In addition, her taste buds do not align with sweet potatoes despite trying her hardest to appreciate the vegetable, and she grimaces at the sight of them now.

Interesting Tidbit/Talents: Maëlle is rather good at knitting and sewing, especially since she was often stuck stitching her brother's torn clothing whenever he decided to fight with neighbouring children on their street.

BACKSTORY

In front of an old antique shop residing midst, the Amelian District was a wooden crate. Inside remained two silver-haired infants with matching grey irises - a pair of twins, a boy and a girl. Attached to the infant boy's torso was a letter, supposedly written by their birth mother and addressed to the shop's owner - their maternal aunt, now pronounced godmother. The letter did not contain an explanation, only an apology and the twins' names: Adelio, the boy, and Maëlle, the girl. While initially reluctant to take the infants into her care due to her estranged relationship with her sister, Flavia, the shop's owner and the twins' aunt, pushed away from her hesitation and became their legal guardian. The yellow-blooded woman always secretly wanted to have children and did not want her niece and nephew to intertwine themselves into a life of crime as their mother did.

Adelio and Maëlle were often mistaken for each other as babies by the shops' frequent patrons and even their godmother at times. However, their personalities differed tremendously - making their individuality apparent as they grew. Even as a toddler, Adelio was always more extroverted than his sister, willing to approach the customers that entered while Maëlle hid behind their godmother. He was exceedingly confident, which later developed into a mischievous, cynical streak. He often used gadgets found in the antique shop to pull pranks on Amelians passing by, and Maëlle kept finding herself trying to coerce her brother out of trouble despite being an immense rule-follower. It was clear that Elle was the shyer, more introverted twin and preferred to dabble her nose in novels than perfect pranks. Although the two possessed varying personalities, they were always there for each other. Their bond only intensified when it became apparent that Maëlle was born deaf after Flavia realized that the small girl did not react to harsh, profound noises as her brother did and did not cry out of fear.

It proved to be a challenge for Flavia to raise one twin hard-of-hearing while the other was not. Regardless, she pursued, even using the properties of her yellow blood to temporarily conjure toys suitable for both twins to enjoy and communicate with until she could learn a form of sign language to teach the two. She spent countless nights studying and perfecting the art to make life easier for the family of three, but specifically for Maëlle, who faced discrimination due to her undeveloped voice from being unable to hear since birth - inhibiting her from learning how to speak.

After overcoming the mild strife, Flavia, her niece, and her nephew became proficient in signing. Adelio and Flavia made an effort to translate for Maëlle - as it was a rare occurrence to meet people who could sign. Everything appeared wholesome for the family of three until the twins' blood shifted from grey shortly after their fourth birthday. Adelio was first, and soon, violet-hued blood coursed through his veins. He became proficient in deception and creating illusions as he grew, continuing to find enjoyment in pranking those who lingered in the shop but primarily bestowing payback to those who mocked his sister. Maëlle, whose blood began to resemble a sky-blue not long after her brother's blood turned, consistently had to utilize her newfound gifts to cater to him because of his blood magic's repercussions. She hoped to keep him healthy and out of trouble, assuring him that he did not need to defend her. She eventually started to teach herself how to practice first-aid, attempting to mask the minor injuries her brother faced when getting into fights with local children. However, their godmother always figured out the truth.

Adelio was the only individual her age Maëlle felt like she could trust since most children often teased her. However, a young girl who was slightly older than the two with brunette tresses and crimson-coloured eyes entered their godmother's antique shop one day. Upon noticing Flavia signing to Maëlle, she promptly asked the owner to teach her instead of picking on the fellow girl. Every day, Amber visited the shop to learn how to sign, and through the process, they developed a tight bond - Maëlle's first and only friend. Even Adelio became fond of the spirited girl that decided to befriend his sister, and the three became inseparable throughout the years. Unfortunately, Amber's visits became less and less frequent before halting altogether when she joined the Runner's guild, but the twins' care and love for the red-blooded girl did not stop. Hidden letters from Amber about her recent voyages scattered around the shop, issued by Flavia, who often correlated with Amber daily to receive the letters to plant inside. The two were excited whenever they found one and instantly ripped open its envelope, though they were even more thrilled whenever Amber had the chance to stop by in person and inform them of her experiences within the guild. One day she was in wealthy-oriented Wall Nadia before sprinting to witness vast pools and museums in Wall Silas and then concluding her day in the dreaded Wall Oriel. Adelio and Maëlle appreciated every story shared, including those that depicted the sorrow and hardship in the Orelian District. Her experiences only fulfilled the pre-existing adventurous spirit in Adelio, but Maëlle would be lying had her curiosity not been piqued. She craved adventure secretly, too, and Amber knew that - deciding to invite the duo on a couple of deliveries in Oriel

An entirely new experience embellished the two upon visiting the Orelian District. Maëlle frowned at the condition the Orelian people endure. But Adelio was there, bringing his twin into a brief hug and signing to assure her that all was well, which Amber proved - ushering the twins to various sights. They bathed in streams, stargazed, and admired the abundance of nature that flowed throughout Oriel. While deciding to gather wood for a fire to initiate camp, Adelio briefly split away from the two - promising that he'd be okay on his own. Suddenly, a scream echoed throughout the atmosphere, alerting Amber. The red blood sprinted off, a trail of dust trailing behind her. Unaware of what startled her best friend, Maëlle attempted to follow, unable to keep up with the speedster's talent. She arrived in time to see the edge of Amber's blade sheath into a Mentior's head - purple blood dripping from the wolf's treacherous fangs as Amber panted from underneath. Her eyes no longer settled on her friend but her brother's corpse - a gash along the crook of his neck where his blood pooled outward. Without haste, she ran to Adelio's lifeless body and kneeled, cupping his face with the palm of her hands as her tears dripped onto his cold face. She couldn't feel him, not anymore.

The walk back to Amelia was daunting; not a word was ushered between the two, though their fingers remained intertwined the entire trip home - solidifying their unbreakable friendship. Flavia immediately put the pieces together when spotting the purpled blood on her niece's clothing, instantly collapsing onto her

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?"



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: CHRYSALIS - 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.)



