



Zander "Zane" Holyfield

**“WHEN I'M FURTHEST FROM MYSELF... (FAR AWAY)
FEELING CLOSER TO THE STARS... (OUTER SPACE)
I'VE BEEN INVADED BY THE DARK... (CAN'T ESCAPE)
TRYING TO RECOGNIZE MYSELF WHEN I FEEL
I'VE BEEN REPLACED...”**

– still feel (by half alive)

Gender: Male (He/Him)

Sexuality: bi (fem lean)

Age: Early 20s

Nationality: African American

Birthplace: United States

Birthdate: July 22nd

Height: 5'8 (172cm)

Eye color: Blue

Hair color: Black

Alignment: Neutral Good

Titles: Servant of Bastet, Mage, Master of Chaldea

Allegiances: Chaldea, Bastet

Origin: Unknown

Elemental Affinity: Wind and Water

Circuit Quality: A

Circuit Quantity: C+

Backstory

A blessing came to a family of magicians, after generations of poor talent and waning magical circuits with each heir born, they finally found their miracle. A child with dazzling blue eyes; Zander. His name was the shortened version of Alexander, as in Alexander the Great. The family believed that giving him this name would allow him to do great things in the future. They put all their hopes and dreams into him without asking him what he dreamed of. The Holyfields aren't a well-known mage family; most mage families in the United States aren't even brought up in talks about the most powerful mage families. Because of this, they put all their resources into creating the perfect heir that will put other mage families to shame. Growing up in the family was difficult; he was immediately grafted with the family's Magical Crest at the age of 8 and taught about Magic. That is all his family did, day in and day out, rarely giving him the chance to enjoy his childhood and make friends. As a result, he felt bitter towards his family, and those feelings began to grow as he got older.

When he became 18 years old, his grandparents gifted him all the resources they had accumulated over the decades. A manor on the outskirts of the city, a curious silver sword that one of his ancestors was gifted in Japan, hundreds of books on the theory of Magic and the Root, and an old beat-up car. They wasted no time kicking him out, directing him to enter a Holy Grail War to turn him into a "proper mage." Regardless, he wanted to find his own path and decided to live in the old, decrepit manor after sprucing it up by himself. That is where he is currently living. A Holy Grail War is on the horizon, and a red sigil appears on his right hand. Now he waits patiently for it to begin.

Side story: Grand Order

Another route that Zander could have taken... One day, Zander was wandering around town, and he found a flyer recruiting "able bodies" for the Chaldea Security Organization and applied for it. Immediately, he was whisked away to Antarctica with the other potential recruits. That's when the events of Part 1 unfolded, but instead of Ritsuka Fujimaru being the last Master candidate, it was Zander Holyfield. While he's similar to Ritsuka in ideals, he's way more eccentric, and his luck is arguably worse. In the case of roleplaying with Ritsuka, Zander will be treated as an alt-universe Master of Chaldea. It appears that Zander led a rather ordinary life in this timeline.

Personality

Zander is a cheerful, extroverted young man that always puts on a smile when he meets a new friend. He's very neat and organized, priding himself on looking very clean and keeping a clean household. When he gets too excited, he gets louder than usual, so you need to remind him to keep his voice down sometimes. He is also very inquisitive, especially when it comes to

things like heroic spirits and their natures, stories, and personalities. One thing that is consistent between accounts of Zane's character from dozens of dozens of people; he's a little weird.

Obvious to anyone who has met him, he wears his heart on his sleeve. His reactions are exaggerated and, as a result, off-putting to many people. He tries his best to contain himself over the years, but he's relatively calm now, for the most part. He has a lot of love but no outlet to put it into. He's easy to fluster, and he hates being teased because he wants to be the type to fluster other people. There are some moments when he is uncharacteristically charming and quick-witted, but he finds that it's hard to keep up, so it's a rare situation.

He has a deep craving for human contact. He will always wish for that one person that can understand and accept him as he is to appear. He needs constant validation or his self esteem will quickly fizzle out. He's prone to getting depressed when he's alone, and especially if there's conversations around him and he's not a part of any of them. He despises this core aspect of himself, he feels shame every time he feels needy. It's like an itch that he can't scratch.

He is not suited to be a mage, even though he finds magecraft to be wonderful. He cannot abide by the cold, calculating logic of other magicians; as such, he is ostracized for his kindness. While he can put on the air of being a mage, it is a facade that can crumble easily. Yet, his family truly believes he will fall in line with the right path and become a faithful heir to the family. Zander holds resentment against them and his blood, and laments the fact that he was born with compatibility with the family's Crest. If he were to give in and become the heir they desire, he would be an unstoppable adversary. But, that is only a small possibility among thousands of his potential futures.

Appearance

A tall, rather flimsy-looking boy with surprisingly handsome features when serious. He has strikingly beautiful, sky-blue eyes that seem to stare directly into one's soul. He has delicate, clean hands without any scratches or bruises, as if he has never done any work in his life, yet it's quite the opposite. Underneath the blue windbreaker is a scarred torso, only slightly chiseled due to the rigorous conditioning he forces himself to do every morning. All around, he's a good-looking, above-average build, though he's not that heavy.

Zane usually wears a dark blue windbreaker with a crown label on his right breast paired with the same colored sweatpants. He has millions of this specific clothing style, just don't ask how he paid for it. Another interesting fashion choice that Zane goes for is business casual, a clean, button-up white shirt paired with black, ironed-out slacks and black shoes.

There's a symbol on his skin, almost like a tattoo that sits on the right side middle of his back. It glows when Zander is tapping into his family's magical crest. When he's pouring more

energy into it, it travels up past his shoulder and up his right arm. He keeps it hidden using a minor illusionary type of magecraft.

Equipment

(Note: Chaldea Zander does not have some of this equipment. Only Mystic Codes issued by Chaldea.)

Silver uchigatana: A Mystic Code gifted to the Holyfields long ago. It can break apart into two short swords, and even transform into a bow. It was also blessed by holy water, making it ideal for dealing with demons. His family used to dispel demons in the distant past; they may even have a history with the Holy Church, but Zander doesn't care.

Cardboard Box: A generic cardboard box.

It may look pedestrian, but it's light, sturdy, and has a hundred and one uses -- how can we get by without them? It's strange.

Magecraft

Bounded Field creation. A bounded field is a topographic type of Magecraft that consists of knitting a network of magical energy and spreading it across a base area. It can be used to establish a temporary or permanent security system for warning or even activating hidden magecraft as traps. At his best, Zander can make a bounded field the size of a school classroom.

Strengthening. A Magecraft that he consistently wields in combat. Zane uses it to strengthen his body per the situation he's in. Examples include: reinforcing his sword to become stronger, strengthening his legs to increase his agility, or parts of his body to take blows. It comes very naturally to him, surprisingly, able to gauge how much magical energy is used and which limbs to strengthen individually.

Gandr. A curse manifests itself as a bullet that can ruin a person's health if they come into contact. It's highly effective against non-mages, but anyone with magical resistance can brush it off quickly.

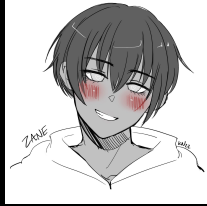
Wind Bullet. A single-action magecraft that uses Zander's wind affinity to create opaque bullets of magical energy. In essence, it's a bullet made of air, very hard to detect without focusing on its magical energy. When it hits the target, it violently spins around and then explodes. If tweaked for nonlethal use, it feels like you're getting hit by a sledgehammer. He's still working out the kinks.

Sources

Numerous Picrew profiles:

https://picrew.me/image_maker/522865 (DELETED PAGE)

portrait by @SWEETESTWHISKEY (I LOVE YOU KIT)



FC inspiration:

Yato from Noragami (OBVIOUSLY)

Wanuki Akira (artist: @.720ge)

A secret third thing

Perhabs character inspiration? 🤔

- Yato (Noragami)
- Miles Morales (Spider-Man)
- Okarun (Dandadan)
- Cloud Strife (post-breakdown)
- Shirou Emiya (Fate/Stay Night)
- Yuta Okkotsu (Jujutsu Kaisen)
- Renton Thurston (Eureka Seven)
- Kousei Arima (Your Lie in April)