
A Tale of Kingdoms



GENERAL INFORMATION

Name: Sebastian Priest

Nickname/Alias: Bash

Age: 350

Gender: male



Sexuality: bisexual

Occupation: *noble*

Kingdom: *A small land just outside of Calyop*

APPEARANCE

General description: *Bash is a tall, slender man with long white hair that falls just below his shoulders. Both of his arms were replaced with prosthetics after an accident during his younger years. When he is not swaying drunk he carries himself with an air of confidence and always walks with his head held high. Despite his noble status he usually dresses himself in commoners clothing as he does not like to draw attention to himself.*

Height: 6'5

Weight: 175

Build: Ectomorph

Race: *full blood elf*



Hair: Bash's hair is on the thinner side and is always straight, no matter what he does with it. It is white and falls just below his shoulders, he prefers to wear it down but usually puts it up into a ponytail before a fight.

Eyes: blue

Scars: *prosthetic arms*

Birthmarks: *N/A*

Tattoos: *he has a carving of his sister's name on the shoulder of his right prosthetic arm.*

Piercings: *N/A*

Gallery Link: (Optional)

PERSONALITY

Temperament:

[Myer's Briggs Personality Type](#): *ISTP*

Alignment: *true neutral*

Hobbies: *Bash spends most of his free time bar hopping in Calyop. When he isn't wasted he can be found outside the city walls training.*

Likes: *Mead, rum, whiskey, absinthe, wine, Brandy, cognac, vodka, champagne*

Dislikes: *fruit flavored ale.*

Quirks/Nervous ticks: *he often finds himself tracing the carving of his sisters name on his shoulder unknowingly.*

Fears: *bash is terrified of fire and enclosed spaces.*



Goals: *to visit every tavern in the world*

MAGIC/ABILITIES

Fighting Style : *Bash utilizes a mixture of Muay Thai and jiu jitsu in his fighting style.*

Spell Template/Enchanted item template

Name: Void arms

Description: The prosthetic arms are made of enchanted metal with runes on them. Inside each arm is a crystal that absorbs magic. When the arms come into contact with spells, elemental energy, or magical objects, the crystal takes in that magic. This stored energy then boosts the arms' power, allowing them to deal elemental damage like fire or ice. The more magic they absorb, the stronger and more effective the arms become in combat. (to a degree)

Power Type : offensive/defensive mix

Tier: 3

Element(s):N/A

Advantage: (What perks does the spell give you? This is for more support/transformation)

Drawback: (What drawbacks does using this spell have?This is for more support/transformation)



Name: Telekinetic leap

Description: Telekinetic Leap allows the user to propel themselves into the air by using absorbed magic to manipulate gravity or wind . When activated, the arms generate a burst of magical energy that launches the user upward, allowing for quick vertical movement or to reach hard-to-get places. The jump can be controlled mid-air, letting the user adjust direction while ascending or descending.

Power Type : passive

Tier: 2

Element(s)wind

Advantage: *(What perks does the spell give you? This is for more support/transformation)*

Drawback: *(What drawbacks does using this spell have?This is for more support/transformation)*

Special/Combat Skills

►Ability: Arcane Surge

Arcane Surge lets the Void arms channel stored magic into a burst of power. The user can choose one of two effects:

1. **Elemental Strike:** A strong punch or swing that releases a blast of fire, ice, or lightning,



depending on the magic stored. It can cause damage or break through defenses.

2. **Elemental Shield:** The arms form a temporary shield of fire, ice, or another element, protecting the user from incoming attacks for a short time.

► **Ability: Arcane Grasp**

Arcane Grasp allows the Void arms to channel absorbed magic into a powerful, magnetic force that can grab, pull, or throw objects or enemies. When activated, the arms extend a field of magical energy, capable of manipulating anything within range (2 meters). The user can pull enemies in for a close-range attack or launch them away, depending on the situation. This ability takes a significant amount of energy from the crystals and needs to be used in extreme moderation or the crystals will shatter.

► **Ability: Telekinetic Leap**

Telekinetic Leap allows the user to propel themselves into the air by using absorbed magic to manipulate gravity or wind. When activated, the arms generate a burst of magical energy that launches the user upward, allowing for quick vertical movement or to reach hard-to-get places. The jump can be controlled mid-air, letting the user adjust direction while ascending or descending.

►



Magic

►
►
►
►

EQUIPMENT



TELL US YOUR CHARACTER'S GADGETS AND GIZMOS. WHAT ITEMS DO THEY WIELD?

Enchanted items: *Void arms*

Weapon(s): *(non enchanted)*

Always has: *at least 3 flasks and a bottle of whiskey.*

EVENTS/HISTORY

TELL US YOUR CHARACTER'S STORY. WHAT MAKES THEM TICK. WHAT EVENTS IN THEIR LIFE HELPED SHAPE THEM TO BE WHO THEY ARE.

Once upon a time.....

(WARNING, GRAPHIC IMAGERY, TW.) Sebastian Priest was born 350 years ago into the noble Priest family, living just outside the Kingdom of Calyop. His family was respected for their wealth and political influence. His father, Lord Erendell Priest, was a statesman, and his mother, Elira, was a skilled mage. Growing up, Sebastian was trained in both combat and statecraft, with the expectation that he would continue his family's legacy. However, his closest bond was with his younger sister, Isolde, whom he always looked out for.

When Sebastian was 110 years old, a fire broke out in the Priest family manor. The cause was never fully understood, but it was believed to be one of the family's many political enemies; it spread quickly, trapping Isolde inside.. The smoke and flames made it difficult to move, he reached her room, reaching his arms out for her to grab, but before he could react, the roof had collapsed. He was unable to save her, and in the process, he was severely injured. His arms were destroyed beyond repair, ripped off just below the shoulders and lying under the rubble. He was left with no choice but to rely on prosthetics made of metal and wood.

Sebastian spent the next hundred or so years training relentlessly to adapt to his new life. The stress from the accident caused his hair to turn white, and he found his body fighting against what he wanted it to do. The prosthetic arms were clumsy at first, and the constant pain was a reminder of what he had lost. Despite his efforts to become stronger and faster, he was never able to fully let go of the guilt and grief that plagued him. The fire had stolen his sister, and no



amount of training could fix that. As the years passed, he grew more distant from his family's legacy and more consumed by his anger and regret.

By the time Sebastian reached 350 years of age, he had become a shadow of his former self. The once-promising warrior was now a drunken brawler, wandering the streets of Calyop. His fighting style had become reckless and brutal, fueled by anger rather than skill. He no longer cared about honor or revenge—he fought to forget. His mind was clouded by the pain of his past, and though he still trained in an effort to improve, it was no longer out of desire for glory. He fought because it was the only way he knew how to survive.

Though he had lost much of what he once held dear, a part of Sebastian still clung to the memory of his family's noble past. It was fleeting, though, and soon drowned out by the drinking and fighting that had consumed him. Sebastian Priest was no longer the hero he could have been—he was a broken man, struggling with the loss of his sister and the weight of his own failures.

MISC INFORMATION

JUST GIVE US SOME LITTLE FACTS ABOUT YOUR CHARACTER. BITS OF TRIVIA YOU COULDN'T FIND A PROPER PLACE FOR.

► voice claim: Kaiji Tang (Dazai) https://youtu.be/BkLqVSiv9_s?si=CEi272ngvZ21PVKc







