

Sera's
Character Directory

Sayri Baylan
Vampire Hunter

She/her | 25 | Vampire Hunter & Homicide Detective | FxF | Pinterest Board

Preview:

Sayri is an angry, justice-hungry, over-achieving, & socially inept vampire hunter. Aside from hunting vampires she is also busy fumbling her social relationships and ignoring her feelings.





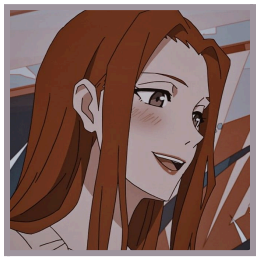
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Soline Marceau
Artist

She/her | 24 | Artist & Bookstore Clerk | FxF | Pinterest Board

Preview:

Soline left her small seaside town for the big city to make it as an artist, only to be met with failure and isolation in the new environment. She is quiet, reserved, and shy, but behind this is a deep longing for love and companionship.





Mara Velastri

Professor

She/her | 27 | Professor of Archeology, Anthropology, and Ancient Magic | FxF | Pinterest Board

Preview:

As a new Anthropology professor at an all-women's university and a member of its hidden coven, Mara researches forgotten magical practices and relics. Beneath her calm exterior lies a quiet, consuming need for control.







Sayri Baylan





Faceclaim: Mitsuki Koga

Basics/Appearance

Name: Sayri Baylan → Baylan is a last name of Cebuano origins (From the Visayan region in the Philippines)
Nicknames: n/a just Sayri
Age: 25
Height: 5’4
Sexual Orientation: Lesbian
Eye color: Dark brown
Glasses or contacts: Both. Sayri wears glasses when she can be comfortable and prefers them, ie. at home or to do office work, but when actively hunting, she wears contacts for safety and practicality.
Skin tone: Sayri is medium tan (a bit tanner than the face claim; it's so hard to find tan face claims). She is half Filipina (Cebuano), Half Japanese.
Distinguishing marks: Beauty mark under right eye, high on the cheekbone
Hair color: Black
Type of hair: Straight
Hairstyle: Short with bangs (wispy, straight across)

Style: Kind of business casual/academic look if outside, comfy at home of course, and when hunting she has to wear darker clothes more suited to combat. She sees herself as someone serious and dresses as such. Kind of a mix of Fem/Masc styles.






Occupation

- ➔ Publicly, Sayri works as a homicide detective at (XXXX CITY NAME), Metro Police. She recently got promoted to this position after working as a patrol cop.
- ➔ Her real job is as a vampire hunter, hiding under the guise as a homicide detective to gather information from crime scenes to later track and kill vampires. She has been recently promoted to this position when she got promoted at her mundane job as a detective. She used to work on lower-scale jobs, covering up Vampire traces to avoid exposing their existence to the public.
- ➔ She comes from a long line of hunters, her family on the Japanese side (fathers side) notorious in the hunter world. Her mothers clan, the Baylan clan, are less well known in global hunter society. Regardless, both are powerful in their techniques.
- ➔ Wanting a peaceful life for her and leaving hunter society, her parents did not allow her to work or train as a hunter. It is not until they died when she was 20 that Sayri began training as a hunter.

Personality

- ➔ Sayri appears cold and analytical. She is a stickler for rules and has a very strict moral compass.
- ➔ She is obsessed with justice and is hellbent on finding out truths, even the corruption she knows to be in the hunter network.
- ➔ Because the concept of vampires conflicts with her morality (who she believes to be hurting and killing innocent people), she hates them.
- ➔ On the outside, Sayri is blunt and seems unapproachable. She has no problem chastising or calling people out on their behaviour. However because she is so stuck up and uptight about things, it is very easy to rile her up. She is easily angered or frustrated.
- ➔ She tries to be cold and often uses logic to understand people, but her true nature is led by her emotions. The more emotional, the less logical she becomes.
- ➔ Her humor is very dry & satirical but she thinks she's hilarious even if people don't get her.

Abilities

*Glasses, Ring, & Pistols provided by the Hunter Network. Locket & Sunblades passed down from mother.

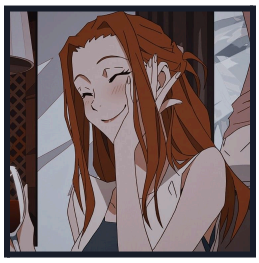
- ➔ Sayri uses a variety of **charms:**
  - ◆ **Glasses - Trace:** Her glasses, while also helping with her eyesight, allows her to have an ability called 'trace'. This allows her to see remnants/evidence easily, making it easier to tell what happened moments before an event. The weakness is that this charm is only for glasses, which are not secure enough to wear for combat. She uses this in preliminary stages, such as investigation or tracking.
  - ◆ **Locket - Panubay:** Panubay, the word for protection, is the name of this ability/charm. Passed down from her mother, this pendant made of silver has a protective herb inside, meant to protect its wearer. For lower ranking or weaker vampires, it can shield their Bloodsense, preventing them from sensing her true emotions. Does not work against more powerful vampires. (At the moment?)
  - ◆ **Ring - Truthsinger:** This ring notifies sayri of any mistruths, lying, or corruption. While it will not tell her what exactly it is, it will just let her know that something is amiss/not what it seems. The ring is as powerful as Sayri's sense of justice, but can be clouded by her emotions.
- ➔ **Weapons**:
  - ◆ **Daggers - Sunblade**: These daggers are not only made of silver but are said to be infused with the power of the sun. Limited in practice, Sayri is still not sure if this is true.

They are engraved with ancient Baybayin, she found them in her mothers things, but she hasn't learned their full use aside from being daggers. She cannot read Baybayin.
    - **Pistols - Exorcist**: Pistols with bullets dipped in silver. Extremely quick. According to the hunter network, bullets are ‘blessed’ and are made to eradicate sin, latching onto its target. The fallback is that even though they latch onto the target they can be avoided if it is deflected or the target is too fast, they can only travel short distances. Also, Sayri does not believe in its religious attributes.
    - She is not yet trained on long range weapons such as sniper rifles but is starting to be.
- **Weaknesses**: After only five years of training and new to her upper ranks as a hunter, Sayri is still mediocre at combat and relies instead on cleverness. She is good at dodging, but she is still weak. While she is cold and calculating, if she is emotionally affected, it can also cloud her judgement, especially if this emotion is anger.

Backstory

- **Brief Parent History:** Her Father was part of the Shinomiya clan, an elite and highly respected clan globally. During WWII when Japan occupied the Philippines, the Shinomiya were one of the clans who tried to implement religious practice for vampire hunting and slaying in the Philippines, as opposed to their Indigenous approaches. They operate using religious themed practices, these techniques were used and learned when the Portuguese brought christianity to Japan in the 1500s. The Baylan clan have been fighting ‘Aswang’ (Filipino term for vampire, well other things too but in this world lets keep it to vampires) for centuries, using Indigenous Filipino practices. These political tensions are what made her mothers and fathers union frowned upon in hunter society and within their clans. They met each other in “THE WEST” (wherever our setting is) and that is where Sayri was born. Christianity methods dominate a lot of current hunter techniques.
- **Personal History:** Her mother was killed when Sayri was 20 during a home robbery. At the time, Sayri was away studying criminology. Her mother was stabbed and later died from infection in the hospital. A few months later, her father died of a broken heart. But Sayri believes it was not a random robbery, and that her mother was killed by someone purposefully/ not sure yet who or why. Perhaps someone from the hunter network.
- They had stayed separate from hunter society, while Sayri knew about their past and history, they never let her train or enter that world.
- In their passing, Sayri sought out their close friend who she knew was a hunter, who helped her get membership with the hunter network so she could begin training. Because of her fathers clan, she rose quickly in the ranks, though controversially due to her Baylan/Filipino heritage. She did this to investigate her mothers death, but has not been able to get close enough to anyone yet to do this. In her recent promotion, she can start digging deeper.
- Her father, hating his own clan, decided to give her her mothers last name: Baylan.

Soline Marceau


Faceclaim: Cynthia - The Great Pretender
Pinterest Board

Basics/Appearance

Name: Soline Marceau

Nicknames: Sol

Age: 24

Height: 5’7

Sexual Orientation: Lesbian

Eye color: Light brown

Glasses or contacts: Reading glasses only.

Distinguishing marks: none

Hair color: Red

Type of hair: Straight

Hairstyle: Long

Style: Feminine/elegant vintage/coquette. Muted tones.




Occupation

Soline is a freelance illustrator and bookshop clerk. Soline’s days are quiet ones with ink-stained fingers, soft music, the scent of paper and dust. Customers at the shop adore her warmth, though few ever get close enough to see the loneliness she hides behind it.

Personality
Soline is soft, quiet, and reserved. She carries a warmth that shows through in small, unspoken ways, like the way she listens, the care in her movements, and the softness of her voice. She’s thoughtful,

empathetic, and deeply romantic, though she rarely shows it outright. Beneath her calm exterior lies a quiet ache, a longing to be truly seen. Soline feels extremely isolated in the city, her only friends are some co-workers at the bookshop. She doesn't feel that she fits in, she is used to a quieter life.

Backstory

Soline grew up in a seaside town where her mother ran a small medical clinic and her father was a small-town journalist.

At 21, Soline left for the city to sell her art and become an artist, but was met with failure in the first few years. After all this time, she has yet to become recognized as an artist. Still, she continues to draw and sometimes takes commissions, taking up a job at a bookshop to make ends meet. At twenty-four, Soline's heart is full of quiet hope and aching patience. She draws what she cannot say. She tells herself she's content, and most days she is. But when the world goes still, she catches herself imagining what it might feel like to no longer be alone.

Headcannons

- Soline sometimes sketches people when it is quiet at the bookstore, romanticizing who they are or what they could be like.
- Soline's friends and co-workers at the bookshop always try to invite her out, but she almost always declines. They believe she is too reserved, and maybe lonely.

Dr. _____ Velastri





Faceclaim: Chiyuki
Pinterest Board

Basics/Appearance

Name: _____ Velastri
Nicknames: n/a
Age: 27
How old does he/she appear: 27
Height: 5’3
Sexual Orientation: Lesbian
Eye color: Dark brown
Glasses or contacts: none
Distinguishing marks: silver streak in hair.
Hair color: Black
Type of hair: straight
Hairstyle: Medium length, bangs straight across.
Style: Gothic Academic.






Occupation

Mara, or Dr. Velastri**,** is a professor in the Cultural and Archaeological Anthropology Department at (XXXX) All Women’s University. She is also a member of the (XXXX) Coven, where she studies and teaches magical history and ancient practices, including rituals. Mara attended the same academy as a student and recently earned her PhD. As a new professor, her research focuses on uncovering the uses

of magic in ancient societies and exploring its role throughout history. She loves uncovering forgotten ancient magic and discovering how it was previously used.

Personality

Dr. Mara Velastri is a brilliant professor of Cultural and Archaeological Anthropology, specializing in ancient and forbidden magic. Calm, poised, and intensely observant, she exudes a quiet authority that draws people in even as it keeps them at a distance. Mara is ambitious and morally grey, willing to bend rules or take risks in the pursuit of knowledge, yet she hides her personal desires and attachments behind a veil of intellect and control. Her charisma is subtle but undeniable, her wit is dry and often cutting. Mara can also be obsessive and strives for control, without it, she feels vulnerable. She pours herself into her work because the past is something that is unchangeable, only discoverable, in this way she feels that it is within her control.

Abilities

Magic Type:

- Ritualistic & Academic Magic: Slow, precise rituals based on ancient texts: circles, runes, offerings, and incantations. She is patient and meticulous, favoring magic that requires planning and research over instinct or raw power.

Magical Abilities:

Seals & Wards: Skilled at creating protective barriers, containment circles, and preservation spells for artifacts, tombs, or knowledge. Requires preparation.

Runes & Script: Can inscribe ancient symbols to store memories, restrict access, silence voices, or bind intentions into objects.

Non-Magical Strengths:

Brilliant and well versed in ancient magical languages, skilled in anthropology, archeology, and artifact restoration.

Weaknesses:

Her magic is not immediate, it requires time, research, and control. She is useless in spontaneous combat, as this is not the type of magic she has practiced or honed.

Emotion/memory-based rituals take a toll: insomnia, migraines, bleeding nose, dissociation.

Her magic thrives on control and intention; if she loses emotional stability, her spells become unstable or fail entirely.

Backstory

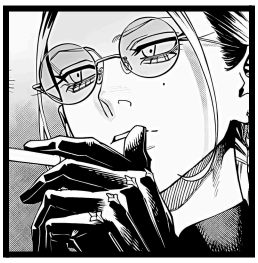
Mara was raised by her mother, a once-renowned magical historian who translated lost manuscripts and preserved forgotten spells for the coven. When Mara's father fell ill, her mother desperately turned to

ancient potions and healing rites, but nothing worked. He died when Mara was twelve. Shattered by the failure of magic, her mother abandoned her research, cut ties with the coven, and resigned herself to teaching mundane history at an elementary school.

Mara watched the woman she admired become hollow, broken, passionless, and resigned to a life without purpose. As a child, Mara had loved exploring ruins and old texts with her mother, dreaming of magic that could heal and shape civilizations. But witnessing her mother's emptiness left her with a deep, gnawing fear of powerlessness.

She enrolled in (XXXX) Academy, knowing the coven resided there, determined not just to restore her mother's legacy, but to master the past itself. That grief slowly hardened into obsession, if she can understand everything, control every variable, no thing or person could ever slip beyond her reach.

Sora Liu

Faceclaim: Tao Saotome
Pinterest Board

Basics/Appearance

Name: Sora Liu

Nicknames: n/a

Age: 26

Height: 5’10

Sexual Orientation: Bi

Eye color: Light Brown

Glasses or contacts: Reading glasses only.

Distinguishing marks: Scar (somewhere idk yet)

Hair color: Black, bleached platinum blonde/white.

Type of hair: Straight

Hairstyle: Long

Style:

Occupation

Personality
Backstory
Headcannons

Mavina Viray





Faceclaim: Yoruichi
Pinterest Board

Basics/Appearance

Name: Mavina Viray

Nicknames: Mavi

Age: 21

Height: 5’3

Sexual Orientation: Pan

Eye color: Dark blue with a purplish hue.

Glasses or contacts: none

Distinguishing marks: Scar

Hair color:

Type of hair:

Hairstyle: Purple Black

Occupation

Demon slayer, Rank: Mizunoe.

Personality

Mavina is confident, straightforward, and charismatic. She speaks bluntly and doesn’t waste time with formalities, which can make her seem intimidating or rude to strangers. Despite her tough exterior, she’s protective of others, strict but dependable. She stays calm during danger and uses humor or sarcasm to keep things grounded. She’s bad with emotional vulnerability; compliments and genuine affection make her awkward. Prefers actions over words, loyalty over empty promises, and strength earned over titles given.

Backstory

Mavina grew up in a rural mountain village, where hunting, chopping lumber, and surviving harsh nights were part of everyday life. One night, a demon attacked her village. With no blade and no training, she fought it with her bare hands, holding it off until sunrise burned it away. After passing out from exhaustion, she awoke on Mount Fujikasane, and participated in the final selection.

While others relied on technique, she relied on endurance. Used to sleepless nights, surviving in the wild, and fighting until her body gave in. She passed. From then on, she trained herself, learned only the basics of breathing techniques, and climbed the ranks through grit and battle experience, not mentorship.

Abilities

A derivative of Stone Breathing, Pulse Breathing channels strength through rhythm, matching movement to the heartbeat. It combines blunt force, martial arts, and agility. Mavina developed it from raw survival instinct, refining it after fighting a demon bare-handed until sunrise. Pulse Breathing uses both close-quarters strikes and a short Nichirin blade.

Mastered Forms:

- First Form: Heartbeat Strike
    - Mavina moves in rhythm with her pulse, first beat, impact; second beat, kill. She delivers a crushing strike with her fist or palm on the initial heartbeat to stagger or break the opponent's guard. On the following beat, before the pulse fades, she follows through with a swift Nichirin blade slash. The technique mimics the rhythm of a heartbeat, a double-layered impact that echoes through flesh and bone.

- Second Form: Step Slash
    - Using rhythmic breathing to steady her heartbeat, she circles silently around the opponent. In a single pulse-timed motion, she moves into their blind spot and slashes her Nichirin blade, cutting tendons or legs before they can react, ideal for immobilizing demons.

Combat Style:

- Prefers a shortened Nichirin blade, strapped to her lower back or thigh.
- Hand wraps or gauntlets reinforce her fists for impact-focused breathing techniques.