

FINLEY BANNBREKER

Master Bio

INTRODUCTION

Name: Finley Aifric Bannbreker

Aliases/Nicknames: Feurhildr Lartinsdottir (Fremennik name), Kid (by Geilir), Finnie (by Akthanakos), Fin (mostly by family), Bannbreker (by a lot of people)

Birthdate: 11, Moevyng, ? V (33 in 0 VI, 38 by the time of Azzanadra's ascension in 5 VI)

Gender/Sexuality/Pronouns: Female/Bisexual/She

Physical Description

Height: 5'11" (180 cm)

Hair: Dark blonde, thick and wavy, often braided multiple times and tied over her right shoulder. The right side of her face is partially hidden under long bangs

Eyes: Hazel (5th age), luminescent cyan (6th age), luminescent white/light blue with dark sclerae (post-Menaphos)

Face: Angular with a heavy jaw, high-set eyes, and a moderate underbite

Build: Top-heavy and broad shouldered with a strongwoman build



← Body type reference

Scars/Limb Losses: Many, the following are the most significant and in order of receiving:

- A scar hidden under her hair on the back of her head, around the junction of the occipital and parietal bones, from her eldest sister pushing her into river rapids
- A jagged, keloid-covered scar running from right cheek to right armpit, from her eldest sister attacking her with an axe
- Three slash scars across her left bicep from a Dagannoth attack
- A burn scar/impression scar from being branded as a fight slave by Khazard after trying to stop the Servil's abduction (during the events of Fight Arena). It's in the center of her chest just below her collarbone, and is shaped vaguely like Khazard's symbol
- Lichtenberg figure-shaped scars on her right hand and forearm, from touching the Stone of Jas the first time (during the events of RoTM)
- A deep puncture scar on her back to the right of her T9/T10 vertebrae, from being run through with Nomad's staff (during the events of Nomad's Requiem, taking place in the 6th age)

- A deep puncture scar on the left upper quadrant of her abdomen, from being run through by a spike of fulgurite/glass during a confrontation with Nomad above the not-yet-discovered Heart of Gielinor (immediately after the events of Dishonor Among Thieves). This punctured her spleen as well, resulting in it being removed shortly after due to internal hemorrhaging
- Her left hand and forearm were effectively melted off by Nomad's overcharged magic (during the events of Nomad's Elegy). The resulting stump, just below her elbow, is heavily blackened and scarred
- A cluster of abrasion and incision scars on her lower back (around L1/L2 vertebrae) from falling rocks (during the events of Kindred Spirits) that caused her already stressed spine to become significantly injured, and the following procedure to install a crystal augmentator that is an integral part of her leg bracers (see Kit/Equipment below)

Voice: Her voice is a high tenor/low alto and has a natural gravelliness to it. It's loud and resonant, and she uses it often, being very vocal in 99% of situations. Has a 'mainlander Fremennik' accent. A reference for her voice would be Cate Blanchett as Valka from HTTYD2/3.

Kit/Equipment

Weapons: Finley favors polearms above most other weapons, but does occasionally use swords and smaller axes. She carries her arsenal in a small pocket dimension, the opening of which is hidden in the folds of an enchanted handkerchief (a gift from Wahisietel, whose scarf is similarly enchanted). See visual reference for weapons.

- Dragon Rider lance that gets broken early on during Endgame but flames to life with an arcane/anima/soul blade during Finley's first dip into WG mode. Used primarily to bypass heavy armor and magical barriers, since its blade is incorporeal. It's not Vindicta's particular lance, but it's modeled off it and originally carried by a Zarosian lieutenant in the Heart (headcanons ahoy because scale theory, there were a lot more people in each army, a lot of the higher-ranking melee warriors in Zaros' wearing armor and using weapons similar to Vindicta's). At this point, Finley's lost her main weapon (the halberd made of an axe tied to a staff) while fighting Nomad in the underworld, and is still getting used to fighting one-armed, just using a handaxe for the time being. Her father in law, Dragomir Sheturth, who's actually a pretty nice guy, serves as a lieutenant to the Twin Furies, and Finley goes with him to try and break a line of Sliskean forces one day - they're jumped by this Zarosian lieutenant and Finley takes their weapon after they're defeated, as it's a heavy polearm that can be wielded one-handed, and that's swell for her. It gets severely beat up during Children of Mah (fire, blunt impacts from falling etc), and extended use from then on leads it to get shattered on impact with Wight!Linza's reflective shield during the champs fight.
- A reforging of the Elder Sword using the remains of Nomad's staff and an anima spear left over from the battle against Tuska. Contains a shard of black stone from the shadow reef so that the blades can deliver anethanima with their strikes. Rarely used, and only against gods.
- Teragardian-style betrothal blade made of orthenglass. A family heirloom from generations before, it's one of a pair. The orthenglass blade is specially tempered to retain heat or cold it's exposed to. Not used for combat, only for utility.

- A blade made of Tuska's biomass attached via a divine charge pack to an energized anima arm cannon. The arm cannon can be used without the blade, but with the blade it doesn't need re-charging, as the blade, much like the monster it came from, sucks up anima. Only used against gods or beings with a lot of anima, since it can very easily suck smaller beings dry.

Armor: See visual reference

Clothing: See visual reference

Other equipment:

- Leg bracers: Her spinal injury is a motor incomplete injury at around L2 or L3, so she has no sensory function in her legs at all. She does have slight muscle flickers in her legs, but can't perform any significant leg movements. Her bracers are made in two parts: the parts above her clothes are more for holding her upright, and the parts below her clothes are actually fused to her muscles and do most of the actual moving. Donning and doffing the bracers is a complicated process, as each part below her clothes has to be threaded through holes in said clothes before being securely locked to the corresponding parts outside. They are made of witchwood and connected to a crystal augmentator implanted in her spine above L2 which carries nerve impulses over the injured area to the muscle connectors.
- Prosthetic arm: Her witchwood prosthetic arm has coarse motor function only, and is mostly used as a placeholder to alleviate phantom limb pains. It slips on over her arm stump and is loosely magically coupled to her remaining arm muscles and nerves. Its ease of removal (and tendency to fall off) is intentional, allowing for relatively quick switching between it and her anima cannon when needed.

World Guardian Mode:

(See visual reference) When in World Guardian mode, the little cracks around her eyes go all over her skin, and become more shadow anima-y around her chest. She also gains a massive mantle of willow leaves streaming from her shoulders that is somewhat like a cross between a cape and a mane.

The visualization of Finley's soul (seen when Nomad's stuck inside and traipsing around) is a massive tangle of braided roots and branches, significant memories forming as trees - something I'm going to develop in future fic is that different trees are associated with different types of memories, like pines for her childhood, and willows are for 'pain.'

WG-mode for her is a literal 'no damage, no pain' mode, so the leaf mantle is willow leaves (because pharmacology: aspirin is derived from a compound found in significant amounts in willow bark).

Personality/Bio

Born to Fremennik woodcutter Lartin "Liam" Bannbreker and Taverly-born carpenter Éva "Ava" Valtamer and raised in a small settlement in the forests east of Rellekka. She's the third oldest of nine children (older: Athrhan, Sullivan - younger: Teague + Tara, Maeve, Connor, Breandan, Aideen), and spent most of her childhood learning woodcutting, crafting, and construction from her parents, helping to take care of her younger siblings, or hanging out with Rellekka's resident houndmaster, Geilir, after his wolfdogs took a liking to her. Upon completing her Trials and earning the name Feurhildir, she was drafted into Rellekka's Úlfhéðnar - a fighting/raiding force dedicated to fighting off Dagannoth and basilisks. Horrible years follow, and Finley retires after losing her mother and eldest sister to a Dagannoth attack, the grief and her disillusion with many things taking their toll on her. She's taken to Miscellania, now ruled by her elder brother, Sullivan, and slowly recovers from injury and addiction. Years later, just before she turns 28, she's sent by Sullivan to deliver cartfuls of Miscellanian exports to trading hubs across Kandar in order to encourage more trade and friendship between the Province and the rest of the continent. Her journey to the last stop on her delivery list, Yanille, is halted by a chance encounter with Khazard troops, and she's taken prisoner. Months later, after kicking Khazard's arse and freeing the surviving fight slaves, she resolves to return to Miscellania. She doesn't get the chance until well into the 6th age - the world just got in the way.

Big deviations from canon mostly center around Nomad, whom she meets in the 6th age when she seeks out a 'soul expert' to help remove Guthix's gift from her soul,

which she initially perceives as a fault or blight. Because Finley is *Finley*, she keeps trusting him despite him near-constantly betraying her trust, first by killing her at the Soul Obelisk, then by betraying the team during the events of DAT. By the time of Nomad's Elegy, she understands that he's a right dastard but she feels pity for him and still tries to reach out and connect with him, sensing that they have a lot in common. He cuts her arm off for her trouble and then is captured by Sliske. During Sliske's Endgame her stolen soul fragment is returned to her, Nomad's soul hitching a ride with it, trapping his soul within hers. This kickstarts their begrudging friendship during her time in Menaphos when both are made aware of Oreb's machinations. They work together to stop him, though Nomad sacrifices his soul to power up Finley's so she doesn't die, effectively merging them together at the cost of his life.

Finley's not one to announce herself as "the World Guardian" and will actively shush people who call her that in public, insisting she be called "Finley." The general public knows that a WG exists, but most people don't actually know who the WG is, some only able to guess that they might be that halberd-wielding lady who keeps showing up to world-shaking events and actively turns the tides of battle without looking like she's breaking a sweat. There are people who sort of prop this invincible image of her up on a pedestal without knowing her directly, hearing about her from a friend of a friend of a person who fought near her one time, etc, and that sort of inspires some people? But war, battle, and even heroics are often messy, gruesome affairs, and she doesn't want to be idolized for that. She just wants to help, not to draw impressionable people into her line of work, just as she was drawn in as a child.

Relationships:

- Adrius (OC): 5th age lover, killed during ROTM
- Akthanakos: 6th age lover
- Wahisietel: close friend
- Hannibus, Xenia, Zanik, Death, Icthlarin: friends
- Thok, Marmaros: childhood friends
- Kharshai/Koschei: childhood mentor
- Moia, Daqarius, Charos: she has a massive unreciprocated crush on all 3
- Khazard, Seren: hatred, malice even
- Nomad: enemy to begrudging friend/mentor to JoJo Stand
- Oreb, Sliske: kinda scared of them

Strengths:

- Reliable, she doesn't give up or slack on duties easily
- Altruistic, she harbors a deep desire to change things for the better, especially by way of bringing people together
- Determined, see reliable point. She often finds her way into leadership roles and does decently in them, leading primarily to help others rather than to stoke her own ego, and inspiring those following her.
- Sincere, she rarely ever lies or obfuscates her intentions.

Weaknesses:

- Finley can't leave anything uncompleted. She can't really accept the idea that her task given to her by Guthix might never be completed, and it's one of the things that overwhelms her when she tries to think about it. There's a clash between "I can't put this down until it's done" and "wait it might never be done so am I going to run myself to death or am I going to go on forever and not have an afterlife?"
- Way too trusting and idealistic. She trusted Nomad upon first meeting him. Yeah no bad idea.
- Can be inflexible once bad impressions have been made