

General:

Overview

text

Appearance

Color: blues, pinks and purples are their defaults, but as said in the class specific trait, they take on aspects of the appearance of a class when they use their magic, so this will also apply to color!

Class Specific: Take on aspects of the appearance of a class when they use their type magic.

Horns: Really anything that comes to mind, due to their versatility in magic, their appearances can vary greatly with horns.

Ears: Same as above, but for ears.

Fluff: Oftentimes their fluff is poofier due to their consistent magic use, so they have longer, well kept, fluff/fur/hair.

Spines: Again, like with horns and ears, due to their versatility, any spines you see in the ancient traits they could have, along with anything you can think of.

Wings: Same as above! They also can have magic wings, like Plasmis, when they're wingless or they often like to make them more decorative, rather than functional.

Tails: Same as Spines, Ears and Horns.

Abilities

text

Dislikes / Vulnerabilities

text

Culture

text

Ranking

text

Glow Tattoos

text

Holidays

text

Friends / alliances

text

Government

Text

Mutation Traits:

Common

Mana Overflow Aura (can get sick from overload of using magic, their halos start melting)

Haze (Gets consumed from too much magic consumption and their emotions are amplified, if they're angry, whomever they're mad at is gonna have to fight for their life.)

Mana Organ: Develops a bioluminescent organ that emits a soft glow, attracting magical energies and aiding in spellcasting but barely helps.

Rot (A disease that eats away at a Mystic Enderianwing's health, especially in old age, they live shorter lives. Often those with Rot are magically gifted as well, which makes their existences ever more tragic.)

Luminescent Footprints (When body comes in contact with any surface, they leave a soft glow of an imprint of where they touched, where they apply more aggressive force, the print lasts longer, like a punch will last a couple days, where a light tap will last a few seconds to a minute)

Rainbow Blood (Their glowing blood changes color depending on how much energy have left, in the beginning of the day they start pink, go throughout the day from red to orange till all the way to the end with purple, their blood color shows through their tattoos, so they outwardly show how tired they are for everyone to see.)

Extra long Fluff:

Uncommon

Trait Splicer

Whispering away (cursed with their magic. Like the more they use their powers, the more they fade away. A Mystic cursed like this would have a lot of wispy parts struggling to hold together in a physical form-Inkymoth)

Ephemeral Echo: Leaves behind echoes of their presence, creating illusions that can confuse or distract adversaries.

Arcane Organ (This organ can be trained to channel the magic of any Enderianwing Class's magic without the need for outside magic sources when later wanting to cast spells.)

Legendary

Psychedelic (patterns on scales/fur will shift and move in a hypnotic way, oftentimes these dragons will get their way in conversation... I wonder why?)

Flickering Form: Can momentarily become intangible, allowing them to pass through obstacles or evade attacks. Usually a forbidden practice due to the possibility of Whispering away, since they can do this naturally without having to draw from outside magic, they can do this without repercussions.

Nebula Veil: Can wrap themselves in a summoned nebulous cloak, granting enhanced protection and the ability to absorb magical attacks to draw from later.

Royal

Commanding Voice (Their voice commands the will of whomever listens, few can fight it, the only way to combat it is to have a sort of magic blocker relic.

Oracle's Gaze (Eyes become pools of celestial knowledge, allowing for glimpses into the mystical tapestry of fate.)

Mystic Reverie (Can enter a trance-like state, communicating with other Mystics across great distances for shared knowledge.)

Appearance Illusionist (Has the ability to mask certain unwanted attributes to curate their appearance to look more royal and perfect.)

Diseases/Sicknesses:

Ancient to Classed Design Guide:

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Tails: Same as Spines, Ears and Horns.

Eyes: So really anything adjacent to the "normal" eye ancient trait where their iris glows a color and they have a bright white or almost white center, but any fantastical shapes are open like stars, Xs, etc. Scenery is okay, glossy as well, just not quite as common!

Legs: Same as Horns, Ears, etc.