

Powers/Abilities

All on this page can be discussed through IM to prevent godmodding as some of her powers are vaguely described here and are a case by case basis on exactly how they work on different muses. I would prefer to plot fights. Or at least discuss who the victor would be beforehand.

Also in crossovers, the amount of magic she is able to use is dependent on how much magic there is in that world. So if there is no magic then she will only have the amount she is able to create herself, which is a very small amount.

Stuff in italics is the most important stuff.

Weapons: She owns a Rapier that she always has on her and a small knife that is strapped to her thigh as a backup. Since she assumes most people will have the decency not to look or touch down there normally. So it's a perfect hiding spot for a backup.

The Rapier is made of the crystals she is able to create. It was made with the help of the other Skylanders in her time at the academy. *It can have magic infused into it, allowing different attacks such as a slash that creates fire or wind. Even simply a shockwave that can cut through things in the distance.* Although putting magic into it can take a few seconds depending on how strong it will be. She needs a lot of magic to do this, so the world around her needs to at least have elemental magic of some sort already. Otherwise, it's not even worth it to try.

There is also a small orb on the end of the hilt, sort of like one on a staff. Magic can also be put into it for more powerful spells, but she has never used it enough to make it viable at the moment.

About her Amulet: *It acts as a sort of filter or converter for her magic since she wasn't born with the ability to create her own. The amulet allows her to create her own magic at a pretty slow pace OR she can suck up magic from the world around her, including individual people. So if your muse uses magic (or something magic-like), chances are when she needs more she will just take it from them. Leaving them to be feeling weaker than they felt before. During battle she can purposely use enough magic to drain them and win the fight that way, she isn't good with physical combat, however. So once her magic source is drained she won't have much left to use in defense. She's not that great at fighting with her sword without the aid of magic either.*

*Her amulet also allows her to copy/learn the kinds of magic that others use around her. So if your muse has the force, then she can as well. Not that she will be instantly a master at it, but she has the capability to use it. She doesn't know that she can use the power until she sees the original user use it. **She also can't use unique/super powerful powers without training from the original user. Generally, she does need some form of training or instructions on how to use new powers.** Either by being told how to do it, or reading a book about it. Feel free to IM me to discuss how this works.*

The amulet is also a link to the being that created it. A being of evil that created it specifically for her. So if it would be taken from her, then she wouldn't be able to make anymore magic aside from what she still has inside her, but it wouldn't work for anyone else. The true purpose of the amulet is still unknown to her. But let's just say it's remembering every kind of magic it comes in contact with. **This shouldn't really affect rps though unless we plot.**

*Her amulet is also housing her soul, or at least the grand majority of it. The rest of her soul is still in her body but only traces of it. **Because of this modification, she can't die by normal means. If she is fatally wounded, she will simply be unconscious until she recovers via magic.** The time this takes depends on how much magic is available in the area. She is NOT aware that this is a thing.*

The amulet can't be destroyed by anyone but the being who made it. Kayla's tried to destroy it before, it only knocked her out. *Hitting her amulet very hard can make her go unconscious because it's like hitting your head or shaking it violently.* Since her soul is inside and all.



This section will be sorted in what magic she knows in what verses. There will also be a section on magic she can learn in certain universes. I will also have a guide on the amount of magic needed and how difficult it is for her/limitations. Her Mastery will also be measured depending on verse.

Magic Level Guide

Low: Can be used almost all the time as the spell barely puts a dent in her magic levels. Regardless of if she has a source of additional magic or not.

Medium: Puts a dent in her magic level but isn't noticeable enough to harm her. But she cannot use the spell more than a few times at once unless she has a source of magic to keep her magic levels up.

High: Can only be used once or twice on full magic levels. Will have a cooldown even if a magic source is available.

Very High: Requires a magic source and can only be used once without completely draining herself.

Extreme: Needs a magic source and will drain her fully. Basically a self destruct.

V: Skylands (And Onwards)

Levitation

Description: *Standard magic that allows the user to float objects or even themselves. Requires a decent amount of focus to stay higher up.*

Magic Usage: Low

Mastery: 8/10

Self Preservation

Description: *She just uses magic instead of sleep and food to keep herself healthy. She still requires water though. She learned this so she could have more time to do things at night, and to avoid nightmares she has almost every night if she does sleep. It isn't the most healthy choice for her body though. If she were to be cut off from magic she would probably die within a few hours if not given food and sleep. Even then she would probably get very sick and die within a short amount of time.*

Magic Usage: Low (Constantly being used)

Mastery: 4/10 (8/10 Main verse onwards)

Crystal Magic (Her Specialty)

Description: *She can grow/manipulate crystals into almost any shape she needs. Even make a shard into a throwing weapon or just straight up creating a weapon itself. The more complex shape, the more concentration it requires. She can also throw some of*

the magic onto the ground by someone's feet and it will grow on them and immobilize them. *The crystals are not unbreakable but are definitely very difficult to destroy.* Only magic or a very powerful force can damage them. A very hard hit can shatter a thin wall of them if she uses it in defense. Normally they will not go away until she makes them disappear. They can also explode if overloaded with magic.

Magic Usage: Low-High

Mastery: 7/10

Magical Blasts

Description: Basically what it sounds like. A blast of magical energy directed at a target. It can be used as a straight beam or like homing missiles. Even the shape of orbs that she can throw. These blasts explode on contact with the target unless controlled to only pierce through concentration.

Magic Usage: Medium-High

Mastery: 8/10

Elemental Magic

Description: Magic that allows the user to control certain elements. Usually by creating something made of that element, or manipulating it. The elements she is able to wield in order of mastery are Water, Air, and Light. Usually requires the world she is in to already have a sort of elemental magic. Otherwise, it takes way too much energy to make it happen.

Magic Usage: Medium-High

Physical Ability Heightening

Description: Just what it sounds like. *She uses magic to make herself faster and stronger physically than before.* Generally, this is only at play when she is fighting. Even then most of her magic goes into speed rather than strength. She likes being agile since she isn't good at overpowering others.

Magic Usage: Low

Mastery: 6/10

Dimensional Portals

Description: By combining light and dark magic, *she can open a portal that allows her access to the space inbetween worlds. She can then go to any dimension of her choosing.* Even alternate ones, although those are really far away. *She is very tired after using this power, since she's literally ripping a hole in space. It can not be used for a long time afterward.* It also requires her to use the Portal Of Power medallion on her cloak. Without its assistance, the task is simply too much for her. (Post-Reborn verse it is no longer required)

Magic Usage: Very High

Magic Sense

Description: *She can sense magic around her and how powerful it is.* Basically, she can figure out if someone has magic without them telling her. She won't know what kind of magic it is. Only a vague feeling.

Magic Usage: Low (Basically doesn't take up any magic to use)

Healing

Description: Can be used to heal wounds faster than they would naturally. Requires full attention so she can't be doing this during battle. Only afterward. The more severe the injury, the more energy it uses.

Magic Usage: Low-Extreme

Mastery: 6/10

Teleportation

Description: This is different than her portals. She moves from one place to the next in a split second. *She can only go as far as she can see, otherwise, she can risk messing the spell up. After it is used she gets dizzy from how disorienting it is but it goes away fairly quickly.*

Magic Usage: Medium

Mastery: 4/10

Force Field

Description: Exactly what it sounds like. *A magical shield either around her entire body or at a focused point.* She can pull this up fairly quickly but it does not fully protect her, only protects from the initial hit, but the impact itself does weaken her.

Magic Usage: Medium

Mastery: 8/10

Mind Manipulation

Description: *This can range from memory manipulation to illusions.* Although at her level of mastery, all she can do is blur the perception of something or a memory. Any memory she attempts to read or change will take great concentration (and probably the person's consent) and she will still only be able to see a blurry picture. She mainly only uses it for the illusion aspect where she can make somebody not notice something so much since their perception of it is blurred.

Magic Usage: Medium-High

Mastery: 4/10

Dream Manipulation

Description: Magic that can allow the user to enter and manipulate the dreams of their own or others with varying levels of influence. At lower skill levels, you can observe other's dreams but not interact with them. At higher skill levels you can have a limited amount of control over someone else's dreams or lots of control over your own. *The person whose dream you are entering is able to fight back very easily if you are unwanted and kick you out, so consent is key.*

This magic will not work if more powerful beings are interfering, or just having interference in general.

Background: Kayla originally learned this magic in an attempt to stop her nightmares, but she soon realized the fox is far too strong for her to make this method effective. So she knows it but hardly puts it to use and is rusty at it.

Magic Usage: Low-Medium

Mastery: 5/10 (Can physically appear in other dreams but cannot manipulate them outside of what is possible for them in reality.)

Summoning

Description: Using the Portal Of Power medallion on her cloak, *she can summon allies at will. Mainly Skylanders on duty. It also connects to the main portal network in Skylands if she wants to travel around there without walking to a portal. She also will use it to lighten the load on herself when she creates portals to other worlds.*

This medallion also works as a communicator. However main verse onwards that functionality has been disabled by Kayla to prevent any contact from the Skylanders. She ends up getting a regular Skylands Phone upon her return to Skylands.

Magic Usage: Low-Medium

Dark Form Info



Dark Form FC: Homura Akemi (Madoka Magica)

Description: Her dark form is the product of the dark magic that she once allowed inside her body and soul when she left Skylands. While it remains dormant most of the time, it is still very much a part of her. It can resurface into her unstable form, which is relatively the same as her fully dark form, just without any physical wings or black hair. Everything is shadow except for her glowing eyes. But when she agrees to let the darkness take over and become fully dark she will grow physical wings and her hair will be dyed black.

Causes: She is too distracted from keeping herself from turning. Someone could also cause a transformation if they use enough dark magic on her since she can only block out so much. The only way her full dark can be unleashed is if she agrees to let it take her over or a being that has immense dark power turns her.

Unstable Dark Form

Appearance: Generally not much of her normal appearance changes. It's just harder to see since dark magic surrounds her in a veil. Her hands grow into claws and afterward, if she's reverted back to normal she will still have some black markings along her arms, the very reason she wears gloves to hide them.

Powers: She doesn't really gain any powers when she is like this other than her claws and enhanced physical strength and speed.

Personality: She doesn't really have one when she's like this. She's more like a wild animal that wants to kill anything that moves.

Revert: She can revert to normal in many ways, unlike her full dark form. Generally, all you really need to do is knock her out. Either by cutting off her source of magic by taking her amulet or getting her to use all of it at once. The voice of a friend may also bring her back but it takes a while to work.

Full Dark Form

Appearance: Since it's a full transformation, a bit changes. Her hair changes to black and she grows black feathered wings. She also wears long flowing dresses most of the time, although she finds it more convenient to wear less at times.

Powers: Her magic becomes significantly more powerful at the cost of much more energy. Although she wouldn't collapse like her unstable form, she'll just suck up the magic around her until there's nothing left.

Personality: While her expression is normally very emotionless and dead, she does still have a range of emotions in this form. As it is actually her in control to some extent. She's much more manipulative and flirty than normal. You could even see a bit of Yandere coming out in her at times if there's someone she decides she's going to obsess over. She finds no real connection with anyone and they are all considered tools to her.

Revert: Short answer, she can't. Long answer, you'd need the most powerful light magic in the world to ever fully revert her, luckily the Core Of Light is literally the filter for all light in the world. So stick her in there and you're good. However, she has to be willing to revert as well, or else she might end up dying in the process instead.