

Discord Name: Zzzz#8184

BASIC INFORMATION

Name: Avia Gylde

Age: 21 (Looks 16-17)

Birthdate: 29th August

Gender: Female

Sexual Orientation: Straight

Ethnicity: Silian

APPEARANCE RELATED INFORMATION

Weight: 80 lb (36kg)

Height: 5'3" (160cm)

Hair Colour: Purple

Eye Colour: Purple

Defining Characteristics:

Face Claim: Tohka Yatogami (Only the face claim)



PSYCHE

Personality: Rather carefree, she does like her gossip. Don't be surprised to find that she knows more about you than she probably should. She'll keep the good stuff to herself, of course, though she doesn't mind sharing less important things with others.

She also likes to mess with people, but it's nothing personal. Usually. She's reliable when it's necessary and will do her best to support people when there's trouble, but she is rather cautious and will try to retreat if she thinks she's in over her head.

Motivation: She loves to explore and discover new things. New feelings, places, people. Secrets. She wants to experience it all. So she will.

Likes: Exploring – It's her passion.

Birds – The base of her magic, and for good reason. She loves them.

Secrets – Or knowing them, rather.

Flying – The feeling, it's just divine.

Archery – There's something satisfying about doing a thing you're good at.

Dislikes: Criminals – They should all just die.

Stuffiness – Being confined to one place? Ew. No way.

Assholes – In the end, no one really likes them, right?

People who hate birds – She can't understand them at all.

Heat – She's used to it being cool. Like her. Also it's a weakness of hers now.

Interesting Titbits:

Avia once jumped off Glacia's back to experience free-fall. She loved it and it's now one of her favourite activities. She has since developed a method to do it again more safely.

Once after meeting someone she particularly disliked, she decided to let him also experience the joy of free-fall. Unlike her, however, he finished the plunge completely terrified of heights, birds, and most of all, her.

Backstory:

Born in a well-off family in Silas, Avia had a decent childhood. Lessons, friends, playing. She grew up in a pretty typical fashion, and it shows in her cheerful nature.

She did often sneak out though, which her parents did her best to stop. But it felt like she just knew everything they did to stop her, and how to avoid or circumvent it. They increased the number of guards, locks, supervision, hidden guards. Everything they could think of. But she always seemed to be able to find the keys, slip past any watchful eyes, lose any tails, and so on.

Eventually it even grew into a game they played, but the little girl always won. Which kind of embarrassed her parents, being outsmarted by a child, but they never really punished her. They believed in people getting rewarded for their efforts, so they just rolled with it.

This was mostly because there was one tail she never could, or even tried to, lose. A pet bird her mother owned, that accompanied her through thick and thin. It was very smart, and all of them believed that it would steer the girl away from trouble. And it did. Almost every time.

Almost.

Silas, well, it was safer than Oriel and Amelia. But even here, there were criminals and syndicates running about. And the girl, now twelve, was really interested one day when she happened to stumble upon a meeting between these sorts of people, even though she didn't really understand what they were talking about. Said criminals were, however, less impressed when they noticed *her*.

A quick bonk to the back of her head, and the next thing she knew, she was outside Home. Well, she didn't *know* that till later. The bird did though. It had followed them throughout the entire transport process, unwilling to go back to her house to find reinforcements in case it lost her. Guards, you ask? Why would they try to figure out what a bird wants?

Apparently the criminals planned to use her as bait or something so they could distract a monster from its nest, allowing them to raid it. Leaving one criminal behind as a guard, they chained her to the floor of the forest and left to lure the monster her way.

A mistake, really. The girl had managed to steal the keys to the chains earlier and started unlocking herself. Unfortunately, the guard, about to leave, coincidentally noticed her. They had left her conscious because they had thought live bait was the best, but the guard criminal decided that killing her was preferable to letting her escape.

It was now the little bird made its move. With no real combat capabilities, it attacked the man to buy her time to run. A futile effort. It managed to buy only a second or two before he killed it. The girl had been doing her best to untangle the chains binding her to try to run, only to find her friend dead and the man closing in.

She struggled. She cried. She prayed for a miracle.

And it came. Sort of. The criminals had succeeded in luring the monster to her. And the guard was still present. Obviously it chose to target the bigger more threatening prey, and with a short fight the monster, a Winter Phoenix, easily killed him.

Unfortunately, it then turned to her, who hadn't even managed to untangle herself from her chains yet. In the end, it was a monster, not an ally.

But the girl, having experienced all these trials, the kidnapping, the confinement, the fear, the loss of her lifelong friend. Something snapped.

She absolutely. Refused. To die.

And her blood awakened.

Even as it opened its mouth to finish her off, there came a bright flash of orange light, and the symbol of a crested owl appeared in the air above her. The splitting image of her lost friend. The same image that now burned in the phoenix's eyes.

And the girl fainted.

She woke up the next day to find herself in a large nest, high up in a tree, a large bird by her side, the corpse of her mother's pet a couple feet away. A pile of corpses littered the ground far beneath them.

And a brand-new consciousness, calm, and doing her best to convey comforting thoughts to her mind. The Winter Phoenix. Her new partner.

After her unconsciousness, now bound to her through life and death, the Winter Phoenix brought her and the little owl to its nest. She then proceeded to hunt down all who brought her to the forest, Sharing her memories, thoughts, emotions. Enacting their revenge.

The criminals were no match. If they had been, they wouldn't have needed a lure in the first place.

Time passed. After recovering from her ordeal, the girl wanted to return home. The problem was, she did not know how. Oh, there was no difficulty finding the kingdom, no. But with the shield in place, and having been unconscious when she came out, the girl had no clue what secret methods the criminals had used to leave the kingdom in the first place.. Or how she could get back in.

So she lived outside. Fortunately, with her new protector, she survived, even thrived. Grabbing the weapons off the corpses of those they had slain, she found herself liking the bow most.

More time passed, and the girl grew up. Three years later, the girl discovered the secret methods the kidnappers had used to get out. At fifteen, she returned to her family. The Winter Phoenix unfortunately had to remain outside.

They were overjoyed at her return, of course. Having believed her dead for so long, these three years had been the worst ones of their lives. Having gotten her back, they redoubled their efforts at keeping her home.

Unsuccessfully.

The girl came and went as she pleased, often leaving home to meet up with her partner. She refused to be a caged bird, though she did still spend a lot of time with her family.

Several years later, the shield had broken, and the adventurer's guild had been reinstated. She discussed it with her parents, but it was a dream come true for her. The opportunity to leave Home and explore as she had always dreamed.

She knew she had to join.

And so she did.

Family Members

Father - Augustus Gyldr - Orange Blood

Mother - Serenity Gyldr - Blue Blood

Eldest Brother - Lark Gyldr - Purple Blood

Second Elder Brother - Ferdios (Dio) Gyldr - Yellow Blood

Family Background

The Gyldrs are minor nobility (Viscounts), and currently rich enough to be considered part of the top ranks of Silas.

For much of their history they were only moderately wealthy, dealing mainly in food and textiles, but once the youngest and only daughter of their family went missing, things changed. In a frantic attempt to find her, they began reaching out, forming connections and making deals with many other influential houses.

In that time the eldest son, Lark, once considered lazy and hopeless, showed great talent for business and management, with a level of shrewdness that far surpassed his fathers, raising their family fortune by a fold. Nonetheless, his family knew he was merely trying to fill in the void left behind by the loss of his little sister, who after two and half years with no news they thought dead.

Once she returned, things changed again. Their younger son, Dio, disgusted by the fact that above board methods to find her only led to dead ends and deceit, and enraged by the ordeal she was put through by the upper class once she returned, ventured into the underworld.

On the surface he acted as usual, so almost no one knew of his double life in the darker side of society as a famed information broker. His family did know, but his parents turned a blind eye to everything as they too were infuriated by what their daughter had gone through. His brother, on the other hand, actively cooperated with him, and over time the two worked together to bring their house to the topmost ranks of Silas.

BLOOD

Blood Colour: Green

Skills:

She is an amazing rider, able to ride Glacia with ease, and other animals by extension.

She is excellent at discovering secrets and finding ways to escape confinement.

She is an expert archer. With her powers, she can accurately hit a target three hundred metres away from the air. Her skills also improve her aim with other items like rocks.

She has really sharp eyes and great night vision, inherited from Glacia.

She's good at running and climbing.

She has been trained in hand-to-hand self defense, but due to her low weight she has trouble implementing it against much bigger people.

Her low weight has allows her to jump much higher than most people.

Equipment:

A comfortable saddle custom made for Glacia. Kept at the stables.

Preserved food that can last her and Glacia for three days. Kept at the stables/ on the saddle.

Three heavy warm coats. Kept at the stables/ on the saddle.

Custom made Compound Bow.

Quiver of customized Phoenix Feather arrows. (24 arrows).

Three large quivers of customized steel arrows. (3 x 36 arrows). Kept on the saddle.

Bundle of customized steel arrows. Kept at the stables.

Two quivers of custom made training arrows (2 x 25 arrows). Kept at the stables.

First aid kit.

Leather armour.

A few throwing knives.

Money.

SPELLS

Magic Spell One: Bonded Through Life and Death

"We'll be together till the end of time."

Avia is connected to a single monster forever (1/1).

Partner: Winter Phoenix (Glacia)

This bond can never be broken or changed. A binding of their very souls, both partners gain traits from each other. Their minds are connected, and they can communicate their emotions and thoughts to each other at any time.

Avia acquired traits: +Minor cold and wind resistance.

+Improved eyesight.

+Minor increase in strength and speed.

+Increased lifespan.

-Forced phoenix diet (Can only eat what a phoenix can eat).

-Major increase in weakness to heat/fire.

-Loss of weight.

-Shared pain

Glacia acquired traits: +Increased Intelligence.

-Great loss of overall power.

-Shared pain

Weakness/Limit of Spell: There can only ever be one monster partnered with her in this manner. Some acquired traits are negative. If Glacia dies, Ava will lose all her magic and all her spells until Glacia is reborn.

Magic Spell Two: No Resistance

"The wind heeds my call."

Her magic will give any projectiles the passive buff of not being affected by any kind of wind or air resistance using the power of the Winter Phoenix.

Weakness/Limit of Spell: These effects will fade after the projectile is over three hundred metres away from her, or after one minute has passed from when it was launched. If someone picks up the projectile before these limits are reached, they can use it against her.

Magic Spell Three: Little Scouts

“My little feathered friends.”

Avia can raise up to two bird corpses that have been dead less than twelve hours as followers. These birds will regain their appearance from when they were alive, and she can command them to go wherever she wants. She can see through the birds' eyes and listen through their ears as a form of possession. If the bird has a voice box, she can talk through them too.

Weakness/Limit of Spell:

- She has to find suitable, fairly intact corpses to raise, and can only raise the same bird once. If it dies again, it's gone for good.
- The birds are just as fragile as normal birds, and she cannot release the contract unless the bird dies. Only one bird can be raised per week.
- She can only possess one bird at a time, and in the interim she will not be able to control or feel her own body. It will become limp, as if though she were unconscious.
- If a bird dies while she is possessing it, she will suffer a backlash and be unconscious for an hour.
- If a bird dies while she isn't possessing it, she will feel dazed and nauseous. If more than one dies within a short time frame, she will feel progressively worse depending on the number, and can even fall unconscious for up to a day in the worst case.

Upgrade 1 – The limit is raised to four birds.

Upgrade 2 – The four birds are now able to leech off her brainpower. Their intelligence is now permanently increased, to the level of a young child. If Avia is asleep or unconscious, their intelligence temporarily increases to that of an adult. (This does not apply when she is unconscious due to possessing a bird).

Currently contracted (3/4)–

- Rock Dove (Pigeon) - Floe - F
- White throated needle-tail (Swift) - Glaze - M
- Golden Eagle - Hail - F

Magic Spell Four: Freefall

“Height is merely a minor inconvenience.”

Avia plucks a feather empowered by Glacia and can use it to fall safely from any height without any repercussions using Glacia’s wind elemental magic.

Weakness/Limit of spell: The feather can only be used up to five minutes after it’s plucked, and immediately freezes over and fades into any icy mist once she lands. If she accidentally lets go of the feather before landing, she will no longer be protected by it.

PARTNER

Basic Information

Monster Name: The Winter Phoenix. (Glacia).

Monster Description: A true phoenix, she is known for her control over wind and ice. Bound at the soul level to Avia

Danger Level: 7(Formerly 9)

Signs of Aggression: Open Beak and Flared Tail

General Monster Location: The Guild Stables, or wherever Avia is.

Monster Weakness: Heat. Fire. Avia going on and on for hours about random birds.

Combat Prowess, Collectables, & History

Abilities, characteristics & shortcomings

- Can fly at incredible speeds, and has minor control over wind and ice. Reduced due to the soul bond from major control.
- Can carry up to four people and with luggage.
- High endurance.
- Excellent vision.
- Immunity to ice attacks and cold in general.
- Able to shoot balls of frost from its mouth.
- Will attempt to protect Avia to the best of her abilities.
- Not very good at physical attacks, though it's beak and claws can still deal damage.
- Extremely vulnerable to heat.
- Fairly resistant but can be damaged by strong weapons and projectiles.

Special Abilities

Rebirth – Once Glacia dies, an egg will form from the remains. It will take two years to be reborn without external influence but will have all its abilities and former powers once it's hatched. Avia will lose all her powers during this period of time.

Reciprocated Rebirth – If Avia dies, she can be reborn in a very similar process. It will take two years for her to be reborn without external influence, but she will hatch in the same state she was just before she died, like Glacia. Glacia will lose all her defensive offensive abilities during this period of time.

If both Avia and Glacia die before the other is reborn, they will both perish for good. A new Winter Phoenix will eventually be reborn elsewhere, but it will not be Avia's Glacia.

Parallel Aging –Due to being bonded to a semi-immortal creature, Avia will age more slowly than usual, and unbeknownst to her, her expected lifespan has been increased to 300 years.

Collectables

Feathers – When turned into arrows, they will gain a minor frost effect. The effect is lost once the arrow is broken. Additionally, if special methods are used, the feathers can be made to emit a mild cooling effect for up to ten years. Glacia can also empower them to negate fall damage, but she refuses to do that for anyone except Avia.

Winter Phoenix Tear – A single drop can be used to temper a weapon to give it frost damage, as long as the weapon holds no other elemental damage power at the same time. The effect can last for a year.

History

There are said to be many Phoenixes in the world, and there are. But the catch is, there can only be one of each element in existence at a time. Some other known phoenixes are the Summer Phoenix, that can control fire, and the Phoenix of Blight, which is particularly deadly due to its power over poisons.

The element that the Winter Phoenix controls is Ice. Unlike many other monsters, Phoenixes aren't limited in where they roam, although if they find themselves in an environment that restricts their element, they will be greatly weakened.

Conversely, they will find themselves slightly stronger in an environment that suits them.

The Winter Phoenix, now soul-bound to Avia, is much weaker than it used to be. Most Phoenixes have a danger level of nine, apart from the Prime Phoenix, which has a danger level of ten.

Nonetheless, the potential is there, and perhaps one day, with a lot of help and resources, it can regain its former power.

Diet

Mostly meat or fish, preferably cooked after meeting Avia. Also bread, in smaller quantities. Mushrooms, some fruits, and most vegetables are off the table. Sweets and sugar aren't good for her. No chocolate. Spices are fine, salty foods less so. None of these foods will kill her, but they will give her indigestion and hurt a lot. Garlic and onions are usually not a great idea but can be used in small quantities. Grains are okay in small quantities but taste bland.

Appearance Related Information

Height: 6'6" ft. (2.0m.)

Length: 20'0" ft (6.0m.)

Weight: 330lbs (150kg)

Distinguishing Characteristics: On her forehead, there lies the mark of a crested owl. She carries a huge easily seen pendant around her neck to signify she is not a wild monster.

Photo Reference:



(Credit to Malik-Tralik on DeviantArt)