

Chandra is a gentle, bashful, and brilliant scholar transplant from Locke City. At an early age she displayed a remarkable curiosity and intellect, such that her impoverished family could not hope to nurture. Seeing that even the most eccentric well to do and nobles all had one advantage in common - education, her parents spent over ten years saving resources for a journey to La-Quien almost on faith alone. Their hope had been to secure Chandra a work for study scholarship at the prestigious, but to them, quite alien institution.

This plan failed almost before it started, as the academy included literacy among its entry requirements. Soon after, a chance meeting brought Chandra's nascent talents to the attention of Shannon Yuan, who offered to tutor and sponsor the child himself – demanding only her absolute maximal effort in seizing the opportunity.

Chandra made good on the Paladin's offer, transforming from an illiterate urchin into a scholarship worthy student within a year, and thereafter quickly establishing herself as a rising academic star.

Currently, Chandra is 19 years of age, a Divination Specialist at the La-Quien Magi Guild and Polytechnical Academy. Although no longer a ward of the Yuan family, she maintains close ties. She is especially close to both Celeste and Valis, and shares a mutual unresolved romantic entanglement with the latter.

Appearance

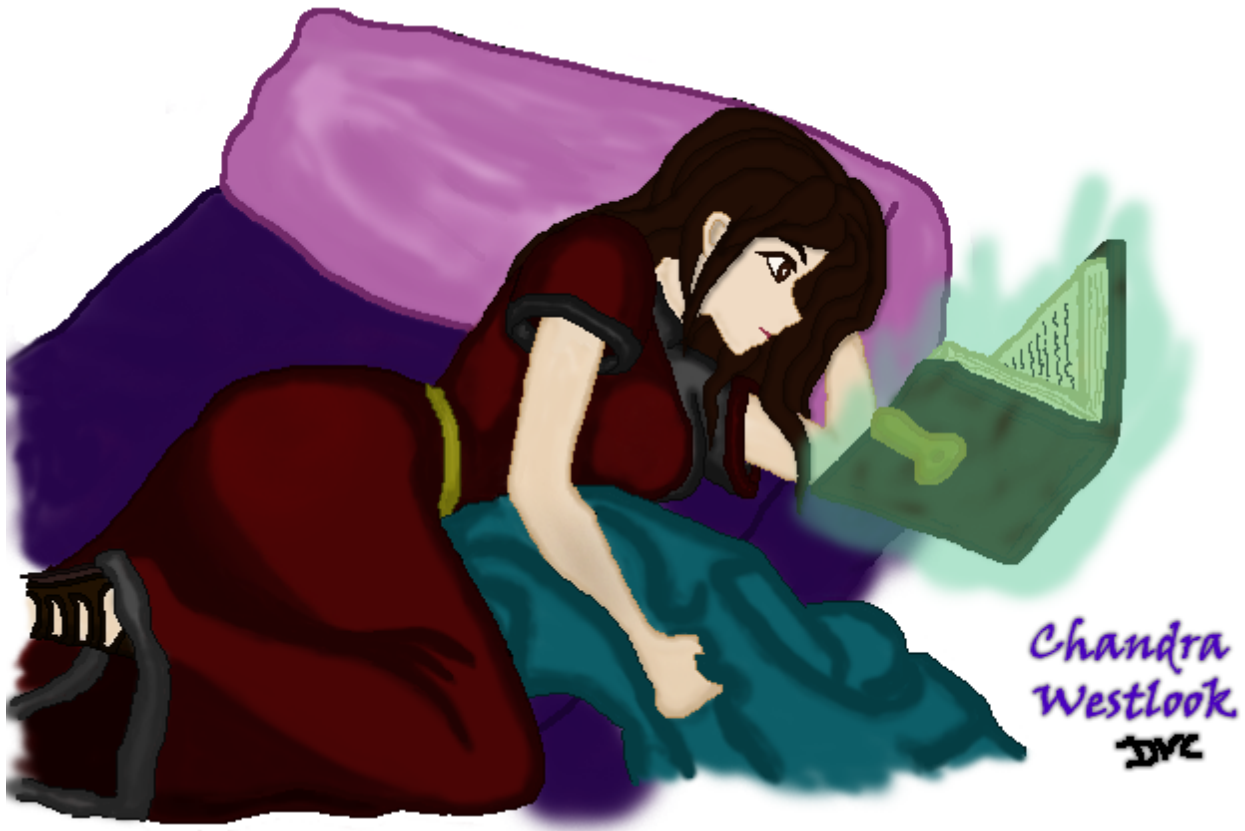
Height: 1.63m

Weight: 59kg

Hair: Dark Brown / Chestnut

Eyes: Dark Brown

No longer a skinny, pallored urchin, Chandra is a model of transformative effort. Light skinned and comely, she is gifted with piercing dark eyes, lustrous hair, a supple curvy figure, milky complexion, and nearly imperceptible traces of freckles over her nose, cheeks, and shoulders. Her overall appearance is soft, feminine, and well kept - one of her few vices is indulging in baths, hygiene, and personal care inaccessible to her younger self. She usually favors simple, modest gowns or dresses in earthy reds and blues, preferring understated style and comfort over flash.



Powers and Abilities

Powers

Chandra is a normal human girl with no native superhuman abilities.

Superlative Intellect

Chandra's natural intellect is exceptional, supported with a near insatiable curiosity, insight, and personal empathy.

Abilities

Combat Skill

Chandra trained with the Yuan family as part of their tutelage and received standard drilling as an academy student. While not a particularly noteworthy fighter, nor aspiring to be one, she does maintain a reasonable level of physical proficiency. Chandra won't be carving her way through history, but she's more than a match for the average marauding orc or thuggish bandit.

- **Arms handling** - Chandra generally carries a short bow, an arming sword, and light shield. She can handle most light weapons with acceptable proficiency.
- **Hand to hand** - Chandra's hand to hand combat skills are not extraordinary, but she does have a working knowledge of hand and leg strikes, throws, holds, and footwork.

Spellcasting

Chandra is an adept spellcaster in every magical school, specializing in Divination, with a secondary talent in Conjunction (summoning) spells. The former provides her with a permanent insight at all times, granting her a few seconds worth of warning in case of attack or danger. The latter Chandra relies on as her primary means of defensive efficacy. Her favored choices trend toward classical elemental creatures, usually a reliable Earth Elemental if given time.

Knowledge

Chandra has a wide range of knowledge and enjoys collecting history in particular. She is also a strong scientific mind, finding interest in the various technological and linguistic developments of differing cultures.

Equipment

Weapons

- **Arming Sword** - Carried on left hip.
- **Light Shield** - On back
- **Composite ShortBow** - On back.
- **Dagger** - In pouch on belt. Mainly used for spellcraft and handling components, but available for self defense..

Clothing and Armor

Chandra prefers simple, comfortable wear. Scholar dresses, traveling clothes, and night dresses at home. When traveling, she dons a chainmail byrnie of superlative quality.

Other

Chandra carries typical supplies for the task at hand.

Personality

Chandra is a gentle, loving soul. She is normally shy and dovish, but brave when pressed or in search of some new secret. Despite her bashful nature, Chandra tends (unintentionally) to wear her heart on her sleeve, being passionate and empathetic.

She has a love of sweets and basic comforts, finding great indulgence in simple things not available during her impoverished childhood - warm baths, walks in the woods, the open ocean air of La-Quien, and visits with friends.

Above all, is her curiosity - once aroused, it almost always invariably overrides her other sensibilities. Chandra misses little, and questions a lot. Whether it is an unspoken hint in a conversation, the mechanical underpinnings of a pulley hoist, or inner workings of magic itself, once alerted, she is relentless. How is not enough for Chandra's sharp mind - she must know the why.

Combat

Chandra is not a fighter by nature. She prefers to avoid violence, and would rather escape than attack. If and when pressed into combat, she feels the guilt for any injury inflicted or life taken, seeing such actions as selfishly choosing her life over someone else's.

This said, she is a dove, not a dolt. Whether in defense of herself or others, Chandra can and will fight ferociously if necessary. Whenever possible, she makes the most of her divination to see opponents' moves before they make them, and then reacts accordingly. Chandra is especially dangerous against enemy spellcasters, even ones nominally more powerful than herself, as her portent boon allows her to dissect and then dispel or block their mightiest efforts with comparatively little expenditure.

For direct attack, Chandra tends to employ her summoning talents. Normally she relies on an Earth Elemental, but calls on other elemental types or completely different forms of allies to suit the situation. As an emergency defense, she also keeps a swift and violent air elemental summon prepared that she can activate at a moment's notice without the need for words and gestures.

Once her summoned cohorts are in place, Chandra supplements them with general purpose spells, choosing the best one for the job, be it physical damage, illusions, or other effects. While not a battle hardened veteran, she is creative, clever, and insightful in a pinch. Being fully aware of her limitations, Chandra resorts to close combat only if there is no other choice or a specific and strategic reason to do so.

Weaknesses

Outside of normal human delicacies, Chandra has no specific physical weakness. She can sometimes be overwhelmed emotionally in social context, or temporarily panicked by sudden attacks and danger before regaining herself. Her curiosity occasionally leads her to get in over her head, and she also has a tendency to act on instinct over thought.