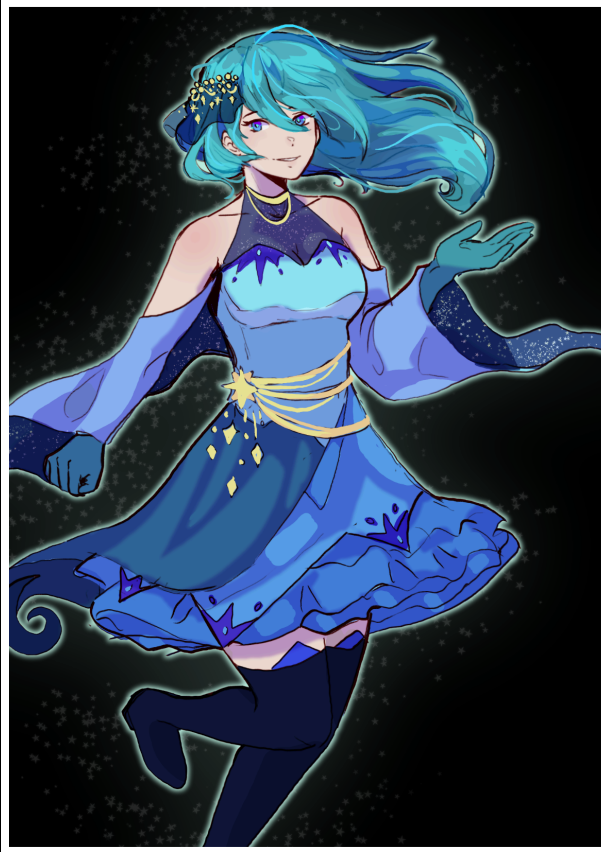


THE STAR MAIDEN

discord: lilah#3918



BASIC INFORMATION

Name: Astrea Eden Vale.

Age: 22.

Birthdate: September 1st.

Gender: Female.

Sexual Orientation: Heterosexual.

Ethnicity: Orelan.

APPEARANCE RELATED INFORMATION

Weight: 128 lbs (58.1 kg).

Height: 5'5" (165.1 cm).

Hair Color: Teal.

Eye Color: Cerulean.

Defining Characteristics: Although not noticeable unless she performs at night or in a dark space during the daytime, Astrea's hair and eye colour shift into a sage hue when perfecting the spell Luminosity.

Face Claim: Byleth - Fire Emblem: Three Houses
Credit to Taphic for the artwork! Thank you!



PSYCHE

Personality: Astrea's father noted her to be calm, collected, and soft-spoken. He assumed that she'd grow out of her shell as she got older, but she continued to be empathetic and imaginative. Others believe that Astrea is quiet and unassuming, though she secretly craves deep, soulful relationships with other people. However, it is difficult for her to formulate connections with other people due to her isolated childhood in Wall Oriel. Growing up impoverished in the Orelia district, Astrea found solace in the abundance of greenery. She tends to have profound emotional responses regarding nature and care for the plants surrounding her father's cabin. Often, Astrea feels adrift from others; she'll try her hardest to understand other people in strife and aid them - alluding to her empathic nature. Despite being quiet, Astrea values authenticity and is not afraid to speak her truth if she believes injustice is prevalent. She has a passion for helping others and purposely dismisses herself, making her incredibly selfless.

Motivation(s): Throughout her life, Astrea struggled to find her purpose. She loved living in the Orelia District - it was her home, and she refused to listen to those who despised it. She also adored her father; he was her hero. He did everything in his power to provide for her, despite having to do it alone. Still, something was missing. She spent her entire life living in the Orelia District, gardening and providing for others without venturing to other districts - her father forbade it. He was worried he'd lose his daughter, his only child. When King Sullivan initiated the effort to revive the adventurer's guild, Astrea knew this was where the stars wanted to take her. However, the thought of mentioning her plan to her father frightened her; she knew he'd become enraged. However, Astrea loved learning and was curious to understand the world beyond home - it was her motivation. Finding the courage within herself, Astrea decided to sit down and mention her plan to her father. To her surprise, he wasn't angry, though he was not pleased. He understood his daughter's drive to learn, reach out, and experience the world - he recognized he deprived her of that from her for years. As his blessings, Astrea's father gifted her his sword from when he hunted.

Likes: Astrea is incredibly fond of lemon cakes. As a young girl, an elderly neighbour would bake a dozen for her family - dropping them off at their cabin. She doesn't realize it, though her mouth tends to water whenever a tray of lemon cakes is present. Additionally, Astrea enjoys flowers, particularly dandelions. As a child, she'd pick a batch of them as a gift to her father. Unsurprisingly, she adores stargazing and pointing out the various constellations that watch over Home from above.

Dislikes: She is not fond of the heat, especially since it'll make her weak, nor does she enjoy sweating. However, she does not mind curling by a fireplace on a cold winter night. In addition, Astrea doesn't particularly like the individuals who look down upon Orelians, especially for their impoverished state. She has never been a fan of materialistic items and will consume what is necessary to avoid causing waste. Furthermore, as a child, The Bastille terrified her, but as she's grown, remnants of uneasiness creep up whenever the dark tower provokes word from others.

Interesting Tidbit/Talents: Although she'd never show it, Astrea is a talented singer, often singing lullabies from her childhood. Others have found her humming to herself on several occasions, causing her to become flustered and embarrassed.

BACKSTORY

As the product between a former hunter-turned-farmer from Wall Oriel and a hued-blooded maiden from the Amelian district, Astrea was born underneath the north star, a tiny babe with pink skin and teal-coloured hair. Unfortunately, tragedy struck the family of three shortly after her birth. Weak, Flora succumbed to her wounds with her newborn in her arms. Grief-stricken and heartbroken, Aelius buried Flora behind the cabin they shared as a family, deciding to raise the infant by himself. He named her "Astrea," remembering how her mother briefly mentioned the name when the two of them were discussing what to name their unborn child. While Aelius knew it wouldn't be easy, he continued to father Astrea - providing for her with his agricultural work, even teaching her how to farm when she came of age.

Before he knew it, the tiny babe had grown into a small child: curious and eager to learn about the world around her. However, Aelius refused to let his daughter venture too far, fearing for her safety. Despite her

father's regulations, Astrea found entertainment skipping with the abundance of nature the Orelia District possessed. She enjoyed picking dandelions and watching how the petals would fly off in the wind. At the age of thirteen, Astrea began to feel different. Upon approaching her father, he dismissed her claims, assuring her she was simply sick. Aelius knew the truth, though; his daughter was hue-blooded, like him, a red blood. However, he did not want to admit it; he was afraid of what would happen.

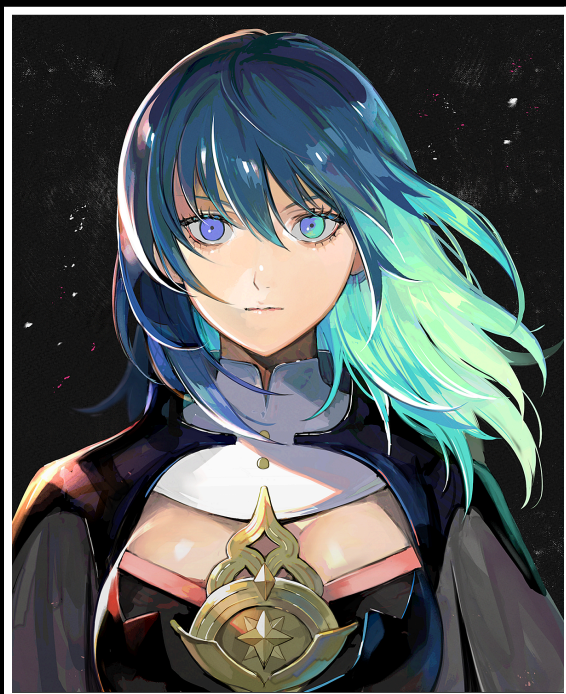
Upon planting seeds in the garden with her father, Astrea fainted - rendering herself unconscious for three days before waking up. Awakening, her father was at her bedside; his eyes slumped and his hands clammy with sweat. Per her father's orders, Astrea remained in bed for the following week except for one night. While her father slept in the room next door, Astrea quietly crept from her bed and snuck outside - standing aimlessly on the front lawn. She could not explain it, but she felt like something was calling her. Lifting her palms to the sky, Astrea was starting to manipulate particles of cosmic substances originating from stars - known as "stardust." Ecstatic, she'd let the stardust wrap around her body, and she happily danced and skipped with it surrounding her. Her laughter and excitement caught the attention of her father. Aelius swiftly stormed outside to reprimand his daughter. However, he stopped upon the realization - his daughter was manipulating the stars. He stared in awe as he witnessed his child toy with one of life's gifts.

After that night, Aelius started to lighten up, realizing that he needed to inform his daughter how to control her newfound abilities. He gathered old, worn personal diaries of her mother's that depicted her own experiences with possessing hue-blood as a gift for Astrea's fourteenth birthday. While apologizing that it wasn't much, Astrea instantly wrapped her arms around him and endlessly thanked him for the present. While her father farmed, Astrea read through her mother's diary on their cabin's porch. She happily delved into her mother's diary. Although her mother possessed a different blood colour and their abilities differed, Astrea particularly enjoyed learning from her experiences and became confident in her abilities as an orange blood.

When Astrea got word that the Adventurer's Guild was recruiting, she figured it would be the perfect opportunity to expand her learning. Unfortunately, the young maiden knew that her father would instantly dismiss her idea, citing that it was too dangerous to venture outside Home's walls. Mustering the courage to approach her father with her plan, he was surprisingly accepting, though he grimaced at the mere idea of losing his daughter, his only child, to one of those horrid beasts. He vocalized his opinion to her but assured her that she was grown - believing it was time to make her own decisions. After watching Astrea grow and develop into her person, he realized it was what her mother would've wanted. As a token of his blessing, he gifted Astrea his old sword from when he used to hunt, insisting that it'd bring her good luck.

"I won't let you down, Papa," were the last words she said to him.

The day Astrea left, she applied to become a part of the Adventurer's Guild, excited to embark on a new chapter in her life.



“TO THE STARS!”

Blood Color: Orange.

Skills: Astrea can use the stars to dictate the direction in which she's going and is familiar with agriculture.

Equipment: Astrea possesses a non-magical sword gifted to her by her father when she left to join the Adventurer's Guild. Her sword is crafted of steel with a leather-coated handle and appears to be a creme colour. It can easily be bent with enough brute force and melted.

STARTER SPELLS

NOTE: Astrea is incapable of using her magic during the daytime, except for "Exaltation" as it doesn't require preexisting stellar energy.

Magic Spell One: STARDUST - Astrea can manipulate and shape stardust, remnants of mineral grains and particles of cosmic substances that originate from dead stars. She can move, lift, utilize stardust for temporary flight, and mask her appearance like a fog.

Weakness/Limit Of Spell: Astrea cannot create stardust and is limited to manipulating only pre-existing sources. The distance she can project stardust is considerably tiny - an estimated four feet. In addition, prolonged use of stardust-based flight can lead to weariness and nausea. If continued, Astrea could become unconscious and fall from the sky. Furthermore, the cold hinders her abilities severely. It can make it difficult to breathe, especially in flight, and make it difficult to mask herself from opponents. Weather conditions such as rain, snow, sleet, and hail can dissipate the stardust around her - preventing her from flying or hiding.

↳ **Spell Upgrade:** Astrea has expanded her ability to manipulate stardust, primarily to aid her allies. She can generate an expansive fog-like cloud of cosmic dust and gas, known as a nebula, by controlling the remnants of a dying star (stardust) to conceal herself and her allies and simultaneously hinder a foe's sight, making the enemy somewhat incapable of detecting her and those near. The spell is non-discriminatory, meaning the fog-like cloud can hinder Astrea's sight, including her allies, and should be used cautiously.

Magic Spell Two: ASCENDANT - Astrea can generate and manipulate spheres of pre-existing stellar energy. These spheres may differ in shape and size and may be able to orbit around the user. The spheres can be projected forward from her palms by utilizing the vitality of the stars above. However, Astrea has yet to master this spell; varying limitations apply.

Weakness/Limit Of Spell: Astrea cannot manipulate a sphere to surround/orbit around her body like a shield as she can only generate them as big as her hand. For instance, 17.3 cm. The distance in which she can project them is limited the same as her Stardust spell - only four feet. Once more, her abilities must stem from a pre-existing source. Ice or other cold substances can weaken or block the spheres.

↳ **Spell Upgrade:** The distance in which Astrea can project her stellar-energy-based spheres is now ten feet, allowing her a broader range of attack. However, they're slightly easier to evade because of this.

Magic Spell Three: LUMINOSITY - Astrea's third spell pertains to manipulating the light projected from stars onto her body, causing her hair and eyes to illuminate a green hue, lighter than her natural teal tresses. This spell is not designed to inflict damage and is a supportive asset. It would allow herself and others to see in the dark or initiate a signal.

Weakness/Limit Of Spell: This spell would be unable to be performed during the daytime unless conducted in a dark space. It does not inflict harm, and Astrea can only retain her glow for an hour — prolonged use can render her unconscious and weaken her. Overstimulation, such as being overly excited or embarrassed, can trigger this spell, provoking Astrea to glow at unwarranted times as she doesn't have much control of this ability, which is reliant on her emotions.



↳ **Spell Upgrade:** For the first time, Astrea has obtained more control over her gifts and can willingly decide when or not to glow, permitting her to openly express her feelings without the worry of lighting up a room. The luminance projected is more prominent, allowing it to be far more noticeable from vast distances, and she has begun to radiate heat. However, greater energy consumption is necessary, making Astrea more prone to exhaustion, fainting, and dehydration.

Magic Spell Four: RETROGRADE - A spell that consists of Astrea manipulating energy from the stars above to release an azure-white-coloured beam of stellar energy from the palm of her hand. It's to halt foes, pushing them back to allow her comrades to escape while defending herself and others.

Weakness/Limit Of Spell: As for most of Astrea's spells, the energy needed to project the beam must come from a pre-existing source as she cannot generate stellar energy from her own body. The beam can only exert from one hand and not both, emitting a single beam. The length in which the beam can project is about the size of an average human, five feet, and is unable to reach targets from vast distances. The intended target must be within five feet or less of Astrea. The spell is not meant to be fatal but designed defensively; injuries such as burns can inflict the offender, including Astrea, and effectively push a foe back of average size. However, broader enemies are harder to stop - for instance, blood wisps and forest guardians. The drawback of this spell can be debilitating. If exerted, Astrea is prone to fainting, overheating, first-degree burns, nausea, and immense fatigue. Due to the spell's intensity, an extensive recharge is needed (10 posts) before being able to be used again. This spell is considered a last resort to Astrea, only deemed necessary in dire situations - a rarity in being performed.

Magic Spell Five: COLLAPSAR - Astrea can generate a small orb of energy radiating from a singular star to project outward, eliciting a minor blast of bright light, blinding an opponent temporarily.

Weakness/Limit Of Spell: An explosive spell is not one to swiftly recharge. Time is essential before utilization, and concentration is necessary for generating another orb. Once erupted, Astrea is prone to being on the receiving end of this spell, temporarily blinding herself. It is an unpredictable spell that can't discriminate between friend and foe, a frightening thought for her. As a result, Astrea uses this spell only in dire circumstances.

↳ **Spell Upgrade:** Astrea can now slightly increase the size of the orb to project a more powerful blast. However, because of its increase in size, Astrea must wait longer to recast this spell, as an extensive recharge period is necessary to regain her strength. She'll only use this newfound strength in dire circumstances, fearful she will inflict harm on her allies.

Magic Spell Six: EXALTATION - Astrea can manipulate, interact, and control gravity — a natural phenomenon defined as the force in which all things with mass and energy gravitate toward one another. She can increase or decrease gravity; however, she has not mastered manipulating an entire environment's gravitational pull. Instead, her spell primarily involves swiftly attracting or repelling individual objects regardless of direction, an effect similar to telekinesis.

Weakness/Limit Of Spell: This spell is centred around Astrea at all times, in which case she can attract or repel an individual object to/from only her current location, unable to perform the spell while moving. She doesn't quite understand this power, and her mastery is limited. The distance from which she can manipulate an object's gravitational pull is limited (10 ft.)

Magic Spell Seven: INTERSTELLAR - In a meditative state of mind, Astrea can conjure power from one of twelve zodiac constellations, summoning a starry shadow-like figure of the specific constellation's sigil in her stead to fight. For instance, Astrea can cast the scorpion or Scorpious to sting, the bull of Taurus to charge, an armoured woman of Virgo to swing her sword, and so on.

Weakness/Limit Of Spell: While performing this spell, Astrea must remain in an unconscious, meditative state of mind, as concentration is pivotal to controlling the connection between her and the sigil. If interrupted or awoken, the sigil will disintegrate. Astrea can only conjure one constellation's sigil at a time, as different constellations are visible depending on the time of year. Being in a meditative state does leave Astrea vulnerable to danger unless protected by a nearby ally. All sigils are approximately 8 ft and can only attack once and endure hits twice before automatically disintegrating.

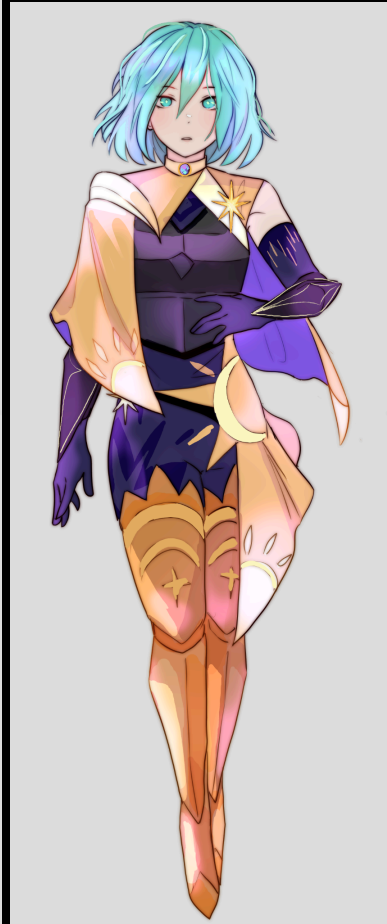
EPIPHANY SPELLS

GALLERY



Tysm, Fio, Tap, and Anthem <3





Once again, ily, Tap!



