

First Name: Illoom

Last Name:

Nickname(s): “Loom” or “Loomy” (Amaterasu Omikami in a previous life.)

Race: Proto-Angel

Age: Unknown (Appearance resembles a young adult.)

Skin Color: Pale

Hair Color: White

Hair Style: Long

Attire: Mixed

Body Features: Pointy ears

Stats:**Stamina - 2/10**

>Thanks to being born a Proto-Angel, Loom is far more able to endure pain and physical feats thanks to her innate healing abilities.

Strength - 3/10

>Loom is only marginally stronger than most humans, but her physical strength is still better than your average human.

Defense - 1/10 or 5/10

>Loom overall is more fragile than most, her healing factor has made her preservation during some situations lacking compared to even your average human. Most would call Loom 'reckless'. While using her wings as defense however, she's able to withstand some very powerful blows, her wings while not able to cover her whole body, are hard to penetrate at all, where they do cover.

Mana - 6/10

>Loom's capacity for doing anything involving magic has been trained and strengthened a number of times beyond even most's ability.

Willpower - 7/10

>The destructive capabilities that are possible for Loom are extremely high. At full power it would be difficult for anyone or anything to survive Loom's most destructive abilities.

Speed - 3/10 or 5/10

>Without using her wings, Loom is no faster than your average human, in fact she might even be slower, but her magic allows her to move in quick bursts to dodge better. While Loom's wings are active however, she's capable of flight and moving at high speeds, her wings however need time to deploy (1.5 seconds.)

Perception - 3/10

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Intellegence - 3/10

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Insight - 5.5/10

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Diplomacy - 1/10

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Total Points: 34.5 or 40.5

Summary:

Illoom is one of the many reincarnations of the goddess of light and the sun. She is one of the last living proto-angels resurrected through ancient technologies lost to time and destruction. Illoom appears as a normal girl with white hair and pointy ears, but her magical prowess rivals even the gods when she is at full strength.

Origin Story:

The proto-angels were an ancient race of technologically advanced people from the previous incarnation of the universe. All proto-angels have white hair, pointy ears like elves, and blue eyes; save for a few exceptions.

Proto-angels have the natural ability to regenerate and heal damaged bones, tissue, muscles, and flesh. This includes the ability to regenerate any part of the body with no scars or evidence of any previous damage. This ability is often referred to as "Perfect Restoration". This also means that the proto-angel race do not show signs of aging and remain young looking for as long as they are alive. However, the regenerative process of Perfect Restoration has some downsides. Typical medication for humans may have negative physiological effects, most proto-angels will experience general sluggishness and difficulty using their abilities while under the effects of medication. The medications often however still achieve the desired effects.

The proto-angel genome is coded with built in protection from being altered. Proto-angels' genome was constructed to be near perfect and without flaws. Only through the use of advanced proto-angel tech can alterations to a proto-angel's genome be done anymore. In the past, it was possible for proto-angels to conjure wings made of light, but the method for doing so has been lost to time. Only Illoom still has the ability to use her proto-angel wings.

Illoom's original form was destroyed in an ancient war that pit two vastly different kinds of people against one another. The war was an invasion of planet Kemo, and it ended in the total annihilation of the universe in which it took place, and thus the entire proto-angel race and its technology were obliterated. In the past, Illoom was worshiped by her people as their goddess, but she betrayed them when she was forced to kill those who she saw as innocent in the war. The final war of the proto-angels called for their goddess to combat the enemies directly, the natives of planet Kemo, Kemonians. Illoom had no choice but to change sides to the native people of the planet that her people wished to conquer. The result of which destroyed their entire known universe.

Now Illoom has a new life as a reincarnation of her former self using the last remnants of proto-angel technology. The proto-angel's ancient technology was used to create a new body and rebirth Illoom into the modern world. The man responsible for using the ancient technology is unknown, but what is known is that the man was killed by Saitam, another proto-angel who the man had resurrected himself.

Personality:

Illoom can seem quite shy at first, but she is very out-going and kind to her allies, while ruthless and ferocious towards her enemies. Illoom often has bursts of rage when confronting those who have wronged her or her allies. It's typical for Illoom to allow others to idolize her beauty, and she is often targeted by those who want that beauty for themselves. Illoom often

allows her on-lookers to bed her, as she too has cravings of intimacy. Illoom has little patience and can be easily angered, it's wise to stay on her good side.

Abilities:

Illoom has many magical abilities, most of which use the elements of fire and light respectively. All of Illoom's abilities require spending a portion of her energy and focus so she may channel them through her hands. If Illoom were to lose focus on her abilities, they may expend her energy without effect. Illoom has a wide variety of fire and light based combat spells, as well as a few minor spells for healing herself and others.

Fire

Illoom has your typical fire-based abilities, such as throwing fireballs, launching large orbs of fire, and shooting large fire projectiles. She can use this fire in a number of ways outside of combat as well. With a bow in her hands, Illoom can engorge her arrows in flames, and send them at her enemies. Typical fire abilities consume about 1% of Illoom's pool of energy, while stronger attacks can be as high as 5%.

Sun's Wrath

Illoom's greatest ability when using fire is her finishing move: Sun's Wrath. By holding her arms to the sun, Illoom channels a massive amount of energy in her hands. The enormous ball of flames that begins to form in Illoom's hands has the power to annihilate entire buildings, melt through rock, and even tear a hole in the bottom of a large lake. This ability uses around 75% of Illoom's energy pool.

Light

Illoom can also channel her magical abilities into beams of pure light. Illoom's light abilities also come in a variety of forms. Illoom can emit beams of light from her fingers or palms to pierce her enemies. Just like with her fire abilities, Illoom can create arrows made out of solid light, and often does so when using her bow. Illoom can also make other helpful objects and weapons out of light if she desires to do so, such as torches, swords, and shields, as well as her wings, which help her to take flight. Light abilities take more energy than fire abilities, but often impact enemies at higher speeds and deal more damage. Some of Illoom's most powerful light abilities she can only use around 5 times before she needs to recharge. (20% of her energy.)

Luminous Strike

Illoom's most devastating ability by far is her Luminous Strike, a fast-as-light strike that happens when Illoom spends the remaining amount of her energy to become a vessel of pure light. Once Illoom is completely covered in her powerful light energy, she dives into her enemies at the speed of light, crashing through them and often piercing them entirely. The strike from this attack is strong enough that even Illoom herself isn't aware of any material that can withstand it.

Illoom has a very vast pool of magical energy to spend, but some of her most powerful abilities require an immense amount of energy, and as such, can deplete her pool of magic to nothing. Illoom regains energy when eating, resting, and being happy. Illoom loses energy if she is awake during the night or isn't feeling well. When Illoom depletes her magical energy, she often collapses, this always happens when using her Luminous Strike, and often happens when she uses Sun's Wrath as well. Illoom often sleeps for days, sometimes even weeks at a time when she needs to regain her energy.

Illoom has a few abilities that don't require spending any energy to use, such as using fire to enhance her punches and kicks, small amounts of healing for herself or others, and using light to enhance her speed in small bursts.

Heal Fire

One ability that both Illoom and her daughter share, is the ability to heal others using a special kind of white flame called 'Heal Fire'. Heal Fire only burns enough to mend wounds and is very precise unlike normal flames. Illoom often doesn't need to use these abilities, and as such has little mastery of them.

Wings of Light

While most of Illoom's abilities are used for offense and utility, Illoom's wings grant her a very good amount of protection and defense. Nothing is known to be able to penetrate Illoom's proto-angel wings, and as such are considered indestructible and impenetrable. Illoom can conjure her wings to protect her from attacks, especially attacks of magic or energy. Illoom's wings however are not very good at stopping powerful blows from physical attacks like punches and kicks because Illoom can still be harmed under her wings even if her wings are indestructible. Illoom can even switch from defense to offense by using her wings to strike enemies should they approach her from behind or if she's back-turned. While flying, Illoom can also use her wings like powerful blades to swoop into her enemies. Using her wings does take energy from her pool of magic, so Illoom cannot fly forever.

Conjure Light weapons

Loom can conjure light weapons such as her bow, swords and shields, staves. These are no sharper or more effective than normal weapons of the type and can only take a simple form (Example no guns or anything with moving parts). These weapons can be used as a medium for illoom's magical abilities to slightly augment or focus the form of them. It takes 5 uninterrupted seconds of focus for Illoom to conjure a weapon.

Strengths:

Knowledge and skill in martial arts, firearms, and archery.

An abundance of energy for using her abilities.

The ability to sense the presence of many kinds of energy.

The ability to fly and soar like a bird.

Spiritual immortality, granting them the ability to resurrect and be reborn anew.

A strong and divine sense of willpower.

Being able to see in the dark using magic of either fire or light.

Full immunity to her own magic and other types of fire/burn damage.

Weaknesses:

Fighting during the night or in darkness. (Reduced energy gain)

Having her energy suppressed, siphoned, sapped, or drained.

Enemies who can close the gap quickly and use physical attacks.

Limited pool of elemental abilities means Illoom struggles against enemies who are immune to fire or light magic.

Quirks:

Due to how Illoom often doesn't communicate how she's feeling to everyone, she is rather unpredictable at times.

Allies:

Shoto
Saitam
Ember
Woodwise
Purity
Dezire
Akio (Human)

Enemies:

Carnalfang

Career:

Secretly manages Dango City acting as the city's ruler when the need should arise.

Likes:

Archery
Guns
Dinosaurs
Good Food
Fighting
Video Games
Computers
Card Games
Anime and Cartoons

Dislikes:

Crossbows
Authority
Mean people/bullies
Boring/uninteresting people