

"Many limit themselves with magic or science! Why not both! After all, they're the building blocks of all things! Let's mix them together and make a world of our creation!"

- FC: Art in profile made by me
- Rules:
 - No Godmodding
 - No forcing relationships(but relationships with proper interaction is fine)
 - Do not interrupt RPs I'm having with other people please
 - English only please. I don't speak other languages very clearly and I'm not multilingual
 - I like to do mostly serious RPs, but I'm also good with silliness at times
 - Pronouns: She/her
 - There will be **dark themes** with Victoria(as is the nature with mages that mess in science)
 - If you are uncertain about anything, please feel free to DM me on any of my other RP accounts or this one!



The headcanons and rest of this document is optional information and you can read it if you want but it isn't as important as the rules

Full Name	Victoria Marigold Stein
Aliases	"Vic" "Marigold"
Title(s)	The Pioneer of Scientific Witchery
Allegiance	None
Age	35 (Birthday is the Winter Solstice)
Jobs/Roles	Witch, Alchemist, Gardener, Doctor
Elemental Attunement	Earth/Light
Weapon of Choice	Staff
Pronouns	She/Her
Height	5'11"
Summonable warriors	Lancel0t - (Wind Attuned Short Sword/Shield Wielder) Ga1ahad - (Ice Attuned Long Sword Wielder) P3rcival - (Fire Attuned zweihander wielder) 4rthur - (Light attuned -Weapon N/A-)

About [Victoria]

Victoria is the daughter of a fairly famous pair from her village. The resident doctor and the resident apothecary. The two had taught everything they knew to their daughter, who sought to become closer with life and willingly sought means of blurring that line between life and death. Her parents passed away when she was fairly young, but she took up the business as resident Alchemist. With tomes, scrolls, and bottles full of questionable liquids, Victoria found many means of taking care of many issues with the body.

One day, amongst her studies, she came across a book that spoke of opening gates to other realms. With a few years under her belt, she finally got the gate to work, attaching the summoning mechanism with her staff. It allowed her passages to other realms, on the condition she returned through the same gates she opened. Now, she travels from realm to realm, seeking out new means of treatment and more methods to increase her skills in her special field of "Scientific Witchery".

Some more notes:

- In her home realm, she has a garden full of marigolds. Often, she'll present them as a gift to people as a sign of gratitude and trust!

- She carries a satchel full of many herbs and bottles. They're labeled in a strange language. Drink at your own risk.
- Her staff is as tall as her, but is remarkably light.
- If you let her ask you questions, don't expect to get away until she gets the answers she seeks.
- She carries around books and scrolls in her satchel too. It's uncertain just how deep that bag really is.
- Due to happenings regarding Alecto, she is currently bound to the home realm of Alecto, a version of Askr that seems to always be in constant cloud cover. Her hut was also transposed there in the Askr Castle courtyard and is in one of the only sunlit places in that Askr.
- She has a strange habit of not quite speaking as herself. No one is quite sure why that is.
- She has become the pupil of a being called the Eternal, a weaver of the skies. A piece of their fragmented halo was placed within her to save her life. Now her eyes have a slight sparkle of gold in them.

Magics, Skills, Powers, Etc.

- Base magic:
 - Light based magic spells. Often taking the shapes of stars
 - **Black Rocket Mk 1:** *"Mix one chemical with another and a little drop of magic!"*
 - Grabs two bottles from her bags, mixing them together in one bottle till the liquid turns black. Placing one of her little stars inside, she shakes it one last time before throwing it at her enemies, causing a huge explosion covered in black smoke.
 - **Shooting Star:** *"Make a wish! It may be your last!"*
 - Fires an array of stars at the enemy, surrounding herself in a blinding light before she fires a huge blast of light from the head of her staff.
 - **General Elemental magic:**
 - She has control of most basic elements and some ranging spells of those elemental types. None of them are overly powerful, but some get reactionarily powerful when her emotions are involved.
 - **Grand Spells:** - **Will tire out Victoria immediately**
 - **Indignation:** *Requires outside sources to perform.* A grand spell that calls upon pure lightning to destroy a target to the point of dust.

- **Typhoon:** *Requires a large body of water.* Calls on the water to completely overtake her enemies and drench them.

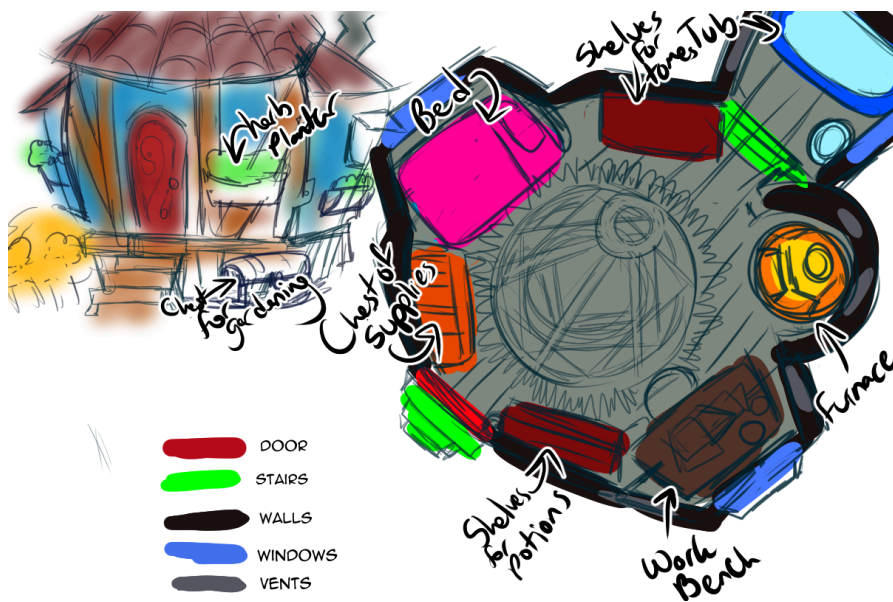
- **Summoning Magic**

- Much of Victoria's magic is in the scientific part, giving birth to what she calls her "Knights"
 - The Knights can only be summoned one at a time. To summon one, there can not be any other active.
 - They act separately of Victoria's will, seeming to have minds of their own.
 - Lancelot - Devoted but easily distracted
 - Galahad - Not Devoted to Victoria, but will fight a worthy challenger
 - Percival - Incredibly headstrong and will fight till his last breath. Uncertain if because of Victoria or not.
 - Arthur - *[Still in the process of development. Unable to hold form for long periods of time.]*



< - The three franken-warriors Victoria can

summon



<- Victoria's Hut