

Name: Elise Ancilla, The Creeping Dread

Age: Unknown, suspected to be 17

Gender: Female

Species: Felind (Catgirl)

Appearance:

Elise is a petite cat girl with short black hair along with small black cat ears and tail. She is said to have a kind and innocent face with piercing blue eyes. Since she is employed as a maid, she wears a typical black and white maid uniform in most situations. However, on missions she will wear a dark blue stealth suit to help conceal her presence

Personality:

Elise at first appears as a very shy girl who is easily flustered by the people around her. This comes from the fact that she can act in weird and awkward ways around people making it hard for her to make connections. When faced with confrontation or problems her first reaction is to run away from it and hide until things blow over. However, she does try her best to help those around her, never hesitating to assist others. This behavior makes most people think that she is an innocent, wholesome little fluff ball this couldn't be further from the truth.

Trained as an assassin from a young age, when she enters "mission mode", she becomes a very cold and calculating figure. Her mind focuses purely on killing her target in the most secretive and covert fashion possible. People who survived her assassinations describe the feeling of being hunted by her as being stalked by a vengeful spirit.

Backstory:

Elise is a rare individual who was born without any magic. This lack of magic was a poor omen indicating that she would be weak and in many ways disabled in life. Seeing this, her family decided to give her up for adoption at an orphanage where she would grow up. The beginning of her life was difficult as the orphanage was underfunded and people saw her as bad luck.

Eventually at a young age, a group of men adopted her from the orphanage promising her a new life where her disability will become a boon. The men began to train her into becoming a fearsome assassin, using multiple weapons and tools of black iron to disable magic users and kill them. They trained her ruthlessly and efficiently, telling her that life with them was the only type of life she could ever get. In time, she began to believe them and in her mid teens, she began killing. Sent out to eliminate any magic users her handlers sent her after. Her feats of skills in execution were excellent and soon she obtained the nickname "the creeping dread" as her wide array of black iron weapons would leave people in the area feeling a looming sense of dread.

However, she disliked this role. She loathed the killing and the missions but it was the only life she knew and it gave her purpose. She wished every day that she could be a normal person doing normal things. Eventually, the authorities found her masters and assaulted the facility she was kept in. She was taken as a prisoner as she had little desire to fight back and seeing how young she was, they took pity. They blamed the handler for her actions and decided to give her a new life but also obtain a valuable weapon.

The authorities accepted her as a servant with the cover story that she was a rescued captive from a raid. At first, Elise was elated at the opportunity to have some normalcy in her life and to give back to society but found it hard to connect to her peers. Her isolated life made her highly awkward and her lack of magic again made her a bit of a pariah. Although the staff treated her with respect and kindness since they knew of her terrible past, Elise struggled to make friends and isolated into books and reading. In this struggle, she did request to be put back on missions as a way to feel like she still mattered. Seeing the need to kill some rouge mage, the government obliged and sent her few missions where she performed excellently. However, she always loathed herself with every kill she took, another sign that her only path in life was killing.

Base Stats:

As a Felind, she has stats comparable to a typical person. However, there are some differences

- Enhanced night sight: As a Felind, she is capable of seeing better in the dark than a normal person. However, this also means she is more vulnerable to bright lights and struggles to see as well as a normal person in normal daylight
- Feline Agility: Felinds are known for being more agile than a normal person
- Enhanced hearing: Possessing cat ears that can be moved to face a sound, Elise as far superior hearing compared to a regular person
- Reduced strength: The enhanced agility of Felinds comes at the cost of reduced raw strength and endurance.

Weaponry:

Black Iron: A special form of forged iron that is known to drain mana from spells and people. It also has a disorienting effect on normal people which is even greater for magic users. Any spell that directly touches it is dispelled depending on how powerful the magic is. The metal itself is as strong as pure iron.

Black Iron Bolass: A bolass with black iron wires weaved into it made to trip up enemies and slowly drain opponents of magic. She is highly proficient in using them and carries 3 of them on her at any given time.

Black Iron Daggers: Special daggers made out of black iron. It is highly effective at killing magical opponents with it easily breaking magic wards and when stuck in flesh, causes a

person's magical ability to be disabled. If the dagger is pulled out, the effect ends. She carries four of them on hand

Chain gloves: A pair of black iron chainmail gloves used in hand to hand combat. Magic is drained at an accelerated rate when she has a grasp on something magical.

Steel Knives and Daggers: Elise carries a wide assortment of daggers and throwing knives all across her body. A total of 20 is carried on her at any time

Equipment:

Spellshield: A special buckler possessing both black iron and spellsilver. Spellsilver is a special magical metal that attracts spells to it. All spells below "low" will be attracted to it and dispelled. Higher level spells won't home onto the shield as easily and won't be dispelled but will be weakened.

Ability:

Agility: As a trained assassin, she is extremely agile and can get to very strange and difficult places

Assasination: Elise is a highly trained assassin who can take out the strongest wizards with the right ambush

Hiding: As an assassin, she can very easily hide

Combat: With her assasination style, she has had to learn how to fight quickly and effectively

Hand to Hand Combat: Elise is highly skilled in hand to hand combat with an emphasis on grapples and redirecting enemy's strength.

Fighting Style:

Elise, although highly capable, never fights upfront. She will always seek around and launch a quick and powerful ambush. She will use her bolass to trip up her opponents at range or throw her knives at them to injure them. When softened up, she will charge into close range combat to land a killing blow. She will try to stab her opponents in the vital organs or neck and if they're especially armoured, she will wrestle them to the ground and then stab them.

Fears:

- Her old masters
- Never becoming "normal"
- Having to be a killer for the rest of her life