Artemis, The Frost-Flame Fighter

General Info

Name: Artemis
Nicknames: Arte

Titles:

Race: et'Ata General Mood: Reserved, Cautious,

Clumsy **Age:** 27

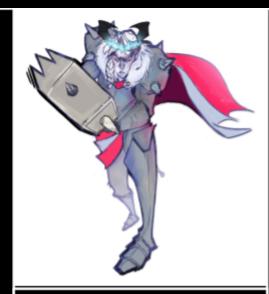
Occupation: N/A

Alignment: True Neutral

Relationship Status:

Single

Religion: N/A



Tattoos:

- A stag head tattoo on the center of her back, each antler reaching towards her shoulders
- The Symbol of Oryx on the back of her neck (A wolf with a snarl)
- Three bold line tattoos on her left arm.

Description

Eyes: Frost Blue Hair: Braided,

White

Skin: Pale, almost

pure white **Height:** 6'10 **Weight:** 280

Build:

Meso-Endomorphic

Scars:

- A scar over her left eye
- Whip scars all over her chest, stomach, arms, and a few on her legs
- Blade scars on her chest and arms

Extended Info

Likes:

- Fighting Artemis loves a good spar, though she struggles to keep herself in check
- Drawing Despite Artemis's very bold personality, she enjoys the calm of drawing.
- Freedom Artemis can't think of being chained down again, and wants to spread her wings and finally feel free.

Dislikes:

- Ranged Fighters Why run away from a fight when you can run towards it!
- Being Touched She fears being touched in a platonic way, and actively avoids it. (She's fine if you are sparring, but no hugs:()

Strengths:

- Physical Strength Artemis is strong, and enjoys being so.
- Loyalty Artemis is someone whom you can turn to when you need something, especially when you're her friend.

Flaws:

- Stubborn Artemis can be more stubborn than an ass.
- Rageful Artemis struggles with anger, and often lets it go to far when dueling or practicing.
- Morally Gray Artemis is willing to do whatever it takes to make sure the greater good survives. If that involves killing someone, Artemis will do it.

Voice Reference:

Voice Reference 1

Voice Reference 2

Voice Reference 3

Stats/Abilities

Inner Flame: As a [Swift Action] the et Ata can awaken the flames within their veins to burn away impurities with the blood. They can burn away 3 Tox. [Cooldown] once per Day.

Born of Flame: [Passive] - The et'Ata is born from the fires of the core, and gains +1 Pyre Resistance.

Bracer's Blood: [Passive] - Forged through fire, tempered by virtue, the et'Ata's body emits a faint ashen aura that conceals their form, granting them a +2 to their first Defense Roll in Initiative.

<u>Firewalker</u>: The et Ata can withstand harsh temperatures, they select intense heat or cold, being able to access places with those temperatures as easy as a walk on a cool summer day. COLD

STATS & ABILITIES

STR: 5 | CON: 4 | AGI: -1 | INT: -2 | HP: 26 | MS: 8 | TOX: 13

Sweep - Action

Attack in a broad area around your target.

Everything in a 2 block radius around you also receives the same damage.

5 round cooldown.

(Heavy melee weapons)

Requires 1 STR.

Cleave - Action

A vicious attack, breaking off greater amounts of steel and sinew.

Deals +3 damage to AC, and inflicts Exposed 1. Deals no damage after

breaking AC.

4 round cooldown.

(Heavy melee weapons)

Requires 3 STR.

Breaker Strike - Action

A strike of great force, brutalizing your opponent.

upon success inflict damage and Concussed I. If they are Exposed, inflict Broken I.

8 round cooldown.

(Heavy melee weapons)

Requires 5 STR.

Deflect - Reaction

An enhanced defense reaction roll, striking away a given attack as you push forward.

Add your STR or AGI modifier to your defense roll.

upon success, move 5 blocks without triggering Attacks of Opportunity.

3 round cooldown.

(Heavy, Medium melee weapons)

Requires 3 in STR or AGI.