

# 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



## Description

**Eyes:** Frost Blue

**Hair:** Braided,  
White

**Skin:** Pale, almost  
pure white

**Height:** 6'10

**Weight:** 280

**Build:**

Meso-Endomorphic

**Scars:**

- 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.
- ❖ 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.

Firewalker: 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 1. If they are Exposed, inflict Broken 1.

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.