**Zosime Statistics**

* Name: Zosime
* Age: 18 (Twin sister to Melina, day younger than Hiltrude)
* Gender: Female
* Race: 1/2 Human, 1/2 Mermaid
* Character Class: Dragonhawk Ride
* Mount Name: Tiamat (Female Dragonhawk)
* Affinity: Anima
* Design Inspiration: Ushimaru from Senran Kagura (Main body, physique, and personality basis), Kathryn Lapucelle (Hairstyle), Vaida from Fire Emblem 7 (Dragonhawk Rider Armor), Alexstrasza's humanoid form (Dragonhawk Fighter Wear), Jaina Proudmoore (Dragonhawk Mage clothes), Hana Sugurono (Casual Wear), Princess Ariel (Mermaid Tail)
* Height: 5'2''
* Weight: 128lbs.
* Skin Tone: Fair to light
* Eye Color: Pink
* Hair Color: Brown
* Hair Length: Waist Length
* Measurements: B39''-W25''-H35''
* Distinguishing Features: Star shaped birthmark on forehead
* Good Points: Intelligent, Sisterly, Caring, Friendly, Honorable, Insightful
* Bad Points: Sometimes lost in thought
* Likes: Mud Baths, Quicksand (Immensely), Dragons, Birds, playing with her kid siblings, fair fights, sweets, rich & refined foods
* Dislikes: The Grimleal, Garon Loyalists, The Duma Faithful, Poachers, Meaty & Rough foods.
* Biography: Zositm is one of the many 1/2 mermaids born to Junichiro and Palutena. Being part of the 3rd line of 1/2 mermaids, Zosime was born a day after Hiltrude and is the twin sister to Melina. As she left Palutena's womb a minute after Melina, she is the younger twin of Melina. As with many of her siblings, Zosime has long enjoyed listening to her father's tales of her travels. One of her father's tales inspired Zosime to take up a sword and learn nature magic in order to fight, and also to take up being a flier as well. The only problem was: She couldn't find a wyvern, griffon, or pegasus to go with her fighting style. Then one day; just when it seemed giving up was on her mind, she came across an Olympian Dragonhawk on the farmfield that had gotten away from a brigade of poachers out for its meat. When the poachers were defeated and arrested, Zosime took the time to tame and adopt the Dragonhawk as her mount, showing flawless skill in riding the magnificent predator, naming it Shuman afterward. While on Gaia serving in the initial Gaia Army, Zosime discovered its land's Dragonhawks are the result of birds of prey being exposed to the radiant energies of discarded dragonstones for long periods of time, eventually evolving into the Draconian birds. As a result, she started a unit dedicated to Dragonhawk Riders, but it didn't last long as during the Siege of Gaia Castle, the unit was wiped out while Zosime managed to escape with her siblings. Alongside them, and Elmyra & Charsalda, Zosime swore to fight in the newly formed Gaia Alliance, take back Gaia, and stop any form of evil where ever it may arise. Like many of her siblings, Zosime is as sisterly & friendly as they come. However, she is a hopeless mudlark as well; always wanting to sink in quicksand whenever it's seen or heard despite her twin sister not really caring that much for it. Couple this with the fact she sometimes loses herself in thought, she can be quite ignorant of how deep the pit she's in is and may not even notice until she's chest deep. Nonetheless, Zosime's a good babysitter and loves nothing more than playing with her younger kid siblings. She however, has no forgiveness for poachers and will not hesitate to fight any should a group be seen. The best at dealing with animals.
* Abilities: Being 1/2 Mermaid, Zosime is capable of taking on her mermaid form whenever she enters the water. Upon entering the water, Zosime enjoys the same Dodge/Avoid boost her other 1/2 mermaid siblings enjoy, but with a base movement of 9, her movement doesn't double. Zosime starts off as a Dragonhawk Rider which is well balanced like the Griffon Riders in terms of strength, magic, defense, and resistance. Zosime has good equal growths in all 4 of those areas, but she's got good growth rates in her speed, skill, and luck as well. The last of which starts at a low level, but gets much better as she grows. She starts off with swords as her only weapon, but she can class change into either the strength orientated Dragonhawk Fighter which provides the addition of axes & guns, or the magic orientated Dragonhawk Mage which grants lances and anima magic. Being a flier, she is weak to bows and wind magic. She starts with the following weapons and skills.
* Slim Sword: A Lightweight Sword favored by female fighters. It has a slightly improved critical hit rate. It has 35 uses.
* Zanbato: A sword designed to deal increased damage to mounted units. It has 18 uses.
* Iron Katana: Grants Speed +1 and inflicts -1 to Defense & Resistance when equipped. It has 40 uses.
* Fili Shield: An amulet that protects fliers from arrows.
* Flutter Hush: The personal skill of Zosime. It is a Combat Art that will inflict Silence on any magic enemy unit within range. It has a better success rate if the magic stat is higher. Handy if Silence staves are not on the battlefield.
* Banish: +10 damage dealt to monster units.