**Sommer Statistics**

* Name: Sommer
* Age: 17 (Week in between Suite & Daisy and Sayuri)
* Gender: Female
* Race: 1/2 Human, 1/2 Mermaid
* Character Class: Mercenary
* Affinity: Wind
* Design Inspiration: Hana Sugurono (Main Body, Hairstyle, and Personality basis), Soleil from Fire Emblem Fates (Mercenary Uniform), Flavia from Fire Emblem Awakening (Hero uniform), Generic Bow Knights from Fire Emblem Fates (Bow Knight uniform), Kumatora from Mother 3 (Casual Clothing), Hanabi from Senran Kagura (Physique), Mermaids from Shantae: Risky's Revenge (Mermaid Tail)
* Height: 5'4''
* Weight: 120lbs.
* Skin Tone: Light
* Eye Color: Pink
* Hair Color: Brown
* Hair Length: Waist Length
* Measurements: B38''-W22''-H33''
* Distinguishing Features: Star shaped birthmarks under both eyes
* Good Points: Intelligent, Sisterly, Kind, Caring, Honorable, Fair Minded, Athletic
* Bad Points: Hotheaded on occasion
* Likes: Mud Baths, Quicksand, Swordplay, Archery, Hiking, Forests, Tar pits (immensely), Refined & Meaty foods
* Dislikes: Garon Loyalists, Grimleal, Duma Faithful, Cheaters, Dishonor, Illegal Loggers, Bitter foods
* Biography: Sommer is one of the many 1/2 mermaids born unto Junichiro & Palutena. She is part of the 4th line of 1/2 mermaids coming after Suite & Daisy, and just before Sayuri by a week. Like many of her siblings, Sommer hung around & listened to her father's tales whenever he came back & had some to share with his family. They inspired Sommer to take up arms & be a defender just like her father. Like her older sister Mayuri, Sommer trained herself in the ways of the Fire Emblem Mercenary. In her case however, it was not due to a courage awakening experience. Sommer's training was much more easy going as she was not in a life-threatening situation. Once her training was finished, she traveled with her other Fire Emblem themed sisters (Sans Eurydice who intially stayed home, and the family manaketes who weren't ready to see their native universe just yet) and was quickly enlisted into the ranks of the Gaia Army upon situating in Gaia Castle. There she served as one of its elite soldiers, training others below her rank. However, when the castle came under attack from the Supreme Forces, Sommer helped fight back, but over time, the army was overrun & she had no choice but to retreat with her family. When the Gaia Alliance was proposed as the new army to fight back against the Supreme Forces, Sommer immediately pledged to support it no matter what, and even then she is happy to lend her services as needed. Sommer is one might expect from those in Juni's family: Kind, caring, and an overall idol big sister to those younger than she is. However, she is a bit of a tomboy & has been known to be rather hotheaded on occasion. She enjoys the thrills of hiking; even if it means she gets to find a tar pit to sink into. However, she is a lover of forests as well & does not take too kindly to people who engage in illegal logging operations of any kind. Cooks the best ribs.
* Abilities: Being 1/2 mermaid, Sommer is able to take on her mermaid form at anytime she enters the water. But she prefers it to be fresh, or seawater. In the water, Sommer enjoys the increase to her dodge/avoid her other 1/2 mermaid sisters enjoy whilst in the water. Sommer starts the party as a Mercenary, and she boasts great strength & defense to boot while having average skill, speed, and above average luck as well. However, she will need assistance in raising her magic & resistance unlike Mayuri who has good growth rates in those areas. As Sommer trained in the ways of both Ylissean & Nohrian Mercenaries, Sommer is able to pick up the skills from both variants. While having the option to promote into a Hero, Sommer instead has the option to become the stronger & more defensive Bow Knight instead of the balanced out Ranger like Mayuri is able to. Sommer starts with the following weapons & skills.
* Slim Sword: A lightweight sword favored by female fighters that's easy to use. It has a slightly improved chance to land a critical hit. Has 35 uses.
* Ladyblade: A mighty sword that only women can wield. Deals bonus damage to barbarian units. Has 25 uses.
* Technician: Sommer's personal skill. When using a weapon that is below her current weapon rank, the might of the weapon doubles in power. This does not work with Regalia.
* Armsthrift: Attack without expending a weapon use. Trigger % = (Lck stat x 2)
* Good Fortune: Restores up to 20% HP at the start of each turn. Trigger % = (Lck stat)