**Priscilla Statistics**

* Name: Priscilla
* Age: 18 (Day younger than Lage)
* Gender: Female
* Race: 1/2 Human, 1/2 Mermaid
* Character Class: Cardinal Elementalist
* Magic Type: 5 Guardian Spellspring
* Affiliation: 1/2 Mermaid Clan, Fairy Tail
* Stamp Location: Right thigh
* Design Inspiration: Arue from Konosuba (Main Body, Hairstyle, and Personality Basis), Sonya from Fire Emblem Echoes: Shadows of Valentia (Elementalist Uniform), Ageha from Senran Kagura (Physique), Sash Lilac during Freedom Planet 2 (Casual Clothes), The Mermaid from Dragon's Crown (Mermaid Tail)
* Height: 5'8''
* Weight: 121lbs.
* Skin Tone: Light
* Eye Color: Heterochromia (Left eye is brown, right eye is pink)
* Hair Color: Multicolored (Brown & Blue in several areas)
* Hair Length: Elbow Length
* Measurements: B39''-W25''-H37''
* Distinguishing Features: Star shaped beauty mark under both eyes
* Good Points: Intelligent, Imaginative, Kind, Caring, Friendly, Affectionate, Honorable, Inventive, Cultured
* Bad Points: Melodramatic at times, Rather pushy
* Likes: Mud Baths, Quicksand (Immensely), Magic Shows, The 4 Symbols, Beaches, Quarries, Snow, Cats, Animals (Wolves especially), Crystals
* Dislikes: Dishonor, Dark Guilds, Fel Magic, Realists, Pollution
* Biography: Priscilla is one of the many 1/2 Mermaids born to Junichiro & Palutena, being born a day after Lage was born, making her part of the 3rd line of 1/2 Mermaids born into the family. Priscilla grew up with the dream of being a hero like her father is, and while she initially opted to be a swordswoman, Priscilla ended up finding a greater penchant for magic. To that end, she proceeded to learn how to use magic, mainly focusing on the 4 classic elements. But at some point, Priscilla began shaping her attacks in the form of the 4 symbols. Namely the Vermilion Crane, Black Tortoise, White Tiger, and Azure Dragon, with the addition of the Golden Dragon, too. Priscilla eventually mastered her magics, and feeling proud of her magic, ended up dubbing her magic type 5 Guardians. Even so, Priscilla wound up being liable to achieve her dream of being a hero like her father is, while also opting to associate with the Fairy Tail universe, in which her other Fairy Tail themed sisters had the same exact idea. Since then, Priscilla has been helping keep the Fairy Tail universe, and her own homeworld very well protected, and she is prepared to lend a helping hand when needed. As is to be expected from those in Juni's family, Priscilla is a very kind & friendly gir with a strong sense of honor who has quite the imagination. This makes her quite a hit with her own kid siblings as she never fails to make new games that use one's imagination. However, she does have a melodramatic side to her that can pop up at bad times. Priscilla has a fascination with the 4 symbols, and the legends that surround them. She also loves animals like the vast majority of her family does, but Priscilla really loves wolves most of all. In fact, she has a staff that has a very strong wolf motive to it. However, Priscilla cannot stand people who're pure realists. Like a handful of her sisters, Priscilla is a proven absolute mudlark, and she will never hesitate to throw herself into quicksand the moment she finds a pit of it, and she gets excited whenever she finds evidence of quicksand in the area. Spends more money on wolves than anyone else.
* Abilities: Being 1/2 Mermaid, Priscilla is capable of transforming into her mermaid form the moment she enters the water. As a mermaid, like all her other 1/2 mermaid siblings, she has excellent swimming speed, can breathe underwater without the need to surface for air; though she & her other sisters form gills to help with this, too, and she can commune with aquatic creatures of any kind. However, she primarily transforms in fresh, or seawater. And like her mother & siblings, Priscilla strongly prefers the water to be clean before she thinks about transforming. Priscilla starts the party as a professional elementalist, but she is what can one call a Cardinal Elementalist because not only does Priscilla use the classic elements of Fire, Water, Earth, and Wind, she also has her own personal magic that takes these elements a step further, which she calls 5 Guardian Spellspring. As the name implies, this magic uses the 4 classic elements and puts a unique twist on them to represent the 4 Symbols, plus the Golden Dragon itself. As a result of this, she divides these symbolic magics into categories of their own: Vermilion Blazer, Azure Nature, Black Sea, White Snowstorm, and Golden Balancer, respectively. Priscilla is able to prepare her spells in no time flat and she can get them supercharged in no time at all, too if necessary. Outside of this, Priscilla is also skilled with a sword & staff. She fights with the following weapons & magics.
* Wepwawet Staff: A staff that is heavily themed after the Egyptian God of the same name. This staff can easily be used both magically, and physically as the head of the staff can actually bite down on anyone that is hit by its teeth, and the eyes of the head can fire off magic eye lasers for heavy damage.
* Twin Wodaos: Priscilla's primary melee-only weapons. These red blades are always kept razor sharp and can easily cut through some tough metals, but cutting flesh is their main purpose.
* Changdao: This two-handed sword is Priscilla's stronger melee weapon. It's a bit on the heavy side, but Priscilla is able to hold onto it, and swing it, without any issues whatsoever.
* Pyromancy: The power of fire magic. Priscilla is able to bend fire to her will & use it in any shape or form that she desires. She is also able to cast strong fire spells on a whim, and she knows plenty such as Fire Sabre, Flame Wall, Flame Stone, Flare, and Blast Burn.
* Hydromancy: The power of water magic. Priscilla is already capable of manipulating water on a whim like her mother & other 1/2 mermaid siblings can to a degree, but Priscilla comes close to being one of the best users of Hydromancy tying with Nebula & Shizue and others, being beaten only by her Mermaid Archsage mother Palutena. Even so, some of Priscilla's Water spells include Cure Water, Water Blast, Crystal, and Wave Crash.
* Geomancy: The power of earth magic. Priscilla is talented at bending the earth to her will whether it's solid or soft. She has also mastered manipulating plants, and she has picked up knowledge on Sinkomancy, a form of earth magic that specializes in making quicksand. Some of Priscilla's earth spells include Boulder, Sandstorm, Earthquake, Diamond Missile, Sandtomb, Quicksand, and Tar Torrent.
* Aeromancy: The power of wind magic. Priscilla can easily move the wind wherever she wants it to blow in addition to making strong windstorms to blow enemies around, or to activate switches that need the wind blowing in a certain direction. Some of her wind spells include Storm, Tornado, Hurricane, Air Slasher, Ether, and Whirlwind Spinner.
* Vermilion Blazer: The fire portion of 5 Guardian Spellspring. Priscilla invokes the Vermilion Crane of the South to bring up a storm of fire to all in the path of Priscilla's fiery birds, and the flames are even hotter than with her normal pyromancy spells. Backed with Aeromancy, this can create powerful fire tornados as well.
* Azure Nature: The Wood/Earth portion of 5 Guardian Spellspring. Priscilla invokes the Azure Dragon to deliver nature's fury on her enemies whether it be in the form of causing earthquakes, making roots slam into enemies, or simply turning the ground into bottomless quicksand. It can be mixed with Hydromancy to create vast swamplands, marshes, and other wetlands. But only for a set time.
* Black Sea: The Water portion of 5 Guardian Spellspring. This invokes the Black Tortoise to rain down oceanic punishment on enemies, and the water can be salty enough to corrode enemy armor easily. The tortoise that forms can send water flying about while it spins about bashing into enemies as well. It also has its defensive uses. If mixed with Geomancy, this can easily make jungles & forests grows. Both of which always have quicksand thrown in.
* White Snowstorm: The Air Portion of 5 Guardian Spellsrping. This invokes the White Tiger itself and, true to its name, deals heavily with delivering blizzards onto the enemies in the area. The snow itself creates tigers that attack any foe that is trapped in the snowstorms. Priscilla has metal properties added to her snow tigers every now & then, too.
* Golden Balancer: The ultimate portion of 5 Guardian Spellspring. Invoking the Golden Dragon, Priscilla calls upon a really huge gold dragon that will instantly mow down anything in its path; even Celestial Spirits. Since it brings balance, anything out of balance will be corrected as the dragon flies past through such areas.