**Irvetta Statistics**

* Name: Irvetta
* Age: 16 (Day Younger than Nadia)
* Gender: Female
* Race: 1/2 Human, 1/2 Mermaid
* Adventuring Occupation: Mage Knight
* Design Inspiration: Stella Vermilion (Main Body, Hairstyle, and Personality Basis), Sumia from Fire Emblem Awakening (Mage Knight Armor), Emma Brightness (Casual Clothes), Yagyu from Senran Kagura (Physique), Milotic (Mermaid Tail)
* Height: 5'2''
* Weight: 117lbs.
* Skin Tone: Light
* Eye Color: Heterochromia (Left eye is brown, Right eye is pink)
* Hair Color: Dual Colored (Blue on top, brown on bottom)
* Hair Length: Chest Length
* Measurements: B33''-W22''-H33''
* Distinguishing Features: Star shaped beauty marks under both eyes
* Good Points: Intelligent, Sisterly, Kind, Caring, Affectionate, Playful, Honorable, Insightful, Chivalrous
* Bad Points: Gets Flustered Easily
* Likes: Mud Baths, Quicksand, Animals, Music, Animals, Zoras, Gorons, Horse Riding, Camping, Magic Shows, Libraries
* Dislikes: Ganon, Vaati, Ghirahim, Zant, Yiga Clan, Poachers, Dishonor, Sludge
* Biography: Irvetta is one of the many 1/2 Mermaids born to Junichiro & Palutena, being born a day after Nadia was born, making her part of the 5th line of 1/2 Mermaids born into the family. Irvetta, like much of her siblings, grew up with the dream of being a hero like her father, yet Irvetta had trouble wondering on what path she should take. But, she didn't need to ponder long as Undine, who had trained to be a Sage Knight, decided to take her sister under her wing, making her own sister her apprentice, training Irvetta to be a Mage Knight, a step below Undine's own rank. This is something Irvetta accepted without hesitation and so studied under Undine without fail. Needless to say that Irvetta learned how to fight with a sword & spear as well, and those she managed with ease. But, when it came to two-handed swords, Irvetta did not do so well, and opted out of these weapons for the time being. In no time at all, Irvetta was strong enough to travel, but she joined Undine, and her other Zelda themed sisters into the land of Hyrule, where she would wind up doing a nice amount of fighting against whatever arose to threaten its lands. Ever since, Irvetta has been a big help in Hyrule and is prepared to defend it, and her homeworld, whenever she is asked to help. As is to be expected from those in Juni's family, Irvetta is a very friendly girl with quite the playful side to her. However, she tends to get flustered easily. Irvetta loves to partake in horse riding, and is quite good at it. However, she detests sludge. Has the cutest smirk in the family.
* Abilities: Being 1/2 Mermaid, Irvetta 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, Irvetta strongly prefers the water to be clean before she thinks about transforming. Irvetta starts the party as a Mage Knight, a step below Sage Knight. Irvetta has good strength & defense, in addition to good magic power & magic defense, but she has decent speed as well, so she essentially can be a decent tank for others when necessary. In battle, Irvetta typically battles using one-handed swords, and spears. She is also talented with bows and has a very good aim with them. Magic wise, Irvetta only has access to Nature Magic, compared to Undine who uses both Nature Magic, and Light Magic. Nevertheless, Irvetta proves to be quite versatile in battle. She begins with the following gear & magics.
* Mage Knight Tunic: Irvetta's main armor. A tunic sewn together by Palutena, it boasts amazing magical defense, though Irvetta wears some chainmail underneath to provide some physical defense as well.
* Basket-Hilted Silver Sword: Irvetta's primary sword. Its basket-hilt gives Irvetta's hand a good deal of protection, and the blade itself is made of very strong sterling silver honed to such perfect sharpness that it will never lose its edge. This sword is of the British-Type Basket-Hilt.
* Gilded Glaive: Irvetta's main spear weapon forged using gold dust. It has a longer reach than the sword, but as a tradeoff, it is not as powerful as her sword, but for keeping enemies at bay, it works wonders. It's actually good for slashing in addition to stabbing.
* Takedown Bow: A tough bow Irvetta fashioned herself. This fires arrows at such great velocity and with such power, that most enemies are often felled in just one shot. It applies this to magic arrows as well.
* Hylian Shield: Irvetta's primary shield. This shield is imbued with heroic power, making it indestructible, protecting against elemental attacks, and curses.
* Mirror Shield: Irvetta's secondary means of defense, and arguably one of her favorite pieces of gear. It is an amazing work of art, and there are few who would argue that it is not one of the finest shields in Hyrule. It is said that its surface reflects not only light but hostile intent as well. It even shields from lasers & petrification attacks.
* Knight's Broadsword: Knights of Hyrule once carried this sword. These days it's the weapon of choice for seasoned adventurers thanks to its ease of use and high attack power. This one is well cared for so it won't break.
* Knight's Halberd: A spear used by knights adept in mounted combat. The spearhead is modeled after an axe. This one is well cared for so it won't break.
* Knight's Bow: The sturdy metal construction of this bow offers superior durability, while its lack of firing quirks makes it quite reliable. Once favored by the knights at Hyrule Castle. This one is well cared for so it won't break.
* Knight's Shield: A shield favored by the knights who served the Hyrulean royal family. Its sturdy metal construction makes it quite durable, but its weight requires decent skill to wield. This one is well cared for so it won't break.
* Flameblade: This magical sword was forged in the lava of Death Mountain. It leaves white-hot flames in its wake when the blade glows red. This one receives enough care that it's unbreakable.
* Frostblade: A magical sword forged in the frigid mountains of the Hebra region. When the blade glows blue, enemies struck by it will become frozen. This one receives enough care that it's unbreakable.
* Thunderblade: A magical sword forged and refined by lightning from the Hyrule Hills. When the blade shines with a golden light, it will electrocute enemies struck by it. This one receives enough care that it's unbreakable.
* Flamespear: A magical spear forged in the magma of Death Mountain. Attacking when the blade glows makes it expel powerful flames. Umiko takes such good care of this blade that it never comes close to breaking.
* Frostspear: A magical spear forged from ancient ice taken from the Hebra Mountains. Attacking when the blade glows blue makes it chill the air and freeze foes. Irvetta takes such good care of this blade that it never comes close to breaking.
* Thunderspear: A magical spear that contains thunder from Thundra Plateau in its tip. Attacking when the blade glows with a golden light makes it unleash an electrical attack. Irvetta takes such good care of this blade that it never comes close to breaking.
* Fire Rod: This rod spits out a ball of fire that will sear most enemies to a crisp. It is said to have been crafted by an ancient magician. Since this is fueled by Irvetta's magic power, it will never run out of power.
* Ice Rod: This rod can cast waves of freezing air. Great for magic—not so great for melee. Weaker enemies will be destroyed by this weapon, and even stronger enemies might become solid blocks of ice. Again, Irvetta fuels this with her own magic so it'll last longer.
* Lightning Rod: A magical rod that can shoot balls of electricity. Its gem contains lightning from the Hyrule Hills. Irvetta also feeds this one her magic power so it won't deplete too soon.
* Nature Magic: Irvetta has vast knowledge of nature magic and can use it in many forms such as Geomancy, Pyromancy, Cryomancy, Hydromancy, Electromancy, and Aeromancy to name a few. Some of her starting spells include Flame, Ice Beam, and Thunder Ball to name a few.
* Healing Magic: Irvetta is capable of using certain nature spells to heal her allies in times of need, but she cannot tap into the stronger healing powers of the light yet.