**Sybil Statistics**

* Name: Sybil
* Age: 18 (Day Older than Hiromi)
* Gender: Female
* Race: 1/2 Human, 1/2 Mermaid
* Adventuring Occupation: Sheikah Sorceress
* Design Inspiration: Emma Brightness (Main Body, Hairstyle, and Personality Basis), Sophia from Fire Emblem 6 (Sorceress Uniform), Cattleya De La Fontaine (Physique), Ranpha Franboise (Casual Clothes), The Giga Mermaid (Mermaid Tail)
* Height: 5'7.5''
* Weight: 122lbs.
* Skin Tone: Light
* Eye Color: Pink
* Hair Color: Brown
* Hair Length: Shoulder Length
* Measurements: B37''-W25''-H38''
* Distinguishing Features: Sheikah symbol on forehead
* Good Points: Intelligent, Playful, Kind, Caring, Affectionate, Adventurous, Insightful, Honorable
* Bad Points: A bit timid, Startles easily
* Likes: Mud Baths, Quicksand (Immensely), Sheikah Artifacts, Sheikah Culture, Magic Shows, Swamps, Jungles, Zoras, Gorons, Animals
* Dislikes: Ganon, Yiga Clan, Vaati, Ghirahim, Zant, Poachers, Grave Robbers
* Biography: Sybil is one of the many 1/2 Mermaids born to Junichiro & Palutena, being born a day before Hiromi was born, making her part of the 3rd line of 1/2 Mermaids born into the family. Sybil shared much of her sisters' dream of wanting to be a hero like her father is, yet Sybil ended up finding that she had a strong affinity for magic, and so she took up using magic as her main means of combat. However, Sybil at one point became fascinated with the stories behind the Sheikah, and the ancient technology they developed, which essentially lead Sybil to learn how to fight melee wise with the Sheikah's own weapons, and even those of the ancient technology they developed. Even so, Sybil still remained stronger in the magic department, but she had did develop some physical strength to pose a threat with weapons at the very least. Nevertheless, Sybil became eligible to fight alongside her father, making a name for herself in Hyrule where she became well known as the Sheikah Sorceress she opted to be recognized as, even by the actual Sheikah themselves. Needless to say that Sybil has been helping to defend Hyrule, and her own homeworld, ever since. As one might expect from those in Juni's family, Sybil is a very friendly girl with a strong adventurous spirit. However, she does have a slight timid side to her, which can result in her getting startled quite easily if that side of her is showing. Sybil enjoys the culture of the Sheikah and likes to collect artifacts associated with them; including the ancient soldier gear that they themselves have built. Sybil of course, does not approve of the Yiga Clan, though that doesn't stop her from using at least 2 pieces of their gear. Like a handful of her sisters, Sybil is a proven absolute mudlark as she never hesitates to throw herself into a pit of quicksand the moment she spots a pit, and she gets excited when she finds signs of quicksand in the area. The best at growing snapdragon flowers.
* Abilities: Being 1/2 Mermaid, Sybil 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, Sybil strongly prefers the water to be clean before she thinks about transforming. Sybil proves herself to be a very strong sorceress, possessing great magical might, especially with nature magic as she has learned different types of it. However, in keeping with her alignment of being a Sheikah Sorceress, Sybil also possesses the power of Shadow Magic, calling back to the Sheikah being known as the "Shadow Folk." That said, Sybil possesses great magical power & defenses, but she is quite squishy in terms of physical defense, often needing the protection of other melee fighters in order to stay active. Nevertheless, Sybil can still defend herself melee wise quite well with the help of swords & spears. And she's good with a bow as well, giving her an extra ranged attack option. On the subject of two-handed weapons, Sybil is not able to handle anything considered a claymore, but she can make use of longswords, which are not as heavy. She begins with the following gear & magics.
* Shadow Sorceress Robes: Sybil's main robes sewn together by her mother Palutena. These robes are lightweight & comfy, and provide a good defense boost for Sybil. In the shadows, and under the veil of night, these robes grant an even bigger defense boost.
* Sheikah Sceptre: Sybil's main means of fighting. This magic staff allows Sybil to properly channel her spells to where she wants them to be cast, and the sceptre can also function as a strong bludgeoning weapon as well.
* Flamberge Rapier: Sybil's primary sword. It has better physical strength than her sceptre, but for foes that her sceptre can't damage well, this is a strong alternative.
* Mirror Shield: Sybil's primary means of defense. 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.
* Eightfold Blade: A single-edged sword traditional to the Sheikah tribe. Forged using ancient technology, it's said to be among the sharpest conventional weapons ever made. This one is well cared for, so it won't break.
* Eightfold Longblade: A single-edged sword seldom seen in Hyrule. This weapon is passed down through the Sheikah tribe and has an astonishingly sharp edge ideal for slicing. This one is well cared for, so it won't break. Sybil wields this blade without any issues.
* Serpentine Spear: The spearhead of this weapon is uniquely Sheikah in design. Spear masters of the Sheikah tribe can use the crescent shape to snag their opponents and deliver brutal cuts. This one is well cared for, so it won't break.
* Phrenic Bow: A bow passed down through the Sheikah tribe. Concentrating before drawing the string will allow one to target distant enemies as easily as those nearby.
* Shield of the Mind's Eye: A small Sheikah-made shield. Its design is intended to decrease blind spots without sacrificing too much defense. This one is well cared for so it won't break.
* Windcleaver: This sword is favored by high-ranking members of the Yiga. When wielded by a proficient fighter, its unique shape cleaves the very wind and creates a vacuum. This one is well cared for so it won't break.
* Duplex Bow: A bow favored by the skilled archers of the Yiga Clan. It's been engineered to fire two arrows at once to ensure your target comes to a swift and none-too-pleasant halt.
* Ancient Short Sword: The blade of this sword was made using an ancient power lost to this modern age. Its blade appears only when drawn, and its cutting power surpasses metal swords. This one is maintained to the point that it won't break.
* Ancient Spear: This spear is the result of countless hours of research into the ancient technology used by Guardians. The glowing spearhead has high piercing potential. This one is maintained to the point that it won't break.
* Ancient Bow: This bow is the result of Robbie's research. Ancient Sheikah technology affords it heightened functionality. Arrows fired from it travel in a perfectly straight line. Its quiver only carries Ancient Arrows.
* Ancient Shield: This shield was made using ancient Sheikah technology. Its surface glows blue when raised in defense. Enhanced functionality allows it to deflect Guardian beams. This one is well maintained. It won't come even close to breaking.
* 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. Sybil 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. Sybil 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. Sybil takes such good care of this blade that it never comes close to breaking.
* Nature Magic: Sybil 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 spells include, but are not limited to: Flamewall, Ice Rock, Waterblast, and Thunderstorm.
* Shadow Magic: Sybil has a profound grasp over the power of darkness with this magic. It can certainly harm monsters greatly and blot out any light they may possess, but the magic is useless against foes born of the shadow itself, such as Shadow Beasts, and it certainly is ineffective those affected by Twilight.