**Fontanne Statistics**

* Name: Fontanne
* Age: 19 (Day younger than Chumani)
* Gender: Female
* Race: 1/2 Human, 1/2 Mermaid
* Character Class: Runelord
* Affinity: Anima
* Design Inspiration: Chisato Hasegawa (Main Body, Physique, Hairstyle, and Personality Basis), Angela's Rune Seer Class (Runelord Uniform), Patty from Dragon Quest 9 (Casual Clothes), Princess Ariel (Mermaid Tail)
* Height: 5'6''
* Weight: 135lbs.
* Skin Tone: Light
* Eye Color: Heterochromia (Left Eye is brown, right eye is pink)
* Hair Color: Dual Colored (Left side is brown, right side is blue)
* Hair Length: Buttocks Length
* Measurements: B38''-W22''-H34''
* Distinguishing Features: Heart shaped birthmark under both eyes, wears cute glasses
* Good Points: Intelligent, Honorable, Friendly, Kind, Caring, Affectionate, Motherly, Sisterly, Doting
* Bad Points: Critical at times
* Likes: Mud Baths, Quicksand (Immensely), Swamps, Jungles, Rune reading, Tiara, Beaches, Animals, Babysitting
* Dislikes: The Duma Faithful, Grimleal, Garon Loyalists, Sombron, Those Who Slither in the Dark, Dried Mudflats, Poachers, Spoiled Brats
* Biography: Fontanne is one of the many 1/2 Mermaids born to Junichiro & Palutena, being born a day after Chumani was born, making her part of the 2nd line of 1/2 Mermaids born into the family. Like so many of her sisters, Fontanne liked to hang around whenever her father came home from his travels & had stories to tell of said adventures (And he often did), and his stories inspired Fontanne to take up arms in order to be a defender of not only Olympus, but other worlds as well. To that end, Fontanne discovered a knack for the trinity of magic, and she even developed a talent for fighting with swords & axes, so she spent a good deal of time training in sword fighting, axe fighting, and learning how to use light, anima, and dark magic. However, Fontanne also found a knack for using runic power to aid others in battle, and so she ended up training in that as well. As the end result, Fontanne took up the title of Runelord, and was eligible to travel with her other Fire Emblem themed sisters (Except Eurydice at first whose Pegasus was sick, and couldn't go right away) to the land of Gaia itself, where she was quickly enlisted into the Gaia Army her father, Julie, and Shantae formed, and she quickly became one of the army's top soldiers. During her time on Gaia, Fontanne developed a fondness for her 1/2 Genie half-sister Tiara, who was born via magical infusion between Shantae, Julie, and her father Juni. Her offer to babysit Tiara was very much welcomed with open arms, and Fontanne & Tiara developed a strong bond between each other. However, along with her younger sister Hiltrude, Fontanne was also one of the first victims of Tiara's newly developed perverse behavior, though Fontanne was the first one to make her stop; albeit in a respectful manner. However, during one training day, the great Gaia Castle where she & her family were staying at, came under attack by the Supreme Forces via an invasion force personally lead by the Supreme Archduke, utilizing an army of N'raqi & Blackblood Spawn. Though Fontanne did her best to fight off the invaders, the enemy just kept coming until the army was wiped out save for Fontanne and her family, who had no option but to retreate, watching in horror as Gaia Castle was overtaken by darkness. When the Gaia Alliance was proposed to replace the destroyed army, Fontanne threw her hat into the ring, volunteering to partake in the Alliance's goal of taking Gaia back from the Supreme Ones. Incidentally, her half-sister Tiara and her best friend the 1/2 Genie Majin Angie ended up joining the Alliance at some point as well. Nevertheless, Fontanne has been assisting the Alliance in the Gaian War of Light & Shadow, and even after that, she is prepared to help in any situation when asked to do so. As is to be expected from those in Juni's family, Fontanne is a very friendly girl with strong maternal instincts and is a genuine big sister to those around her. However, she has been known to be critical at times; a trait she picked up from Misaki no less. She enjoys reading runes whenever she finds some, and will never say no to a chance to babysit her own kid siblings, or anyone else that needs a watchful eye every now & then. This has enabled her to develop a strong bond with her half-sister Tiara as a result. In fact, she's one of the few who can speak to her to recruit her. The others being her father Juni, and Shantae. However, Fontanne is dismayed with spoiled brats, and shares her family's hatred of poachers. Like a handful of her sisters, Fontanne 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. An unbeaten master in reading the runic alphabet.
* Abilities: Being 1/2 Mermaid, Fontanne 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, Fontanne strongly prefers the water to be clean before she thinks about transforming. In the water, Fontanne enjoys the same +10 increase to her avoid/dodge, and the doubling of movement that her other 1/2 mermaid siblings enjoy while beneath the waves. Fontanne starts the party as the Special Class known as the Runelord, a physical & magical class in one. In this class, Fontanne has access to swords & axes as her physical weapons, and is able to use the entire trinity of magic as well. In terms of stats, Fontanne has equal balance in Strength, Magic, Defense, and Resistance, and it's reflected in her growth rates of all 4 as well. Of course, she also has good Speed, Skill, and Luck, and her growth rate in those areas reflect this as well. As a Runelord, Fontanne's main gimmick is empowering her friends with runic power of different types. The runes she shares with others enable any class using weapons such as swords, axes, lances, guns, bows, and daggers, to be able to unleash a brave attack that has the second attack dealing a certain type of magical damage on the second hit delivered. Unlike Tiara's Enchant skill however, the runes do not turn the weapon into an elemental weapon as a result of this, but it has interesting Synergy with Tiara's Enchant as it can mean an ally who has a weapon empowered by Enchant, can still receive the benefit of the bestowed runic power Fontanne deliveres to deal more magic damage than usual. However, only one rune can be bestowed on a unit at a time and so another can't be applied on a unit that already has one until it's used up. Since her class is a Special Class, Fontanne's level caps at 40, so she has many a great chance to get stronger, but this also means that she can't promote unless she uses a Second Seal, or Heart Seal, to change into a new class. Due to how her class operates, her weapons & magics are in two different inventory slots. She begins with the following gear, magic, and skills.
* Mortuary Runesword: Fontanne's personal sword. This sword deals both physical, and magical damage with physical being dealt up close, and magical from a distance. The type of magic damage dealt depends on the type of tome Fontanne has equipped at the moment, or it can be changed after using a specific rune. Being a personal weapon, this sword cannot break.
* Ladyblade: Female units only. Deals bonus damage to barbarian units. Has 25 uses.
* Iron Sword: A standard sword made of iron—simple but effective. Has 40 uses.
* Runeaxe: Fontanne's personal axe. An axe made from a Battle-themed Ono, this axe also deals physical & magical damage depending on the range, and its magic changes depending on the tome currently equipped, or the rune last used. Being a personal weapon, it cannot break.
* Iron Axe: A standard axe made of iron—simple but effective. Has 40 uses.
* Elfire: Powerful fire magic.
* Elfrost: Powerful ice magic.
* Elwind: Powerful wind magic. Deals bonus damage to fliers.
* Elthunder: Powerful thunder magic.
* Shine: Mid-Level light magic. It can only be wielded by those dedicated to good.
* Nosferatu: Mid-Level Dark magic. Absorbs HP equal to half the damage dealt.
* Transfer Rune: The personal skill of Fontanne. This Magic Art uses 10MP & 10SP to activate. When used on an ally, any staves that would target just one ally would expand to other nearby units in a 5-square radius. Also applies to status staves. Does not work with the Fortify staff however. The effect lasts for 3 phases.
* Fire Rune: Magic art that uses 5MP & 10SP to activate. Weapons that the user or receiver uses will deal a 2nd strike that deals out fire-type damage. Lasts 3 phases.
* Ice Rune: Magic art that uses 5MP & 10SP to activate. Weapons that the user or receiver uses will deal a 2nd strike that deals out ice-type damage. Lasts 3 phases.
* Wind Rune: Magic art that uses 5MP & 10SP to activate. Weapons that the user or receiver uses will deal a 2nd strike that deals out wind-type damage. Lasts 3 phases. The 2nd hits will deal bonus damage to fliers.
* Thunder Rune: Magic art that uses 5MP & 10SP to activate. Weapons that the user or receiver uses will deal a 2nd strike that deals out thunder-type damage. Lasts 3 phases.
* Light Rune: Magic art that uses 5MP & 10SP to activate. Weapons that the user or receiver uses will deal a 2nd strike that deals out light-type damage. Lasts 3 phases. The 2nd hit deals bonus damage to monsters, undead, and demons.
* Dark Rune: Magic art that uses 5MP & 10SP to activate. Weapons that the user or receiver uses will deal a 2nd strike that deals out dark-type damage. Lasts 3 phases.
* Wrath Strike: A powerful sword attack. Uses 3SP.
* Smash: An axe attack with high Crit. Uses 5SP.