**Nimiane Statictics**

* Name: Nimiane
* Age: 18 (Day Younger than Sokanon)
* Gender: Female
* Race: 1/2 Human, 1/2 Mermaid
* Character Class: Shadow Hunter
* Affinity: Darkness
* Design Inspiration: Tessa from Red Earth (Main Body and Personality Basis), Spiral from X-Men (Shadow Hunter Uniform), Beatrix LaBeau (Hairstyle), Shizuku Oikawa (Physique & Casual Clothes), The Mermaids from Shantae: Risky's Revenge (Mermaid Tail)
* Height: 5'8''
* Weight: 125lbs.
* Skin Tone: Fair
* Eye Color: Brown
* Hair Color: Blue with black streaks
* Hair Length: Chest Length
* Measurements: B41''-W24''-H36''
* Distinguishing Features: Skull shaped beauty mark under left eye
* Good Points: Intelligent, Kind, Caring, Affectionate, Honorable, Insightful, Playful, Dutiful, Seductive
* Bad Points: A Tease, Prankster
* Likes: Mud Baths, Quicksand (Immensely), Trolls, Voodoo, Nighttime, Starry Skies, Archery, Meaty & Rich foods, Beaches, Bedlahs, Ballgowns, Swamps
* Dislikes: Duma Faithful, Grimleal, Garon Loyalists, Sombrom, Those Who Slither in the Dark, Bitter Foods, Obvious Tricks, Dull Surprises
* Biography: Nimiane is one of the many 1/2 Mermaids born to Junchiro & Palutena, being born a day after Sokanon was born, making her part of the 3rd line of 1/2 Mermaids born into the family. Nimiane is one of the few in the family to surpass her mother in terms of bust size, third only to her sisters Malila, Peirene, Camilla, Pelagia, and Aquarius. Nimiane possesses a K-Cup bust, yet her breasts are 1 inch bigger than Palutena's. Like so many of her siblings, Nimiane was ever present whenever her father came back with stories to tell of his travels in different realms, and he often had plenty to tell. Nimiane at one point, after listening to so many of her father's tales, decided that she wanted to be an adventurer like he is & fight off evil. But Nimiane was not sure of what path she wanted to take, until one day a Jungle Troll from the Dark Spear Jungle made a delivery to the 1/2 Mermaid Household. Nimiane noted that the troll was a Shadow Hunter, and she expressed interest in being one herself. To her surprise, the troll was more than happy to teach Nimiane on how to be a Shadow Hunter, though her added that it was up to her to develop her own style; something she quickly agreed to. Nevertheless, Nimiane proved to be a quick study, impressing the Jungle Troll when it came to archery, dagger fighting, and staff wielding; while also possessing a knack for using Dark Magic as well. Though as promised, Nimiane developed her own style of shadow hunting which threw in the usage of swords instead of throwing glaives like the ones trolls use, which earned praise from her teacher. After spending days with her troll teacher, Nimiane went home & continued training to finalize her style, which she did in perfect timing, as she was elected to take part in an expedition with her other Fire Emblem themed sisters to the land of Gaia, which Nimiane was more than happy to take part in. She however, noted that Eurydice was not able to go right away since her Pegasus Orpheus was not feeling well, so Nimiane left Eurydice some medicine for her Pegasus before leaving. On Gaia, Nimiane quickly enlisted in the Gaia Army, becoming one of its top soldiers in little time. On one training day however, Gaia Castle came under siege by the Supreme Forces, with a massive invasion force being lead by the Supreme Archduke & the Supreme Princess. Nimiane fought against the Princess and managed to defeat her, under the belief that her defeat would stop the invasion. But, the Supreme Princess horrifically revealed that she & what she was leading was but a distraction as her father prepped the true power of the invading force she & him prepared, which ultimately lead to the Gaia Army; save for Nimiane & her present family members, being wiped out and forcing the suvivors to fall back, leaving the castle to be consumed by shadow. Nimiane was the first to note that the Fire Emblems were still in the castle, that is until her father Juni revealed that, as he saved Philomela, he als took the real Fire Emblems and left red herrings in their place, much to the delight of everyone. Nevertheless, when the Gaia Alliance was proposed to replace the army, Nimiane was quick to jump in on the chance to fight the Supreme Forces & take back Gaia from their clutches, and she has been striving for this goal ever since. And even after that, she is prepared to lend a helping hand when asked. As is to be expected from those in Juni's family, Nimiane is a very friendly girl to those around her. She sports a strong dutiful side and is prepared to fulfill whatever duty she is given; even if it includes watching her own kid siblings, which is something she will never say no to. However, Nimiane is a proven prankster. Most of her family can be this on & off, but Nimiane takes the cake in this department as her pranks are very much unmatched by others. Fortunately, they're all harmless. Nimiane likes to show off her fashion sense when possible and she has great taste as she enjoys both bedlahs, and ballgowns, hinting that she likes poofy clothes. Nimiane however, is no fan of dull surprises. Like a handful of her sisters, Nimiane 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 most fluent in Jamaican talk.
* Abilities: Being 1/2 Mermaid, Nimiane 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, Nimiane strongly prefers the water to be clean before she thinks about transforming. In the water, Nimiane 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. Nimiane begins the party as a Shadow Hunter, her own unique special class. As a Shadow Hunter, Nimiane has high speed, allowing her to get in two attacks with ease, though her speed is second only to Misaki, her eldest sister. Nevertheless, her growth rate in this area is good enough to help her keep pace. She also has well balanced Strength, Magic, and Skill, and her growth rates reflect this. Defense & Resistance wise, she can tank both physical & magical attacks nicely, but is squishy with attacks from stronger weapons & magics. Thankfully, both are able to get better with ease. Her luck of course, is decent. Nimiane fights with swords, bows, and daggers as her physical weapons, and she has access to dark magic & staves as well. She has a D-Rank in all these areas. Nimiane is also a talented voodoo practicioner and will sometimes bring her voodoo magic onto the field of battle. Nimiane, being in a special class, caps out at level 40, and so cannot change classes with a Master Seal, or Master Crown, unless she uses a Heart Seal, or Second Seal to change into a promotable class. Her weapons & magics are in their own inventories due to how her class works. She begins with the following gear & skills.
* Shadow Kampilan: Nimiane's personal weapon. This shadowy looking sword acts as a killer weapon with a high chance to inflict critical hits. It also increases damage dealt while under the cover of a shaded area such as a forest. Even dark nights boost its power. Though in both instances, it's only a 30% boost. Being a personal weapon, this cannot break.
* Ladyblade: A mighty sword that only women can wield. Deals bonus damage to barbarian units. Has 25 uses.
* Iron Bow: A standard bow made of iron—simple but effective. Quiver holds 40 Arrows.
* Iron Dagger: A standard throwing knife. Poisons hit foes. Has 40 uses.
* Nosferatu: Dark magic. Absorbs HP equal to half the damage dealt.
* Mend: A staff imbued with healing magic. Recovers a great deal of an ally's HP.
* Loa's Spirit Dance: The personal skill of Nimiane. This Magic Art uses 10MP, and 10SP to activate. When used, the spirits of different loa appear to grant a random blessing to allies in a 5-square range, or curses to enemies in the same range. Regardless, both blessing & curse last for 4 phases.
* Shadow Meld: When standing on a Forest Tile, or on a Fort Tile, avoid/dodge double. Also works during nighttime chapters, and the fog of war.
* Serpent Ward: Magic Art that uses 5MP & 5SP to activate. This sets up a venomous snake ward that attacks enemies at the start of the player phase, and the enemy phase, dealing at least 5-10 HP of damage, and those that're hit will be poisoned soon after; which also deals damage.