Darya Statistics

* Name: Darya
* Age: 18 (Day Younger than Undine)
* Gender: Female
* Race: 1/2 Human, 1/2 Mermaid
* Character Class: Priestess
* Weapon Preference: Swords, Staves, Bows
* Design Inspiration: Canary Naples (Main Body, Hairstyle, and Personality Basis), Natasha from Fire Emblem: The Sacred Stones (Priestess Uniform), Melody Honey from Arcade Gamer Fukubi (Casual Clothes), Leo from Senran Kagura (Physique), The Mermaid from Donkey Kong 64 (Mermaid Tail)
* Height: 5'6''
* Weight: 118lbs.
* Skin Tone: Light
* Eye Color: Pink
* Hair Color: Blue
* Hair Length: Knee Length
* Measurements: B35''-W25''-H35''
* Distinguishing Features: Sun shaped beauty mark below left eye
* Good Points: Intelligent, Playful, Cheerful, Kind, Caring, Affectionate, Observant
* Bad Points: Bit of an Airhead
* Likes: Mud Baths, Quicksand (Immensely), Cathedrals, Slimes, Weddings, Beaches, Light shows, Cats, Dogs, Flowers, Sweets
* Dislikes: Evil Demons, Evil Undead, Blasphemors, Spicy & Sour foods
* Biography: Darya is one of the many 1/2 Mermaids born to Junichiro & Palutena, being born a day after Undine was born, making her part of the 3rd line of 1/2 Mermaids born into the family. Darya grew up with deep admiration for her father, and his heroic deeds, wanting to be a fighter like he is. However, her dream was potentially crushed when she discovered that she did not have a great knack for combat, though it was lit anew when he mother found that Darya has the potential to be a great healer for parties. Taking this in stride, Darya pursued the path of the Priestess without any hesitation. She proved herself to be a very effective healer in no time, and so trained in this magic, and some others to help better be of use in battle. One day however, Darya was found learning how to use a sword, staff, and bow, attempting to add some physical fighting to her style. Noticing that she was struggling, her father stepped in and taught her the basics of all three ways of battle in this style, which was enough for Darya to be able to protect herself physically. Needless to say that it was noted that she was suited to be a good fit for the Dragon Quest universe; a notion that she was quite comfy with, and so she was permitted to share her talents in that exact universe. Needless to say that she is prepared to defend the Dragon Quest universe, and her own home world when she is needed. As is to be expected from this in Juni's family, Darya is a very friendly girl, and she backs this up with a very cheerful & playful disposition. However, she has been known to a bit of an airhead as there are times when she can get distrated here & there. Darya likes to attend weddings when invited to one, but being one who upholds good faith, Darya does not tolerate blasphemors one little bit. Like a handful of her sisters, Darya is a proven absolute mudlark, and she will not hesitate to throw herself into a quicksand pit the moment she spots one. She also gets excited when signs of quicksand are discovered in the area she is exploring. Makes for a good parson.
* Abilities: Being 1/2 Mermaid, Darya 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, Darya strongly prefers the water to be clean before she thinks about transforming. Darya starts the party as a Priestess. As a result of her class, combat is not Darya's first language. Her main priority is keeping her teammates alive through healing the party of their injuries, and curing any status ailments they may have. She has enough Wisdom to make sure her healing powers are up to date. She does not have to worry about Full Heal however; which heals any party member entirely anyway. Melee wise, Darya fights off her foes with swords, staves, and bows. However, her strength, while serviceable, prevents her from doing great deals of damage in the long run, but every little bit helps. She does however, have good defense to the point that she can tank physical hits. She is well aware of her sex appeal, but Darya is the only one of her sisters with a Dragon Quest motif that doesn't make full use of it, or rather, chooses not to. She begins with the follow equipment and spells.
* Fairy Sceptre: Darya's personal staff. This cute sceptre is Darya's main means of channeling magical power to heal her allies with and it increases the power of healing spells when equipped. It also makes it so that her allies survive a lethal hit with just 1 HP. But only once per battle. It provides an attack boost of 10. Darya made this weapon herself, so she has no plans to sell it, but will glady enhance it to increase its power.
* Cleric Sword: Darya's personal sword. This Crusader Sword is specially designed with fighting undead & demons in mind and deals bonus damage to these enemies, and the sword can share holy protection to other allies if necessary. It provides an attack boost of 12, and Darya will not sell this weapon as she made it herself. However, she is open to enhancing it to make it stronger.
* Short Bow: A light and easy-to-handle bow for novice archers. Attack +18.
* Cleric Robes: Darya's personal robes sewn together by her mother Palutena. These robes are very lightweight & comfy, but nonetheless prove to be very sturdy as they provide a +22 Defense Boost when worn, and they prevent Darya from being afflicted with curses. These robes are unable to be sold, but they can be upgraded to be more defensive.
* Slime Earrings: Cute little earrings featuring the little slimes. Defense +4.
* Heal: Restores 30-40 HP to one character. Restores 60-80 HP if Fairy Sceptre is actively equipped.
* Woosh: Tornado ravages a group of enemies for up to 19~32 damage
* Buff: Increases an ally's defence.