**Calder Statistics**

* Name: Calder
* Age: 19 (Day younger than Genowefa)
* Gender: Female
* Race: 1/2 Human, 1/2 Mermaid
* Character Class: Balance Druidess
* Affiliation: 1/2 Mermaid Clan
* Faction: None, but is Alliance & Horde Friendly
* Design Inspiration: Rosette Christopher (Main Body, Hairstyle, and Personality Basis), Niime from Fire Emblem 6 (Druidess Robes), Bulma during the Saiyan Saga (Casual Clothes), Daidouji from Senran Kagura (Physique), The Mermaid from Dragon Quest XI (Mermaid Tail)
* Height: 5'7''
* Weight: 122lbs.
* Skin Tone: Light
* Eye Color: Brown
* Hair Color: Blue
* Hair Length: Elbow Length
* Measurements: B39''-W23''-H38''
* Distinguishing Features: Moon shaped birthmark on forehead
* Good Points: Intelligent, Cheerful, Kind, Caring, Honorable, Dutiful, Determined, Optimistic
* Bad Points: Hot-blooded, Hotheaded
* Likes: Mud baths, Quicksand (Immensely), Animals (Tigers especially), Dragons, Emerald Dream, Night Elves, Tauren, Forests, Jungles, Swamps, Malfurion Stormrage
* Dislikes: Druids of the Flame, The Burning Legion, Old Gods Forces, Emerald Nightmare, Poachers, Mawsword, Primalists, Blight, Illidan Stormrage (At first)
* Biography: Calder is one of the many 1/2 mermaids born to Junichiro & Palutena, being born a day after Genowefa was born, making her part of the 2nd line of 1/2 mermaids born into the family. Like many in her family, Calder grew up with the desire to be a hero like her father is, and she was among those who chose how she wanted to do it instantly. In her case, she heard about the humans of Kul Tiras practicing Druidism, and she decided to become a Druidess herself. As such, she started attuning herself to the power of nature itself as Druids typically do, making full use of its magical might with ease in terms of long range spellcasting while getting the hang of using the power of nature easily. From there, she was able to finely tune her magic into using it transform into a bear, cat, and moonkin; all on her first try no less. However, Calder found that she had a knack for attacking from a distance and wound up focusing on that as much as being able to transform into different beasts, though she also found use in fighting with staves, polearms, daggers, maces, and fist weapons as well, giving her some melee coverage in her normal form. Though Calder attempted multiple times to make her cat form take on the appearance of a tiger; which happens to be Calder's favorite animal. She at one point considered just giving up on the ambition altogether, but was stopped from doing so when she was paid a surprise visit by Malfurion Stormrage himself. When he offered to help Calder with her issue of wanting her cat form to be specific, she accepted without hesitation. With his help, and assistance from the Emerald Dream itself, Calder focused her power into her cat form into its desired look, and after a while, was able to successfully change into a tiger, much to her delight. She thanked Malfurion for his help, and from that point was able to finish her training without future incidents. Now she stands ready to help bring peace to Azeroth with her other Warcraft themed sisters, and is equally prepared to defend her homeworld of Olympus when needed. As is to be expected from those in Juni's family, Calder is a very friendly girl with a strong optimistic side to her. However, she is also not only hot-blooded, but also hotheaded, and it can sometimes lead her to making rash decisions on a whim if she is provoked. Calder shares her family's love for animals, but she is particularly fond of tigers. In fact, her cat form happens to take the form of a tiger. But while Calder likes the company of Malfurion Stormrage, she at first openly detested his brother Illidan Stormrage. However, she has since softened her attitude towards him. Like a handful of her sisters, Calder is a proven absolute mudlark and will not hesitate to throw herself into quicksand the moment she discovers a pit of it, and gets excited when she discovers signs of a pit that's close by. A walking encyclopedia on tigers.
* Abilities: Being 1/2 Mermaid, Calder 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, Calder strongly prefers the water to be clean before she thinks about transforming. Calder starts the party as a Balance Druidess. This spec of hers sees her being perfect for fighting her enemies at long range via nature magic, especially through the use of lunar & solar magic. While certainly at her best when fighting at a distance, she is able to defend herself melee wise as well through the use of staves, polearms, daggers, fist weapons, and maces. Like all Druids, Calder is able to change into different forms for different purposes, such as a bear and a cat. Shapeshifting allows her to escape from different hindering situations and enables her to get back in fights right away as well. She knows all that a Balance Druid is capable of learning, and her starting gear is as follows.
* Eclipse Staff: A staff Calder crafted herself to resemble the eclipsed sun on one side, and the eclipsed full moon on the other. This staff channels astral power nicely for Calder's lunar & solar magics.
* Scythe of Elune: Not the actual scythe itself, but a recreation of the original. It is however, just as magical & strong as the original despite the fact that it can't use artifact powers.
* Tiger Naginata: A polearm that has a White Tiger motif to it. This has a better striking ability than the scythe does, but it doesn't possess any magic power to it.
* Lunar Hammer: A one-handed hammer that boasts a good deal of lunar magic inside. It makes for a good conduit for lunar spells in addition to being a tough bludgeoning weapon.
* Solar Hammer: The two-handed cousin of the Lunar Hammer. This solar empowered hammer has enough light to it to deal immense damage to undead & demons, and cleanse the land of blight & nightmare influence.
* Emerald Fist: A magical fist weapon blessed with the magic of the Emerald Dream itself. It has the power to easily cleanse people afflicted with the Emerald Nightmare. Including if the nightmare was inflicted by the Supreme Princess herself.
* Starlight Katar: A lovely katar made to appear as if it was born of the stars themselves. It's truly a work of art, and is just as lethal in battle.