**Itsaso Statistics**

* Name: Itsaso
* Age: 18 (Older Twin Sister to June, Day Younger than Melina & Zosime)
* Gender: Female
* Race: 1/2 Human, 1/2 Mermaid
* Adventuring Occupation: Holy Sorceress
* Design Inspiration: Ruri from Dr. Stone (Main Body, Hairstyle, and Personality Basis), Jaina Proudmoore (Sorceress Outfit), Beauties from Omega Ruby & Alpha Sapphire (Casual Clothes), Rias Gremory (Physique), Mishell from Dragon Quest XI (Mermaid Tail)
* Height: 5'8''
* Weight: 128lbs.
* Skin Tone: Light
* Eye Color: Heterochromia (Left Eye is pink, right eye is brown)
* Hair Color: Dual Colored (Left side is blue, right side is brown)
* Hair Length: Waist Length
* Measurements: B39''-W23''-H35''
* Good Points: Intelligent, Sweet, Kind, Caring, Playful, Affectionate, Sisterly, Noble, Gentle
* Bad Points: Can be passively aggressive
* Likes: Mud Baths, Quicksand (Immensely), Zoras, Gorons, Koroks, Animals, Horseback Riding, Jungles, Swamps, Marshes, Beaches
* Dislikes: Animals Abusers, Poachers, Ganon, Zant, Ghirahim, Vaati, Yiga Clan, Blight
* Biography: Itsaso is one of the many 1/2 Mermaids born to Junichiro & Palutena, being the twin sister to June, and born a day after the twins Melina & Zosime were born, making her part of the 3rd line of 1/2 Mermaids born to the family. As Itsaso was born a minute before June, she is the older twin. Itsaso & June both grew up with the dream of being a hero like their father, though the twins faced a bit of a dilemma in their goal to achieve this dream as their paths diverged. Itsaso found herself to be far more magically inclined than she is physical, though she decided that this would suit her perfectly, and so she decided to train to become a sorceress. As she harnessed her magic, Itsaso proved to be an instant prodigy with magical power, mastering the elements, and possessing a natural affinity for the holy light itself. In little time, Itsaso mastered control over these magical powers, and while she proved effecient with swords & spears, she proved to only be able to handle one-handed swords as longswords & claymores put a strain on her body, but spears proved to be less of a hassel. However, Itsaso picked up skills in Bojutsu at some point, and as such, added staves to her arsenal as well. Eventually, she & June became eligible to help defend the land of Hyrule itself, and Itsaso & June had been aiming for this for a while, so this delighted them greatly. Since then, Itsaso has made a name for herself in Hyrule, and is ready to defend it, and her homeworld of Olympus, when needed to do so. As is to be expected from those in Juni's family, Itsaso is a friendly girl who treats others with respect. She is easily one of the sweetest members of the family, and makes no effort to hide the fact as she's very proud of this fact. This leads her to being quite a playful soul as well. She can however, be extremely good at being passive aggressive, though this is rare to see. She loves to partake in horseback riding, but being a plant lover as well, she is saddened when plants are afficted with blight. Like a handful of her sisters, Itsaso is a proven absolute mudlark, always on the watch for quicksand to sink her in for the sheer enjoyment, and she openly gets excited when she discovers signs of it. Does the best face paint work.
* Abilities: Being 1/2 Mermaid, Itsaso 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, Itsaso strongly prefers the water to be clean before she thinks about transforming. Itsaso starts the party as a Holy Sorceress. As her class's name implies, she is a very talented sorceress well versed in using light magic, and elemental magic. Her magic/strength ratio is 80/20, meaning she has 80% might in magical power, and 20% in physical strength. While Itsaso is not as physically strong, she can at least handle one-handed swords & spears, and is quite good with a bow. She does however, carry a staff for better spell channeling in addition to it being a good defensive weapon. Her beginning gear is as follows.
* Sorceress Garb: A beautifully crafted set of garments sewn together by her mother Palutena, this outfit is Itsaso's main means of defense and it's actually very strong & sturdy despite its flimsy look, especially with the pants & top.
* Flamberge Rapier: A rapier of decent strength. It's lightweight enough to get a 3-hit combo in with ease and can slice apart many things.
* Master Sword: Itsaso's own version of the legendary blade itself. Though this one has more magical power than the others do, it's still a strong sword when used physically. As a tradeoff, this one can fire sword beams even when Itsaso is not at full health. It'll just use magic power instead.
* Triforce Staff: A staff sporting a triforce motif on both ends. This magic staff helps Itsaso channel her magics with ease, but it's also sturdy enough to act as a strong whacking weapon as well.
* Holy Glaive: This strong polearm is imbued with light magic so that it can deal bonus damage to undead enemies. With its long reach, it's perfect for keeping enemies at bay when necessary.
* Twilight Bow: Itsaso's primary bow. It imbues arrows with the power of light to inflict holy damage. It can enchant regular arrows, Ancient Arrows, even Bomb Arrows. It is also capable of supercharging Light Arrows. However, it cannot override the elemental powers of fire, ice, and shock arrows.
* Mirror Shield: Itsaso's only shield. This one however, is shaped exactly like a heart. 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 reflects lasers as well & unfailingly protects against fire, ice, electricity, and curses.
* Fire Rod: This rod spits out a ball of fire that will sear most enemies to a crisp. It is also used to light torches, but from a distance. This one never runs out of power as it's fueled by Itsaso's magic power.
* Meteor Rod: A magical rod that can cast three fireballs at once, crafted by an ancient magician. Since this is fueled by Itsaso's magic power, it will never run out of power, thus lasting longer than others.
* Ice Rod: This magic wand launches a sub-zero blast of air which will freeze most enemies. Weaker enemies will be destroyed by this weapon, and even stronger enemies might become solid blocks of ice. This one will never run out of power as it is fueled by Itsaso's magic.
* ⦁ Blizzard Rod: A magical rod that can cast extreme cold in a wide range. These are crafted from refined ice found at the summit of Hebra Peak. This one is fueled by Itsaso's magic power, so it tends to last longer.
* Lightning Rod: A magical rod that can shoot balls of electricity. Its gem contains lightning from the Hyrule Hills. Itsaso also feeds this one her magic power so it won't deplete too soon.
* Thunderstorm Rod: A magical rod that can hurl three balls of electricity at once. Its gem contains electricity from the Hyrule Hills, but this one is fed magic power by Itsaso, so it will last longer.
* 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. Itsaso 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. Itsaso 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. Itsaso takes such good care of this blade that it never comes close to breaking.
* Nature Magic: Itsaso's primary magic. Harnessing nature itself, Itsaso can easily inflict harm upon her enemies, or heal her allies. She knows Pyromancy, Hydromancy, Cryomancy, Electromancy, Aeromancy, even Geomancy.
* Sinkomancy: A fun type of geomancy primarily used to make different types of quicksand. Can be used defensively as well.
* Light Magic: Itsaso is a talented user of the holy power itself. It is used to deal damage to her foes and heal her allies. It has the power to instantly destroy undead enemies, too.