June Statistics

* Name: June
* Age: 18 (Younger twin sister to Itsaso)
* Gender: Female
* Race: 1/2 Human, 1/2 Mermaid
* Adventuring Occupation: DragonPaladin
* Design Inspiration: Kohaku from Dr. Stone (Main Body, Hairstyle, and Personality basis), Nohrian Wyvern Lords (Paladin armor), Beauties from Diamond & Pearl (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 brown, right eye is pink)
* Hair Color: Dual Colored (Left side is brown, right side is brown)
* Hair Length: Waist Length (Worn in a spiky ponytail)
* Measurements: B39''-W23''-H35''
* Good Points: Intelligent, Sweet, Kind, Caring, Playful, Affectionate, Sisterly, Noble, Gentle
* Bad Points: Can be aggressive if provoked
* Likes: Mud Baths, Quicksand (Immensely), Zoras, Gorons, Koroks, Animals, Horseback Riding, Dragons, Wyverns, Jungles, Swamps, Marshes, Beaches
* Dislikes: Animals Abusers, Poachers, Ganon, Zant, Ghirahim, Vaati, Yiga Clan, Blight
* Biography: June is one of the many 1/2 Mermaids born to Junichiro & Palutena, being the twin sister to Itsaso, and was 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 June was born a minute after Itsaso, she is the younger 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. June proved to have far more physical prowess than she did with magical potential, but sporting a good potential to use light magic. To that end, June opted to train in the way of the Paladin. In weapons training, June proved to be a prodigy as she handled one & two-handed swords with ease, and even had mastery with spears & hammers. She primarily focused on these, but at some point developed a penchant for using light magic, adding to her profession as a Paladin. However, June also picked up a penchant for using dragon magic, so she decided to dabble in that as well. Needless to say that neither took long for her to master. Eventually, she & Itsaso 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, June 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, June is a friendly girl who treats others with respect. While June isn't as sweet as her elder twin sister, she comes very close to it as she still possesses a gentle & playful side to her. However, she can be quite aggressive if provoked. Those who provoke her tend to feel the brunt of her wrath. Like Itsaso, she loves horseback riding, but while saddened by blight, she does not tolerate animal abusers more so. Like a handful of her sisters, June 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. Makes the silliest faces
* Abilities: Being 1/2 Mermaid, June 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, June strongly prefers the water to be clean before she thinks about transforming. June starts the party as a Dragon Paladin. Like her older twin sister Itsaso, her magic/strength ratio is 80/20, but she has 80% in physical strength, and 20% in magical might, so she's physically the stronger one as June has the might to handle both one-handed, and two handed weapons, in addition to spears. She is also talented with a bow as well. Of course, she would not be a paladin if she didn't have access to light magic, and she does. However, June also uses dragon magic, meaning she has spells that relate to dragons. This magic is her only purely offensive magic, but it's strength is enough to make up for her weak magic stat. Her starting gear is as follows.
* Dragon Paladin Armor: June's personl armor forged by her father Juni with the clothes beneath sewn together by her mother Palutena. This armor is lightweight, but is very sturdy. As a result, it allows June to run at full speed.
* Azure Crusader Sword: June's primary sword. A well balanced double-edge sword with a lovely dragon motif, this blade is a fine piece of forged art and is so sturdy that breaking it is impossible.
* Crimson Flamberge: June's secondary weapon. Also sporting a nice dragon motif, this flame-bladed sword has higher speed than the Crusader Sword, but it still proves to be lethal.
* Dragon Zweihander: A two-handed sword also sporting a dragon motif to it. This deals slightly more damage than the Crusader Sword & Flamberge, and proves effective in stopping enemies wielding spears.
* Azure Claymore: A heavier, bulkier sword that can smash enemies easily. It can smash apart enemy shields with a hard enough swing, and knock weapons out of enemy hands.
* Crimson Flammerschwert: Equal to the Dragon Zweihander in terms of power, but can catch enemy spears a bit easier before breaking them.
* Master Sword: June's own version of the legendary blade of evil's bane. This one is themed around dragons, and like all the others, has the power to repel evil effortlessly. However, June needs to be at full health to fire sword beams with it, but like her other Master Sword users, she can make use of Skyward Strikes.
* Dragon Glaive: A dragon themed glaive with a nice long reach. This is a balanced weapon in its own right, but it tends to be ineffective against axes.
* Dragon Bow: A long bow with a strong dragon motif. It puts a lot of power into the arrows it fires off, but it also increases the damage dealt by fire arrows, too.
* Draco Shield: A shield that sports a strong dragon motif. It protects against all elements, and prevents curses from taking place, too.
* Mirror Shield: June's secondary shield, shaped like a dragon's head. 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.
* Blaze: June's own personal horse. This male reddish brown horse is fast on his feet, and can gallop across even sand with ease.
* Raqri: June's wyvern mount. Raqri is used for flying across terrain that can't be traversed on foot, or swimming.
* Royal Broadsword: The Hyrulean royal family awards this sword to knights who achieved remarkable feats. A sword that balances strength and beauty as elegantly as this one is a rare find. This one is well cared for, so it won't break.
* Royal Claymore: A two-handed sword issued to the Hyrulean royal family's immediate guard detail. Its powerful strikes are said to crush an opponent's body and resolve alike. This one is well cared for, so it never breaks at all.
* Royal Halberd: This spear was issued to the knights who guarded Hyrule Castle's throne room. Its ornate design was applied by a craftsman in service to the royal family. This one is well cared for, so it won't break.
* Royal Bow: In the past, the king of Hyrule presented this bow to only the most talented archers in the land. Its combat capabilities are as impressive as its extravagant design. Its quiver holds 100 arrows, and the bow is so sturdy that it won't break.
* Royal Shield: A shield issued to the Hyrulean royal family's immediate guard detail. It boasts a high defense, but these days it's more a collector's item due to its ornamentation. This one is also easily taken care of, so it never comes close to breaking, but it can conduct electricity & can't protect against curses.
* Double Axe: This double-sided axe was designed with fighting in mind. It's a bit unwieldy, so it requires a well-practiced technique to use efficiently. Needless to say that this one is well cared for, so it won't break.
* 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 has infinite uses since it's received much care.
* 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 has infinite uses since it's received much care.
* 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 has infinite uses since it's received much care.
* Great Flameblade: This magic-infused greatsword was forged in the fires of Death Mountain by Goron smiths in an ancient age. Attacking when the blade glows red makes it expel flames. This one is infinitely durable since it sees a lot of care.
* Great Frostblade: This magic-infused greatsword was forged by smelting ore found in the Hebra Mountains' permafrost. Attacking when the blade glows blue makes it expel freezing air. This one is infinitely durable since it sees a lot of care.
* Great Thunderblade: This magic-infused greatsword was forged by the Hyrulean royal family using lightning from the Hyrule Hills. Attacking when the blade glows golden makes it expel lightning. This one is infinitely durable since it sees a lot of care.
* Flamespear: A magical spear forged in the lava of Death Mountain. It leaves white-hot flames in its wake when the blade glows red. This one has infinite uses since it's received much care.
* Frostspear: A magical spear forged from ancient ice taken from the Hebra Mountains. When the blade glows blue, enemies struck by it will become frozen. This one has infinite uses since it's received much care.
* Thunderspear: A magical spear that contains thunder from Thundra Plateau in its tip. When the blade shines with a golden light, it will electrocute enemies struck by it. This one has infinite uses since it's received much care.
* Holy Magic: June is a mistress of the light, able to call upon it to smite undead foes, and to heal & protect her allies as needed. Some of her spells include, but are not limited to: Lucent Beam, Holy Light, and Divine Shield.
* Dragon Magic: Magic that is primarily offensive, but can be used to enhance other spells. This magic is powerful enough to deal heavy damage to demons and evil dragons.