Masika Statistics

* Name: Masika
* Age: 18 (Day older than Puakai)
* Gender: Female
* Race: 1/2 Human, 1/2 Mermaid
* Character Class: Feral Druidess
* Affiliation: 1/2 Mermaid Clan
* Faction: None, but is Alliance & Horde Friendly
* Design Inspiration: Yoko Littner (Main Body, Hairstyle, and Personality Basis), Wild Child Job from Tangledeep (Druid Uniform), Sky during 1/2 Genie Hero (Casual Clothes), Rias Gremory (Physique), The Mermaid from Dragon's Crown (Mermaid Tail)
* Height: 5'8''
* Weight: 128lbs.
* Skin Tone: Light
* Eye Color: Brown
* Hair Color: Brown
* Hair Length: Thigh Length
* Measurements: B39''-W23''-H35''
* Distinguishing Features: Cat shaped beautymark under left eye
* Good Points: Intelligent, Friendly, Kind, Caring, Affectionate, Dutiful, Honorable, Cheerful, Mature
* Bad Points: Irritable, Aggressive
* Likes: Mud Baths, Quicksand (Immensely), Animals, Cats, Jungles, Forests, Swamps, Emerald Dream, Night Elves, Tauren, Beaches, Camping
* Dislikes: Druids of the Flame, The Burning Legion, Old Gods Forces, Poachers, Animal Abusers, Blighted Plants, Decay, Mawsworn, Primalists
* Biography: Masika is one of the many 1/2 Mermaids born to Junichiro & Palutena, being born a day before Puakai was born, making her part of the 3rd line of 1/2 Mermaids born to the family. Like many in her family, Masika aspired to become a hero like her father is, yet she made up her mind the moment she heard her sisters Calder & Neried decide they wanted to be Druids, so Masika decided that she wanted to be one herself. But while Masika had a knack for using the same nature magic that her older sisters were using, she herself found that she was better suited for dealing out damage up close, so she opted to follow the path of the Feral Druid, proving to not only be an effective melee fighter, but also quite the speedster as well. Masika however, wound up obtaining the ability to transform into the cat form sooner than her other sisters who've taken up the druid path thanks to the spec she wound up choosing. Nevertheless, Masika finished her training in mere days, and felt compelled to assist her other Warcraft aligned sisters in bringing peace to Azeroth, but while on Azeroth, she came upon a portal to the Emerald Dream itself, though she was wary of entering it at first. However, she was encouraged to do so by a passing Malfurion Stormrage; who had sensed Maskia had the same Druidic powers he himself uses, letting her know that all be well. Trusting his words, Masika slept inside the dream for a small while, and from that small moment of slumber, she ultimately unlocked her true potential as a Feral Druidess, and further strengthed her resolve to bring peace to Azeroth, and even defend her own homeworld of Olympus when she is needed. As is to be expected from those in Juni's family, Masika is a very friendly girl and is perhaps one of the most mature family members; tying with her eldest sister Misaki for that position. Nevertheless, while certainly a patient one, she has proven to be rather irritable, and is quite aggressive; especially if someone starts a fight with her. Masika shares her family's love for animals, and she's especially fond of cats of all types. In fact, she owns a black cat named Felix, and a Ginger Tom Cat named Jones. While certainly detestful of poachers for obvious reasons, she proves to have an even stronger hatred for the Druids of the Flame to the point that she will stop at nothing to see their organization dismantled. Like a handful of her sisters, Masika 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. Spends more money on cats than anyone else.
* Abilities: Being 1/2 Mermaid, Masika 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, Masika strongly prefers the water to be clean before she thinks about transforming. Masika starts the party off as a Feral Druid. Unlike her other 4 sisters who have taken up being Druids, Masika is the bona fide damage dealer of the Druidess Quartet, sporting the best physical strength of the four, and even the highest speed. Like her druidic sisters, Masika fights with staves, spears, dagger, fist weapons, daggers, and one-handed and two-handed maces. Although she's able to transform into different forms, Masika gets the best potential out of her profession with the cat form, as per Feral Druid norms. Nevertheless, she has full knowledge on all a Feral Druid is capable of learning, and her starting gear is as follows.
* Fangs of Ashamane: These daggers are replicas of the original daggers themselves, but they're still just as lethal as the real deals. And while they can't use artifact powers, they still change the appearance of Masika's cat form when equipped.
* Ashamane Staff: A staff crafted to resemble the Wild God Ashamane. This not only helps Masika direct any spells she may cast, but it also is able to grow a long scythe blade to double as a heavy damage dealer as well. It has since been blessed by Ashamane herself, unlocking its hidden potential.
* Lion Spear: This spear has a fitting lion motif to it and is as strong as Masika's staff with the scythe active. Although this is easier to aim when it comes to stabbing foes.
* Therizno Claws: This fist weapon invokes the sharp claws of a Theriznosaur, right down to having the curved structure, and being able to easily cause bleeding.
* Lunar Butterfly Knife: This folding knife is not Masika's strongest weapon, but it helps in a pinch if enemies are too close for comfort. As the name implies, it is imbued with lunar magic to deal in nature damage to her enemies. Masika knows a lot of tricks for flipping this knife open & closed.
* Elune Hammer: A one-handed mace that invokes the Goddess Elune. It can easily purify corrupted patches of woodland and restore treants who've been corrupted as well.
* Goldrinn Hammer: This two-handed hammer invokes the might of Goldrinn, the Great Wolf. It even has spikes on the head to give it the impression that the hammer has teeth. The hammer alone deals heavy damage, but letting the spikes be on the business ends of the hammer increases the damage output greatly.