Camilla Statistics

* Name: Camilla
* Age: 20 (Day younger than Oshiera)
* Gender: Female
* Race: 1/2 Human, 1/2 Mermaid (Octomaid)
* Adventuring Occupation: Blademaster Paladin
* Design Inspiration: Camilla from Fire Emblem Fates (Namesake, Main Body, Hairstyle, and Personality Basis), Titania from Fire Emblem Radiant Dawn (Armor Basis), Sash Lilac during Freedom Planet 2 (Casual Clothes), Kuromaru Manpuku (Physique), Giant Pacific Octopus (Tentacles in Mermaid Form)
* Height: 5'10''
* Weight: 128lbs.
* Tentacle Length: 6mt. (20ft.)
* Skin Tone: Light
* Eye Color: Brown
* Hair Color: Blue
* Hair Length: Buttocks Length
* Measurements: B43''-W27''-H38''
* Distinguishing Features: Heart shaped beauty marks under both eyes
* Good Points: Intelligent, Friendly, Kind, Caring, Affectionate, Motherly, Sisterly, Playful, Heart of Gold
* Bad Points: Overly doting, Merciless to her foes
* Likes: Mud Baths, Quicksand (Immensely), Her kid siblings, Animals, Beaches, Marshes, Lakes, Dragons, Zora, Gorons, Koroks, Kokori, Skimpy Clothes, Ballgowns
* Dislikes: Ganon, Vaati, Zant, Ghirahim, Poachers, Polluters of the Sea, Dragonzombies
* Biography: Camilla is one of the many 1/2 mermaids born to Junichiro & Palutena, being born a day after Oshiera was born, making her part of the 1st line of 1/2 mermaids born into the family. Camilla is tied with Malila & Pelagia for being the bustiest member of Juni's family, surpassing even her own mother by 3 inches with a K-Cup bust, even surpassing several others who also hold this feat by at least 1 or 2 inches, respectively. Camilla grew up wanting to be like her father: Namely a hero like he is. Camilla however, learned that her father typically acts as a paladin most of the time, and so she decided to be one herself. But while some of her other sisters who adopted this style took up arms with hammers, Camilla decided to change things up, instead wanting to be a Blademaster Paladin, meaning she'd primarily fight with swords, axes, and spears. All the while still opting to learn how to use a bow, and the holy powers that come with the Paladin profession. As a result, she went & forged her own sword, axe, and spear & started practicing how to fight with these weapons without a moment's hesitation. It did not take Camilla long to master how to fight with these weapons, yet she also got practice in using longswords & claymores as well, despite their heavy weight proving to be a bit of a bridge that proved difficult to cross, but she managed to get her fix with longswords easily, whereas claymores took an extra 3 days for her to master. Even so, Camilla got the hang of her weapons without much trouble, and when it came to harnessing the power of light, she proved to be a quick study there as well, as she was able to wipe out hoards of undead with ease, and heal her allies quickly as if she hardly needed any training in that department. As a result, Camilla was permitted to help defend the lands of Hyrule, and her own home of Olympus, and Camilla is prepared to take part in any action that needs her helping hand when prompted. As is to be expected from those in Juni's family, Camilla is as friendly as they come, sporting an absolute heart of gold. She is the type of big sister many wish one could have as she, like Misaki, is seen as a guardian angel to her own kid siblings & has proven to be a great babysitter for them. However, she has been known to be overly doting to her siblings, to the point that once she has a hold of one of her younger siblings, there's a good chance she won't let go easily. She's also downright merciless to her enemies, as once her foes meet her blades, there's little to no chance of them getting back up. She loves animals & likes to take nature walks just to be around them. However, she has no patience for poachers, and any poacher that meets Camilla does not live to do anything else. Ever. Like a handful of her siblings, Camilla is a proven absolute mudlark. She never hesitates to jump into a quicksand pit the moment she spots one. She also gets excited the moment she finds evidence of a pit nearby. Takes the longest mud baths.
* Abilities: Being 1/2 Mermaid, Camilla is capable of transforming into her mermaid form the moment she enters the water, eliminating the need for anything that enables free movement in 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, Camilla strongly prefers the water to be clean before she thinks about transforming. Camilla lives up to her title of a Blademaster Paladin. She has unrivaled skilled with axes, spears, and swords, even with the heavier claymores. Camilla is also no stranger to archery either. She has the best attack & defense power of those who fight with these blades, and despite what it may seem, she's also fast on her feet. As is to be expected from Paladins, Camilla is also well inversed with light magic, and is able to cast holy spells quickly, and without using a lot of magic power. However, she is rivaled only by her younger sister Malila, and her own father when it comes to using light magic. Camilla also knows 6 of the 7 hidden skills. Camilla starts with the following gear, weapons, and magic.
* Blade Paladin Armor: Camilla's silver infused armor. It's lightweight enough for her to move fast in, but strong enough to shrug off many attacks.
* Sword of Farore: A falchion Camilla forged herself, and blessed by the golden goddess Farore herself. It has the power to boost morale of teammates in fearful situations, and makes cowardly enemies flee in terror for a small moment.
* Axe of Din: This axe, which Camilla modeled after the mighty Armads, is blessed by Din, the Goddess of Power. This axe can make fiery fissures erupt in mere seconds, and the axe itself is sharp enough to rip enemies apart in one swoop.
* Spear of Nayru: A partisan spear Camilla forged herself, and had blessed by Nayru, the Goddess of Wisdom. It doesn't have as much strength as her sword & axe, but its long reach makes up for it. It can even reveal hidden items & chests simply by striking them.
* Silver Zweihander: This two-handed weapon Camilla forged packs a lot of power. But while its weight is in between that of a longsword & claymore, Camilla still swings it around like it's nothing.
* Master Sword: Like Malila & Zinnia, Camilla has her own version of the Master Sword, born from a Goddess Sword she discovered at some point. And like their own Master Swords, Camilla's serves as her ultimate weapon. It is blessed with the power to repel evil & can perform skyward strikes as well.
* Hylian Shield: Camilla's primary means of defense since it's higher. This extremely sturdy shield is very popular among the family as it is infinitely durable, and will never break, or come close to it.
* 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. Camilla takes care of hers, so it won't break at all.
* 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 has infinite durability because Camilla takes great care of it.
* Royal Halberd: This spear is issued to the knights who guard Hyrule Castle's throne room. Its ornate design was applied by a craftsman in service to the royal family. This one has infinite durability because Camilla takes great care of it.
* 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. Camilla takes care of this one, so it can be used repeatedly without the danger of breaking.
* 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. Although Camilla prefers her Hylian Shield, she still takes care of this one as a backup 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 muchcare.
* 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: Camilla 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.
* Healing Magic: Camilla proves herself a great healer as she can use the light to heal her allies immediate injuries & restore their health inf potions are in short supply. She has the skill needed to revive her friends as well.