

Ana Salazar & Her Dolls

Taskerjoy

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Creator Page



Ana & Her Dolls

Reference Sheet	
Audition	
Round 1	
Round 2	
Round 3	
Tournament Status:	WIP

TaskerJoy

Memory is bitter to me, said the blade of grass

Aliases/Nickname(s)
Zander, Tasker, Zan

Pronouns/Gender/Sex
He/Him

Vocation
Artist

Social Media

Discord:
Taskerjoy

Twitter:
-

DeviantART:
taskerjoy

Website:

-

Ellod

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-- [Quote source]

A modified Puppet originally made for infiltration jobs, modified to be a semi autonomous construct with a specialty in assassination. The product of several feverish and paranoid nights, it comes equipped with paralytic poisons, its own weapons, and a small cannon built into its mouth.

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Backstory

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Ellod

Aliases/Nickname(s)

Doll, Old man, Chitters

Profile Data

Race

Construct / Puppet

Pronouns/Gender/Sex

X

Age

X

Weight/Height

149kg [329 lbs] / 6 Ft

Make/Model

Custom made assassin doll

Hair/Eye/Skin Colour

Non descript

Distinguishing Marks

- [entry 1]
- [entry 2]

Abilities

Paralytic Poison.

A simple poison loaded into the forearms and face of the doll, Administered through needles in the fingers & teeth on the model. Upon being administered through injury, target will begin to feel a numbness at the site of injury that will spread to the rest of the body. Fully incapacitating a standard human sized foe in 5 minutes for one hour if not dealt with by sucking the poison out of the injury.

Mouth Cannon.

Black Powder charge located within the dolls mouth. Used in moments of struggle. On use will fire either a 20ft blast of flames from its mouth, or a focused shot effective up to 40ft - these actions will burn the doll

Simulacrum.

Through magic, fully alters their appearance to that of someone else, attaining their voice and mannerisms, fully obtaining their build, but not their weight. The only flaw is that it does not effect the eyes.

Strengths

The model is a fantastic close range fighter, working best when an ambusher to unsuspecting, or even paranoid combatants, its durability and speed while affected by [Strings] more than covers Anas shortcomings as a fighter. Even when not affected by strings its durability can keep it in the fight longer than one would expect a puppet to be capable of. If the puppets head is somehow removed it is still capable of independent movement, if not limited sight until the clothing on its torso is removed

Weaknesses

Once the element of surprise is gone the model becomes a very sluggish fighter when not controlled directly with [Strings], lacking ranged options too - once out of Ana's effective range it becomes quite easy to subdue, being mostly constructed out of wood too it is prone to lighting

itself on fire with its cannon blasts, sometimes even outright misfiring into its frame if its mouth is somehow closed during firing. Another glaring weakness is its Gemstone core hidden within its chest - once this is destroyed, or even mildly tampered with the model loses its autonomous abilities - forcing Ana to devote focus towards puppeteering it.

Gallery



[item description]



[item description]



[item description]

Author's Notes

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Ana Salazar

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-- [Quote source]

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Backstory

Born a bastard child of a king seeking an heir, Ana was 'blessed' at birth by Nobru - The God of Excess with the Gold Vein, a blessing that would grant her immense magical potential beyond what mortals would hope to achieve, yet it comes with a catch like all things involving gods, leaving her extremely frail of body and robbing her of her lifespan. The vein each year will grow from the palm up the arm, and eventually intrude into the holders brain after twenty three years, killing them.

Since learning of her fate, Ana has devoted her remaining time searching for a way to remove the vein, using the arcane power it offers sparingly for fear of progressing the Vein and instead relying more on ingenuity in tandem with simpler magic.

It was only natural to seek the help of the God Eater once offered invitation.

Ana



Aliases/Nickname(s)

Doll Maker, Puppeteer, God Cursed

Profile Data

Race

Human

Pronouns/Gender/Sex

She/Her, Female, Female

Age

19

Weight/Height

128/5.3

B/W/H Size

[entry]

Hair/Eye/Skin Colour

Blonde / Gold / White

Distinguishing Marks

- [The Gold Vein]
- [Soft clicking of Clockwork]

Abilities

Strings.

Threads of magical force, intangible and nearly invisible, Ana sets these strings on her doll to assume direct control to the constructs movements, increasing its speed and power - these can also be attached to unwilling targets if they are unconscious, incapacitated, paralyzed, or stunned in any way in order to take control of them until they either become capable of resisting or they leave her range of the strings (60ft). Ana requires a free hand to set and use strings and can only control up to two targets at a time. These strings can be focused while within 30ft to grasp and coil onto objects losing their intangibility, allowing Ana to traverse with them or throw objects with them, Ana is also capable of instantly swapping places with Ellod while she controls it with the strings. Doing so will overcharge Ellod before briefly disabling it.

Simulacrum.

Through magic, fully alters their appearance to that of someone else, attaining their voice and mannerisms, fully obtaining their build, but not their weight. The only flaw is that it does not effect the eyes.

Force Blast.

Focusing the same magic that makes up her strings, Ana can shoot a blast of energy from her palms up to 120ft, the energy impact is blunt and the equivalent of being struck with a metal pipe - these blasts are inaccurate however, relying on focus for accurate shots

Strengths

Strong Middle to Long range fighting capability, crafty with her placement in any engagement as you can never be sure if you are dealing with her or the doll. Her String magic is also a strong defensive tool as well as offensive, capable of readjusting the fight to her favor if someone were to step too close.

Weaknesses

Ana is not a fighter at all, having a heavy reliance on equipment and Ellod to get results in a true fight, her frailty alone puts her out of the fight within a few minutes of action or a few well placed hits through what armor she wears.

Gallery



[item description]



[item description]



[item description]

Author's Notes

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