

Seth

"Looking back at it? I spent a long time chasing nothing. But, after that night, I think I figured out what truly scared me- **the living.**

-- Seth

Seth is a young man with supernatural powers forced upon him by a cult. In *Summer Leagues*, Seth arrives at the Crossroads for a chance at freedom from the cult and their deities after him.

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Backstory

Before Summer Leagues:

Seth was very intrigued in the paranormal and the occult, having spent almost every waking moment researching into spirits and cryptids. At some point, Seth was kidnapped by a cult and experimented on gruesomely for reasons not yet known. Eventually, Seth escaped, forever scarred physically and mentally by the cult, and given new abilities to speak with the dead.

During Summer Leagues:

Seth had been drifting through an ordinary town in his travels, before the spirits began to speak to him of incoming danger. As he fled, the realization dawned on him that the cult had been in the town searching for him. In a desperate attempt to flee them, he fled into an alleyway and given a mysterious letter by a divine fox spirit. Accepting the letter, Seth was taken away from his home universe to the fox's destination: the Crossroads.

Personality

Seth



Aliases/Nickname(s)

None

Profile Data

Race

Human

Pronouns/Gender/Sex

He/Him

Age

21

Weight/Height/Build

Weight: 151 lbs

Height: 5'5"

Build: Heavier side, muscle with a bit of chub

B/W/H Size

"Uh, I don't have to answer that part, right?"

Hair/Eye/Skin Colour

Hair: Dark brown

Eye: Mint

Skin: Brown

Distinguishing Marks

- Horizontal scar across bridge of nose

Abilities

Ability 1

Seth's main ability lies in his affinity at drawing in spirits and seeing traces they leave behind in the world, allowing him to see spiritual presences the normal eye cannot see. He is able to detect spirits tethered to objects or people through a simple touch, and can draw them out by entering a trance-like state.

Ability 2

While still learning how to control it, Seth has a "safeguard" in being able to turn incorporeal in times of life threatening danger. He is trying to control the ability so as to do so at will, but is having difficulty due to such moments being few.

Ability 3

Seth is an adept craftsman, capable of tinkering with and making the occasional object, though this is mostly a hobby but can be applied in times of endangerment or survival. He tends to prefer making jewelry.

Strengths and Weaknesses

Seth's main strengths lie in his ability to understand and give compassion to souls unwilling to pass on, winning them over through an empathetic, genuine approach. This smoothly ties in with his abilities to be a lure for spirits as he can even channel those capable of defending him through sheer loyalty. Seth can also be very determined, as when he has set his mind to a goal it can be tough to dissuade him from it. He can also be surprisingly physically strong, but nothing superhuman.

However, Seth has a few flaws as both a person and a "fighter", which is a good starting point; he is not a fighter at heart, nor is he trained in fighting. He is extremely anxious, worrying himself sick over small things he would consider meaningful. Seth is also not exactly skilled in his gained paranormal abilities, only recently "mastering" the way of communicating with the departed and the spectral. This also draws into his ability to draw them in, as he is left very vulnerable when doing so, unable to defend himself.

Gallery



Reference



Concept art



Concept art

Author's Notes

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