

Dale Holte & Grim-Puppy

Lord Plague & chibosiree


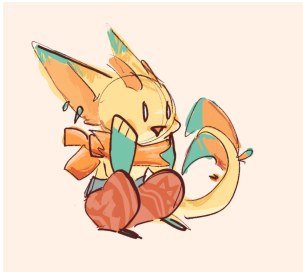
- [Creator Page](#)
- [Dale Holte](#)
- [Grim-Puppy](#)

Creator Page



Dale Holte & Grim-Puppy

Reference Sheet(s)	
Audition	Audition Comic
Round 1	
Round 2	
Round 3	
Tournament Status:	WIP

Lord Plague	chibosiree
	
Aliases/Nickname(s) Plague	Aliases/Nickname(s) Chibo
Pronouns/Gender/Sex She/her	Pronouns/Gender/Sex They/them
Vocation Comic Artist Illustrator	Vocation Comic Artist Illustrator
Social Media	Social Media
Discord: lord_plaguee	Discord: chibosiree
Twitter: @Lord_Plaguee	Twitter: N/A
Tumblr: lord-plague	Tumblr: chibosiree
Bluesky: @lordplague.bsky.social	Bluesky: N/A

Dale Holte

I walked in blood so you did not have to. I grabbed the darkness with chains and forced it to kneel so it could not claim you. You- You were the light that- that...

-- Dale Holte, upon hearing that Elhodan had gone missing

Dale Holte was the founder of Occult Magic in her lands. She had devoted a majority of her time and life to the research of Divine Magic and why humanity simply couldn't possess those powers without owing themselves to some god. Despite being one herself, she does not pay heed to the respect certain titles claim to require of those beneath them. More than once she had disrespected nobles and royalty alike in her pursuits of giving humanity independence from any otherworldly powers.

Her morals and ethics when it comes to her research and experiments cannot be called questionable, as there would barely be any lengths she would not go to to achieve what she wants. Her pursuits did not leave her or the people whose sakes she does this for did not go to waste as her efforts led to the blasphemous magic known as Occult Magic in her lands.

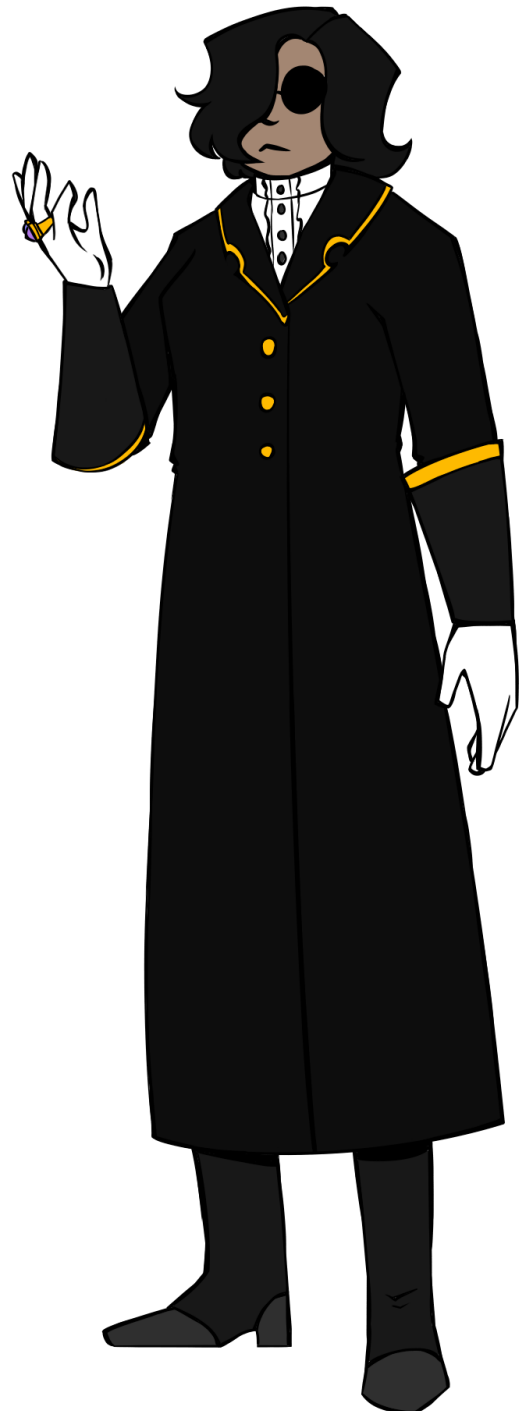
Table of Contents

1. [Backstory](#)
2. [Personality](#)
3. [Abilities](#)
4. [Strengths](#)
5. [Weaknesses](#)
6. [Gallery](#)
7. [Author's Notes](#)

Backstory

Dale was born not a noble, but as the daughter of a painter who lived a nomadic life, due to the nature of her upbringing she held no permanent questions and kept to herself. During her and her mother's travels, they came to a land where the people worshipped a powerful god, and those who served that god were granted special abilities known as Divine Magic. Dale became highly fascinated with this and read and asked about this magic as much as she could while she was still there. Even after her and her mother left she ruminated upon this magic until a life changing question appeared within her mind: "What if we

Dale Holte



Aliases/Nickname(s)

Dale, Baroness Holte, Lady Holte, Lady of Sacrilege

Profile Data

Abilities

Tendrils (Sizzle)

Using the Ring of Threat, Dale is able to summon an apparition of a red imp representing the fury and adrenaline of war she calls Sizzle. With the imp summoned to Dale's plane of existence she is able to call upon tendrils which rise from the ground around her to quickly attack and lash at her opponent with great speed and force. However, when the imp is too badly damaged or forced back into its original plane of existence, Dale is unable to use this spell with a cooldown of an hour if the imp was forced to disappear.

Magic Barrier (Drizzle)

Using the Ring of Refuge, Dale is able to summon an apparition of a blue imp representing the fear and anxiety of battle she calls Drizzle. With the imp summoned, Dale is granted a magic shield that circles her body, not quite granting complete protection but protection nonetheless. She often uses this while fleeing a threat or when attacking with her dagger.

Like Sizzle, if Drizzle is not present in the same plane as Dale, she is unable to use the spell. And if the imp is damaged to the point it must return to its original plane Dale must wait for an hour before being able to use it again.

Illusions (Dizzle)

Not to be confused with Drizzle, Dizzle is a purple imp that Dale can summon that represents the unknown and uncertainty of battle. When Dizzle is summoned Dale is able to create illusions, oftentimes she uses this to create a fog around her opponents and pairs it with dagger attacks. Her weaving in and out of the fog while also creating fake versions of herself. Dizzle still possesses the same mechanics as the Drizzle and Sizzle and when eliminated, all illusions disappear.

Aura of Dread

An effect caused by Dale's crystallized right eye, and an ability she herself is ashamed of. A grim reminder of the things she did to gain her magic and power, it instills a sense of dread and fear upon being gazed upon.

However, somewhere among the horrors. Perhaps a glimpse of something deeper and... Tormented. Memories manifested into a curse.

Strengths

Extreme Will & Mental Fortitude

To be able to do what must be done in the name of power and freedom, and to face terrors and eldritch monstrosities that try to keep her from conquering the darkness, one must possess the will and fortitude to face the darkness and reach into it. Dale is experienced with things that should not be, and is therefore difficult to frighten or mentally manipulate.

Affinity for the Dark Arts

Even before she realized her passion for researching magic, and even before the founding of Occult Magic. There had always been this need for something within her soul. It pulls her along the road that few ever take in a determined effort to learn the impossible and resist the fall to madness or death. She does not embrace the darkness, but shackles it and bends it to her own will to make way for the light.

Dagger Skills

Despite her weak physical prowess, her father was intent on teaching her how to use at least some kind of weapon to fight and defend herself. Her finesse and dexterity with the dagger allows her to use it with deadly precision if a situation called for it.

Weaknesses

Poor Physical Physique

Despite living a nomadic life, Dale had never been the type to run around and engage in physical or strenuous abilities, and her usage of Occult Magic did not come without a price. This causes her to become winded easily and lack the endurance to take too many hits before becoming incapacitated. Thus her reliance on magic.

Vulnerable without the Imps

At this point in time, Dale's only reliable way of casting spells is through the Imps. Without them there is only so much she can do with a dagger.

Quick Exhaustion from Imps

If ever a time arises where Dale has to summon two Imps at once, it affects her physically by sapping energy faster than if she had only summoned one. Thus her only summoning one Imp at a time lest the situation becoming dire.

Gallery



Dale & Imp Reference Sheet



Dale magic visualization + Imp influence

Author's Notes

Her hair might be covering the right side of her face but feel free to change that, sometimes she tucks her hair behind her ear. But keep her hair length and the general style the same.

Stonewalls her expressions and feelings in front of strangers, extremely expressive with her hands otherwise.

Grim-Puppy

"chirp!"

Jus' a lil' lad, well maybe not so little.

-- Grim-Puppy

Table of Contents

- 1. [Backstory](#)
- 2. [Personality](#)
- 3. [Abilities](#)
- 4. [Strengths](#)
- 5. [Weapons](#)
- 6. [Weaknesses](#)
- 7. [Gallery](#)
- 8. [Author's Notes](#)

Backstory

Once a dog wandered into the woods, left by its owner who left without a word. It felt relief but much more sadness. Tied to a branch, it broke free but too late to return home, or was it a home? It didn't know. Thinking of home hurt a lot. It could still feel the ache in its left back leg and through the collar around its neck. Soon that wouldn't matter anymore, because the owner came back. The reunion didn't last for long. Lying on the mossy ground beneath a tree, it was time to be set free. But before its last dying breath, someone new approached and casted Like waking up from a endless dream, the little grim one was pulled out of the ground.

Upon being revived, Grim was anxious. Staring down in his new form at the small being who pulled him out of his dream. It was like peace had been ripped away from him. However, the one who summoned him didn't seem that bad. Yes, she smelt a bit "dark" but there was also the scent of flowers and herbs. There was no way he could deny a new friend so he took to her kindly, following her back home.

Personality

He's a very curious being, often sniffing out truffles, mushrooms, and all manner of things in the forest. Upon

Grim-Puppy



Aliases/Nickname(s)
Grim (nickname)

Profile Data

Race
Undead Creature/Partial-Forest Spirit

Pronouns/Gender
He/Him or It/Its / Gender Unknown

Age
unknown

Weight/Height
15 ft

Eye/Fur Colour
Neon Teal / Dark Mossy Blue-Green

Distinguishing Marks

- Arm Patterns
- Bioluminescence (neon teal)

Abilities

- Dark Mist Emission
- Bioluminescence
- Fairy Lights (Neon Teal)

Strengths

- Will fight until death for people he considers friends

Weaknesses

- Loud Noises
- Timidness
- Fire

Preferences

Weapon(s)

- Claws (Bony Fingers)
- Spear Tongue (Neon Teal)
- Rocks

Likes

- Biscuits
- Pastries

Abilities

Dark Mist Emission

He can create a dark mist to surround himself and those close to him to escape hostile confrontations.

Bioluminescence

Certain parts of his body can glow in the dark, lighting up the path ahead.

Fairy Lights

Alongside his bioluminescence, he can summon his fairy friends to assist him and to play with him.

Weapons

Of all the things he got when he became semi-undead, he also gained some natural weapons.

1. **Claws**

He can use the bony ends of his fingers to slice and stab.

2. **Spear-like Tongue**

He can extend his tongue to hit enemies close to him. It being tipped with a spear-like tip, it pierces easily. Though it leaves a bad taste in Grim's mouth, both mentally and physically.

3. **Strength**

Along with his height, he also grew much stronger. Being able to hurl large objects a fair distance.

Weaknesses

If there's 3 things you should not do to this eldritch pupper its;

1. **Loud Noises**

He has a particular sensitivity to loud noises, whether it be very loud banging or someone yelling really loudly near him.)

2. **Physical violence**

He likes to avoid battles if possible, so he'd run away unless a friend is in danger.

3. **Set on Fire**

Grim is deathly afraid of fire, not only because his body made up of a lot of moss but also from an experience he'd had when he was still alive.

In addition, he cannot resist

1. **Being Pet**

2. **Hugs**

3. **and his favorite snacks.**

Gallery

Grim's Ref Sheet

Grim's Ref Sheet

Author's Notes

Just a lil' guy I revived from the grave of my old sketchbook whom was later literally revived by Dale.