

# 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.

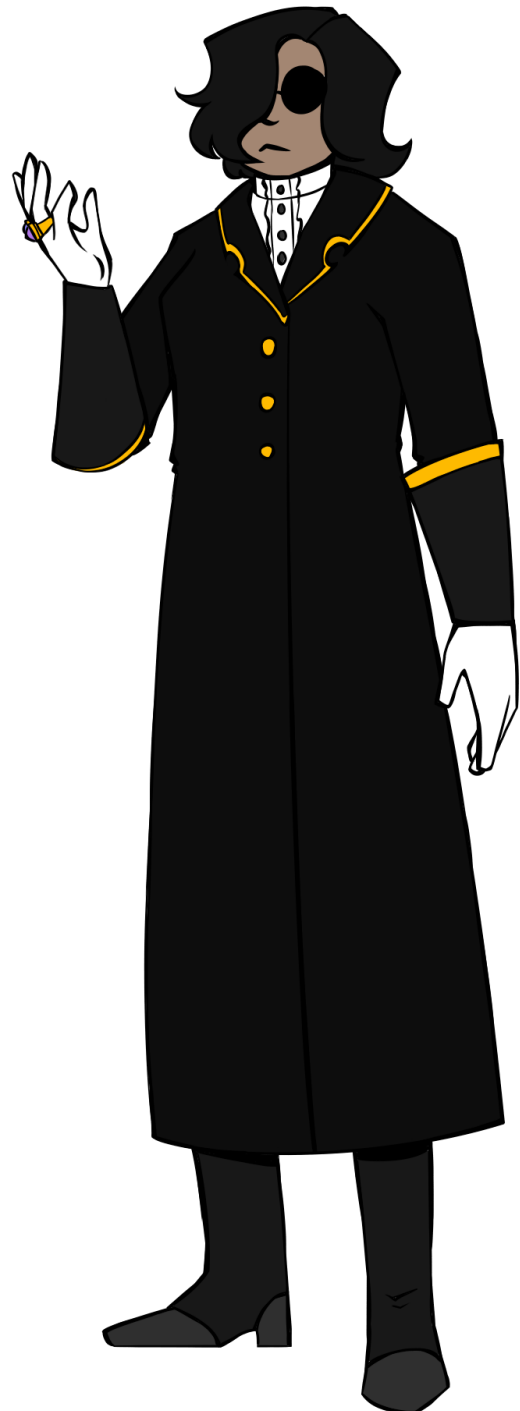
### Table of Contents

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.

---

Revision #30

Created 13 January 2024 10:23:16 by Lord\_Plague

Updated 6 April 2024 20:46:43 by Lord\_Plague