

Garv Dufort

I'm also quite the fool.

-- Garv Dufort

A fencing champion, prolific actor, and executive of an organization of spirit mediums. Garv Dufort rose from the ruins of his family lineage into global stardom. He balances this fame with the secrecy of STYX; an organization containing spiritual mediums from across the world. Now he arrives at the crossroads as a new challenger!

Table of Contents
1. Backstory
2. Personality
3. Abilities
4. Strengths
5. Weaknesses
6. Gallery
7. Author's Notes

Backstory


Garv's homeland was torn apart by perpetual conflict and unrest. It's name and culture forgotten by its own people, afflicted with constant war for nearly two centuries.

Garv never got to know his family and grew up completely alone within the volatile land. However, Garv had been come from a lineage of smiths long forgotten by the world. Within the ruins of ancient buildings he had found the tales of his family that described their super natural abilities. Eventually, Garv awakened his abilities as a medium and soon after fled his homeland.

As a refugee, Garv was adopted by the Dufort family in France. He quickly became accustomed and would soon call it home. He took an interest in fencing and competed within many tournaments. Garv's victory at the Olympics begun his worldwide fame. After finishing his career as a fencer he took up acting, featuring in several successful movies. All the while honing the abilities he had awakened long ago.

However at his peak he was approached by the leader of STYX. They knew of his abilities as a medium and gave Garv an ultimatum. Join STYX as an executive member or

Garv Dufort



Aliases/Nickname(s)

N/A

Profile Data

Race

Humans

Pronouns/Gender/Sex

He/Him

Age

32

Weight/Height/Build

230lbs/6'5/Muscular

Hair/Eye/Skin Colour

Dark purple with a light purple highlight/Purple/Brown

Distinguishing Marks

- Scar across neck

Abilities

Abilities

Steel Weaving

The ancient art of steel weaving that was practiced by Garv's ancestors. Garv infuses his soul into steel allowing himself to weave it like silk threads. He uses this ability to quickly form weaponry of his choosing.

Weapon Form: Scepter

The scepter makes up for its lack of precision with its sheer power. Enhancing it with his soul, Garv can unleash powerful waves of energy that both strengthen his attacks and blows back opponents. However, Garv is left vulnerable after unleashing enhanced attacks.

Weapon Form: Rapier

The rapier offers precise piercing attacks and long range pressure. Garv can also extend and manipulate the blade to make sure it hits its target. Less effective when opponents enters a close range.

Weapon Form: Sabre

The sabre has quick slashing attacks that cut through projectiles. Garv can slash quick enough to create an impenetrable defense. Great speed, lacks range.

Soul Sense

As a medium Garv can sense souls. This allows him to keep track of his opponents and predict their movements. Garv had not been born that sensitive to the forces of the soul, however his experience allows him to pick up on irregularities.

Strengths

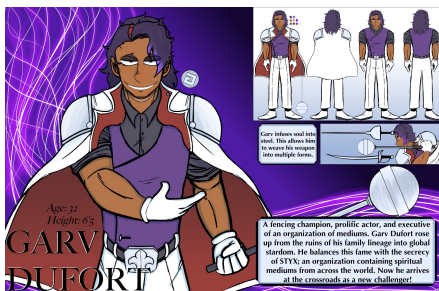
- A master swordsman and experienced fighter. Garv has fought many different opponents across the years.
- Analytical, great at figuring out weaknesses within fighting styles.
- Tries to get in the head of his opponent. Likes to psychoanalyze mid battle.
- Athletic and quick with his footwork. Skips and leaps to a better position.

- Varied arsenal that allows him to adapt to many situations

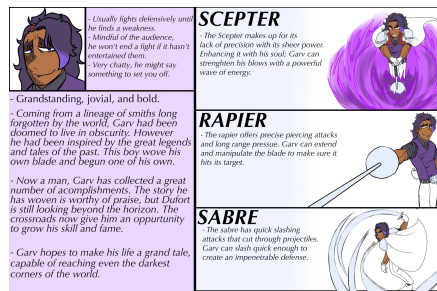
Weaknesses

- Unnecessarily showboats in a fight allowing more chances to attack him.
- Rather than wait a fight out for an assured victory, he'll strike for a chance at a dramatic finish.
- Usually will let the opponent show off most of their arsenal.
- Anything that is hot enough to melt steel. Garv can't weave molten steel.
- Anyone with strong soul manipulation or something like it can affect the structure of his weapons.

Gallery



Character Ref 1



Character Ref 2

Author's Notes

- You can kill, maim, injure, and destroy this frenchmen to your heart's content!
- uhhhmm uhhmmm please don't be weird

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