

# Lantana, Blessed by the Seas

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And does controlling the sea mean that they own the sea's people as well?

-- Lantana

Lantana, Blessed by the Seas, is potentially the last of a mysterious group of supernaturally gifted inventors called the Clockmakers. The daughter of leaders of a floating city, and raised by the Portmaster of a well off island after losing said parents, she was trained to be a proper noble lady, while still becoming a curious tinkerer as well. She prepared all her life to oppose the people who killed her family, the Lucci Merchant Guild, but her fate changed when a mysterious mechanical girl crashed onto her island...

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## Backstory

Lantana, Blessed by the Seas was born to the leaders of one of the Clockmaker's many drifting cities. At the age of 5, she lost her family, and the city she called home, at the hands of the arriving Lucci Merchant Guild navy, which had declared a war against the Clockmakers. She was ferried away from the port city of Fairwater under the care of its portmaster. There she grew up, being trained to be a proper lady, but also training herself to prepare for the day inevitably the Lucci's would arrive.

## Personality

Idealistic: Lantana has strong will and ideals, but lived a

### Lantana, Blessed By the Seas



#### Aliases/Nickname(s)

Lantana

#### Profile Data

#### Race

Human

#### Appearance/Gender/Sex

# Abilities

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## Blessed by the Seas

Long ago, Lantana's ancestors were blessed by the seas themselves, passing this gift down to her. This blessing has been referred to as Audience as it draws the attention of creatures and beings of the sea. These creatures have their focus drawn to her, though it does not directly impact their demeanor (a skittish dolphin may warm up to the girl, but a hungry sea predator will simply decide she has to be lunch). This extends to sentient beings who belong to the sea as well, though it is not so strong to override their will (a mermaid might be drawn to Lantana out of a crowd, but the blessing will not compel her to do anything). Furthermore, her very blood is able to broker deals with such beings, allowing anyone with her blood, not just her, to make binding pacts with creatures of the sea.

## Spark of Invention

In the world Lantana hails from, all machines bear at least a piece of soul that imbues every contraption, from the simple lighter to a marvelous flying machine, with a will and a purpose. Lantana's people, colloquially known as the Clockmakers, earned their title through an innate connection to the machines they devised. The source of this is unknown, and many other practices and knowledge was lost when their floating kingdoms were destroyed by the Lucci Merchant Guilds. The young heir still possesses that same trait, and can design and service machinery with a fervor beyond most people. With the right tools and materials, she can make, fix, or break most anything of pre-industrial design (and probably could figure out anything more modern to with enough time) and can even push them beyond what should be considered possible.

# Strengths

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Lantana was trained in noble forms of combat, in order to defend herself as well as be a proper noble woman. She is an excellent marksman with a rifle, and is trained in fighting with a sabre. She also is trained in riding animals (though a horse-like sea creature known as a Wave Skimmer instead of a horse). Additionally, independent of supernatural factors, Lantana is a driven young woman with an aptitude for speech and rhetoric, able to fairly competently convince all but the most stubborn of her point of view.

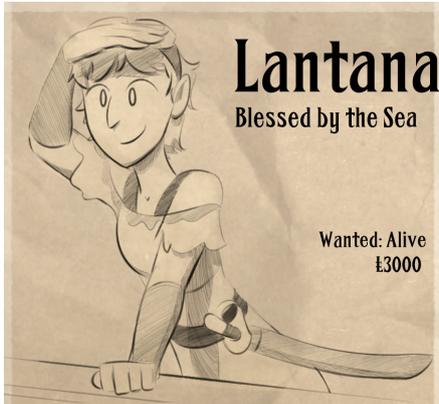
# Weaknesses

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At the end of the day, Lantana is a normal young adult, and with that comes normal human endurance. She is not predisposed to pushing herself past normal limits, and is hampered by injury and pain the same as anyone else would. Additionally, while she can be pushed to injure an opponent, she has an incredibly firm line about not killing, and will avoid employing tactics that would rely on a killing blow. Finally, while not above trickery in her tactics (especially when it is clear she is grossly outmatched, or dealing with a dirty fighter), she does have an honorable streak, and was taught to always give people a fair shake. This can lead to trouble, as she can be goaded into giving up her advantage for the sake of fairness.

## Gallery

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# Lantana

Blessed by the Sea

Wanted: Alive  
£3000

### Backstory:

Lantana, Blessed by the Seas was born to the leaders of one of the Clockmaker's many drifting cities. At the age of 5, she lost her family, and the city she called home, at the hands of the arriving Lucci Merchant Guild navy, which had declared a war against the Clockmakers. She was ferried away from the port city of Fairwater under the care of its portmaster. There she grew up, being trained to be a proper lady, but also training herself to prepare for the day inevitably the Lucci's would arrive.



### Personality:

**Idealistic:** Lantana has strong will and ideals, but lived a sheltered life that stops her from understanding what it takes to see these ideals through.

**Kind:** Lantana wants to see everyone as happy and loving Duffield as possible. She will agree to help people naturally, and will avoid hurting people as much as possible, even to her own detriment.

**Parental:** Lantana feels driven to be the adult in the room, taking on responsibilities and being cordial and polite whenever appropriate.



**Spark of Invention:** In the world Lantana hails from, all machines bear at least a piece of soul that imbues every contraption, from the simple lighter to a marvelous flying machine, with a will and a purpose. Lantana's people, colloquially known as the Clockmakers, earned their title through an innate connection to the machines they devised. The source of this is unknown, and many other practices and knowledge was lost when their floating kingdoms were destroyed by the Lucci Merchant Guilds. The young heir still possesses that same trait, and can design and service machinery with a fervour beyond most people. With the right tools and materials, she can make, fix, or break most anything of pre-industrial design (and probably could figure out anything more modern to with enough time) and can even push them beyond what should be considered possible.



### Gear:

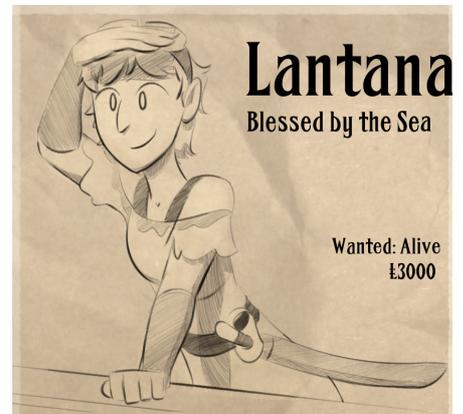
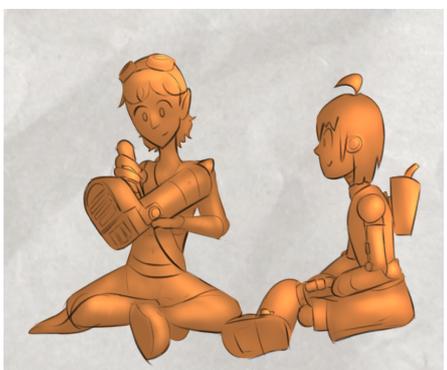
- Bag of Tools and Scraps
- Dueling Sabre
- Breech-Loading Rifle

### Skills:

Lantana was trained in the ways of nobility, both in behaviour and self-defence. She is an excellent marksman with a rifle, and is trained in fighting with a sabre. She also is trained in riding animals (though a horse-like sea creature known as a Wave Skimmer instead of a horse). Finally, she's a natural in formal speech and rhetoric.



**Blessed by the Seas:** Long ago, Lantana's ancestors were blessed by the seas themselves, passing this gift down to her. This blessing has been referred to as Audience as it draws the attention of creatures and beings of the sea. These creatures have their focus drawn to her, though it does not directly impact their demeanour (a skittish dolphin may warm up to the girl, but a hungry sea predator will simply decide she has to be lunch). This extends to sentient beings who belong to the sea as well, though it is not so strong to override their will (a mermaid might be drawn to Lantana out of a crowd, but the blessing will not compel her to do anything). Furthermore, her very blood is able to broker deals with such beings, allowing anyone with her blood, not just her, to make binding pacts with creatures of the sea.



# Author's Notes

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- How formal Lantana talks depends on her mood and how she feels about the people around her. When upset she will talk "proper" with no contractions. When more comfortable and casual she will still talk a little formally, but largely more willing to include contractions and the like.;
  - Her tag is just the standard bell and ribbon, worn on her left wrist as a bracelet
  - Due to her own misgivings and Tressa's insistence against fighting, unless there's clear reason not to Lantana will try to talk anyone she's pitted up against into picking a win condition for their match that doesn't require direct head to head combat.
  - The world Lantana is from is a bit archaic, but otherwise home to a lot of strange things (like robots falling from the sky), so she will be more likely to be invested or surprised in technology more advanced than what she's used to than "strange" beings. (For example there are places where she's from full of animal people, vampires, etc.)
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