

Nerassa Sweptsnow

Nerassa swore that she would ruin the lives of those who wronged her. No matter the cost.

A dark furred tailless Catwoman, with a gold highlight on her forehead and each cheek and gold colored eyes. She's around 5' 6" and often wears long coats and gloves to hide her lack of tail and her need for her prosthetic arms, having lost both of them long ago. She has messy gray hair she keeps in a ponytail that goes to shoulder length, and she often wears clothes with no patterns just simple gray's, blacks, and dark blues.

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Backstory

The city of Visalia is a cyberpunk dystopia, ruled by the megacorporation lifetech. The city was embroiled in a war with a sentient race of robots known as the iron hands. With victory only being achieved through the use of a magic super weapon created by the capture and harvest of Naga, innately magical beings. This large use of magic brought something new. The eidolons, magical beings that caused chaos and destruction all while being undetectable without magic. However there was hope in this new battle, a scientist named Godfrey who worked for Life tech had made a discovery with four teenage girls who had inherited magic potential due to fall out from one of the magic super weapons. Hiding their existence from Life tech godfrey trained them, and help them find ways to transform into more powerful beings to fight the eidolons. They were a team of Magical girls. Nerassa was the medic of the team. With powerful healing magic and incredible speed she danced to and fro on the battlefield making sure her teammates were all right. The magical girls beat back the eidolons, but in the final battle to seal them away tragedy struck. Alice, the leader of the team was killed. This meant that when the time to perform a magic ritual to seal the eidolons away began, they didn't have enough magic to complete it. Always one to give for her friends neurosa gave all of her magic losing her ability to transform. But thankfully providing enough, sealing the eidolons away.

However she soon learned that this cost was more than

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Aliases/Nickname(s) [entry]
Profile Data
Race Catfolk
Pronouns/Gender/Sex She/Her
Age 28
Weight/Height/Build 93lbs 5'5" Lean
Weight/Height/Build when Transformed 228 7'3" Muscular
Height (Slipped)

Abilities

Nerassa's abilities are mainly related to her mental faculties and ability to act in what way seems necessary to get what she wants. For example she can plan out a way to frame someone for murder, strategically plan a large scale battle, or know just what buttons to push to drive someone over the edge.

She also has the ability to transform into a much more powerful magical form. In this form she becomes much faster, much hardier and can heal serious injuries. She also grows two swords from stumps where her arms were that she can use to fight, having previously been trained in fighting with dual swords.

Strengths

Determined, cunning, emotionally intelligent and able to come up with plans. A wide array of tools and knowledge of how to best use them to exploit enemy weaknesses.

Weaknesses

Single-minded, Petty, can get focused on the details and miss the big picture, incredibly fragile with low stamina from smokers lungs, while she's a planner who's able to create several backup plans, when forced to improvise; she often makes rash decisions that come back to bite her. Often can fail to keep calm under pressure. Because of her setting, guns are a prohibited item so she has not had the time to train with the one she wields. She'd be slow to reload, not have much ammo, and poor aim outside of close range

When transformed

Despite having access to her magic she's unable to properly use any of her old magical abilities, she enters a feral berserker state with no real sense of Martial prowess, can be incredibly

predictable and often will just attack the closest thing to her.

Gallery



Nerassa



Transformed Nerassa



Nerassa with Quinton

Author's Notes

Nerassa is a villain. A villain you can understand the motives of yes, but someone who constantly takes the wrong step out of shortsightedness and stubborn pettiness.

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