

Corrin Anna Rose Morgan

We have a saying back in Gaelia,
"Some run and hide, pitying and
wailing for themselves, Others with
grim fatalism say, '*Death or Glory*'
but evil, terror and darkness rout
upon hearing the triumphant shout,
'*Victoria et Gloria!*'- ...Victory AND
Glory!"

"However history remembers me, it
shall only remember a fraction of
the truth."

--Corrin A. R. Morgan

[Describe your character briefly.] Once a lieutenant in the Gaelian Cavalry, now a monster hunting bounty hunter and adventurer, Corrin is a lancer

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Backstory

Born in 1870 to a peasant family, Corrin grew up in a loving home and had a relatively normal childhood in the nordic island country of Gaelia or East Gaelia, that was until she was Five years old. Her father was a huntsman, her mother an apothecary, living with them her detective uncle, her brewer aunt, and her grandparents, a pastor and his wife. Considered by some as a tomboy, Corrin would often play with her brother's friends and her sister's friends. Her family was driven into poverty when she was five then they slowly got back on their feet over ten years although they weren't as well off as they once were.

Once the proud owners of a house and some land, they were kicked out, as her family's secretive past came to light and a group of vampires, werebeasts and wizards hunted them across Gaelia. Blissfully unaware of her family's past, Young Corrin lived in the woods and later with a Romani caravan for a while, where her father and

Corrin Anna Rose Morgan



Aliases/Nickname(s)

Aliases - Corrin, 2nd Lieutenant Corrin A.R. Morgan, Nadezhda Durova, Untoten Wilhelm, The Pale Rider, Blue Riding Hood

Nicknames - Corri, Cor, Anna, Rosie, Elote, Elotitos

Profile Data

Race

Human

Pronouns/Gender/Sex

She/Her/Female, Heterosexual

Age

23-24 years old

Weight/Height/Build

Weight: 121 lbs. or 55 Kg

Height: 5'8" or 170 cm without Shakos, 6'4" with Bell Top Shako, 6'7" with Czapka Shako

Build: Slender, Toned, Hourglass

B/W/H Size

Bust:

Abilities

Time Manipulation

For brief periods of time, Corrin can speed up, stop or slow down time. And for a huge chunk of stamina and health, she can either rewind time itself or see multiple futures. She uses this power offensively by either slowing time to “speed” up her attacks and feints or stopping time and getting in those much-needed hits. Defensively, she uses this power to dodge or escape. Slowing time down or stopping it whilst attacking multiplies the momentum and inertia and therefore power and speed of her attacks. Depending on the weapon and whether she is on horseback or foot, at speed or standing still, it will either double, triple or even quadruple the damage of her attacks. Whenever she uses her abilities, her eyes, particularly her irises, glows a brilliant shade of emerald green. Opponents may notice before or after she uses her time manipulation, that her eyes either begins glow or rapidly dims.

Quite often, she uses this ability in short bursts in order to not telegraph that she has said abilities and also because it requires a lot of stamina and energy to perform. In order to keep this power of Her's a secret and keep her enemies guessing, Corrin will slow time enough to adjust her hits, stabs, feints and dodges. To everyone else it'll appear as though she has impossibly fast reflexes but of course only Corrin knows. Doing this light "braking" will cost her very little energy or stamina and she can do this countless times. To further not telegraph her ability, Corrin will wear an enchanted pair of round glasses that hides the glow of her eyes. However, if her true ability was revealed/figured out by her opponent or they think they know her power (i.e. they think she's a speedster or teleporter), then she will fully and openly use her powers.

However, she can only use her power for VERY brief amounts of time (3-5 seconds without the pocket watch, 10-15 seconds with the watch). Any more than the five or fifteen seconds in the time stop, Corrin will be risking injury and likely death. Slowing down time is not as tiring as stopping time outright, creating a time loop or seeing into multiple futures and can be performed many more times than a time stop (e.g., one time stop is equivalent to slowing time thirty times hence four bursts a day).

During these manipulations of time, Corrin can move around and interact with people and objects. But she can only do so to an extent as people and objects are practically heavy, unconscious statues. Only the things/people that she is touching and on her person are not heavy. They are aware of and can move within the time manipulation as long as she keeps her hand on them. But Corrin must be the one to hold on to them or they'll freeze or slowdown in time.

Those who are taken by Corrin into a time manipulation will hear upon her using her power, a loud single peal of a deep-tone bell followed by the sound of a reverberating and simultaneous ticking of

a clock and the beating of a heart. When she has stopped using her power, they will hear the bell 'unringing' itself and the sounds of the world will quickly speed back up to normal. Those who are masters of magic and/or very spiritually sensitive may notice the ringing of the bell and faintly hear the simultaneous ticking-heartbeat before and after Corrin uses her ability. To those in the manipulation, if Corrin has only slowed time, the world will be nearly silent and nearly imperceptible still in motion. However, in a time *stop*, the world will completely fall silent save for the ticking of time and Corrin's heartbeat, and the world rapidly darkens as light photons freeze in place unless one moves around.

Special Abilities of Time Manipulation

Shadows of the Past Light: Afterimages of Corrin and Citron, usually combined with Whispers of Moments Gone (listed below), it can be used to fool enemies into fighting or following a fleeting image. She often uses SotPL to take the hit for her or distract her opponents. The afterimages will appear solid until hit or dissipates. When not combined with WoMG it appears as though Corrin and Citron are moving silently. This ability can be performed many times with little impact on her stamina. Near Unlimited Uses.

Whispers of Moments Gone: Essentially is the delayed sound(s) of Corrin and Citron, this ability fools opponents with delayed sounds, (i.e. the sound Her and Citron charging, faking the sound of her wounded behind cover). Often paired with SotPL listed above, Whispers of Moments Gone is when Corrin, at will, delays the sounds of herself and whoever she brings into the time manipulation by a few seconds. It certainly requires more effort to perform this ability than Shadows of the Past Light as she is quite literally breaking the laws of physics to delay sound itself. Multiple Uses.

Khronos' Deja Vu: Easily the second hardest thing for Corrin to perform, Khronos' Deja Vu either traps opponents in a Time Loop where they relive the same 3 seconds on repeat until she gets an upper hand over them, or she escapes the opponent's attack. That being said, it is very hard for to perform this ability as it requires a great deal of stamina and strength. If she does KDV for too long, more than 3 times or 9 seconds, she grows weak and sickly, and her usage of her time manipulation becomes limited. Very Limited Uses.

Kairos' Deja Reve aka Weaving of Kairos' Threads: Undoubtedly this is the hardest and most dangerous ability to perform, Kairos' Deja Reve or Weaving of Kairos' Threads enables Corrin to see thirty seconds to a minute into the future or more accurately, *futures* to determine which steps allow her to win in very brief flashes of different futures. Whilst very powerful and certainly borderline cheating as far the tournament is concerned, Corrin is extremely reluctant to use this ability as she can't see what steps it'll take to get the best outcome, she *CAN* see what *MIGHT* lead to the best outcome but is left to the mercy of time to figure it out. Using this ability renders her greatly weakened and very sickly after use, often making her violently cough up blood and leaving her disorientedly nauseated. She must be careful and very selective on how she uses her time manipulation from here on out as she has a very limited number of stamina left to use if she has any left at all. Depending on if she used KDV or used up most of her stamina beforehand, she may even pass out from the sheer amount of exhaustion, and she'll take one to two days to recover. One Time Use for the **Entire** Tournament.

After Corrin performs any these abilities for an extended period of time, she'll grow tired as her stamina and energy take a big hit and she'll require a quick nap or a big hearty meal to recover... After the fight that is!

Devotion

Raised by a family of devout Lutherans, Corrin's faith and devotion have seen her through thick and thin, being a woman of faith in a time of great and terrible crisis. In her sojourns across countless worlds, Corrin has come to appreciate her faith more as it has protected her, her first family and her newfound family from countless terrors and mysterious eldritch beings scattered across the weave of existence itself. This trait of Her's protected her mind and soul from inhuman and otherworldly attacks on her, giving her an edge over more esoteric, spiritual and/or mind-bending opponents. In the case of magical/spiritual/illusionary attacks, Corrin's devotion gives her a robustly strong resistance to both types of attacks. Her faith, if strong enough, can amplify holy damage she deals out with her lance and saber. Corrin's devotion can not only be a great sword but also be a great shield and robust breastplate.

For example, if a fireball were cast at her, Corrin wouldn't catch on fire nor feel burned, but she would feel the knockback of it, although not as strongly as it would've been. However, her faith can waiver and thus lower her ability to resist said attacks though not completely. If Corrin's emotions get the better of her during a fight and/or if she is overwhelmed by fear, unjustified anger or just plain hatred, it'll lower her faith greatly thus her resistance. If the fireball was yet again cast at her and Corrin has little faith, she'll feel the intense searing pain, become incapacitated for a while and be knocked back hard but she wouldn't catch fire. That being said she's not completely immune to said attacks, as she is a normal, fallible person not a saint. Corrin's faith waivers and flags from time to time, and after what she's been through it's easy to see why she falters, with how things have been going. But, although Corrin's faith may waiver, she'll still have it and courage in the most direst circumstances, even to her death.

Expert Cavalryman and Master Swordsmanship- Lancer and Mounted Grenadier

Despite her being the army for a short period of time, Corrin is an expert, if not, a master of mounted combat. Since she was young girl, Corrin learned to ride and fight from horseback, playing then training with a wooden saber from her friend, broken guns her uncle provided, and finally her father's hunting spear in place of the lance. Following the outbreak of war, Corrin's mounted combat skills were further refined and honed into the expert lancer she is today.

Polish Uhlan Lance and Saber: This is how most, if not almost all, shall see Corrin's fighting skills as and they're not completely wrong as a majority of the time Corrin and Citron shall fight with this style. Compared to other lancer tactics and fighting styles, which are relatively simplistic point and parry systems, the Polish uhlan fighting styles are more complicated, involving slashing, moulinets, and lunges with the lance and as a result a more ferocious cavalryman. She does this to conserve what stamina/strength she has for Time Manipulation, and to not telegraph to her opponents that she has time manipulation powers and thus gain an edge over her, but it's mostly done because this is what she feels the most comfortable doing. Carrying into battle, she has

specially crafted lance tips from her adventurer/monster hunting days that can change the effect and damage of an attack with her lance. These tips fit around the point and closest blade edges to the lance tip. These are made with elemental crystals and gunpowder that upon contact with an opponent, shatters, ignites and triggers the elemental crystals properties, creating various different attack effects. Speaking of the Lance, the Lance is a modified M1881 Lance, modified with a much longer 17-inch lance head to allow for slashing/cuts, longer reach with thrusts and slashes and both the lance head and buttspike being made of silver-steel alloys with silver gilding, inflicting passive holy damage to monstrous and demonic/spiritual/eldritch beings.

Shattering Elemental Lance Tips and their Effects: Made from molding clay, gunpowder, nitroglycerin and elemental crystals into a razor thin tip, these Shattering Elemental Lance Tips fit over the top of Corrin's modified lance. Originally, Corrin had made the lance tips as way of leveling the battlefield between her and far more powerful enemies such as evil spirits, monsters, eldritch beings, wizards/witches etc.; but for the tournament Corrin will be somewhat reluctant to use it on weaker, humanoid opponents. As previously mentioned, these Tips go over the silver lance head and once the Lance has made contact, the Tip shatters, releasing and igniting the magical dust which unleashes its effect on top of the piercing and/or slashing damage the normal Lance does. Tips can be stacked and thus have their effects changed. However, Corrin chooses not to mix different lance tips in order to avoid dangerous backfire although she may mix lance tips if taking on tougher opponents.

Embers of Vigilance: The Tip explodes with a large explosion into fiery coals, setting the enemy on fire and possibly hitting other people with the rest of the coals, scattering across the surrounding area in fiery embers. Corrin can strike the ground near the feet of her opponent to scatter the embers over a larger area and entrap opponents/deny an area to her enemy. This tip deals strong amounts fire damage as well as smidge of mild explosive damage. The Embers of Vigilance also deals a low amount of passive holy damage to unholy/spiritual/magical/undead beings if struck by the lance or burned by the embers. If her faith is strong enough, the Embers of Vigilance will dish out very strong holy damage. *Near Unlimited Uses.*

Schnee Flaute-Ist Fraktaler Klinge: Schnee Flaute-Ist Fraktaler Klinge or Snow's Lull-Ice Fractal Blades is a deathly cold attack, either freezing the opponent in a thick shell of ice or entrapping them in a field of giant razor-sharp fractals and icicles. If the opponent is hit directly by the tip, they'll experience mild to moderate frostbite which will affect them for five to ten minutes. *Limited Uses.*

Abyssal Hell: Tips which upon shattering, created a very small black hole that crushes the attacked and creates depression and despair within the attacked and those around them. The Black Hole dissipates after a few seconds and cannot consume entire persons, likewise the despair and depression created by the tips will only last a minute after. BUT Abyssal Hell tips deals strong gravity and emotional/mental damage, fracturing, if not, crushing bones as well as spirits, dealing great emotional damage and physical crushing damage for less than a minute. Corrin is down to the last two of these tips, much to her relief as these are very expensive and hard to make (both physically and emotionally). *Very Limited Uses.*

Pestilence's Wilt: This tip infects the attacked with a random illness and requires a dose of

medicine or a healing potion and/or well-seasoned healer to heal, if her opponent doesn't possess a strong resistance/immunity. Those struck by this tip will have varying reactions ranging from breaking out into either cold sweat, burning hot fevers, sneezing uncontrollably, plague nodes, trouble breathing (wheeziness), itchiness, dizziness, blinding headaches and severe stomach-churning nausea. Pestilence's Wilt only infects the enemy struck by the lance tip; it will not infect other people. However, it can backfire and infect Corrin if she is not careful in making her escape quick enough from its potential backfire (she really needs her time manipulation for this one) making her deep reluctance to use it all the deeper. She has three tips. *Very Limited Uses*.

Mulligan's Thunder: Mulligan's Thunder, like the thunder it has been named for, cracks iron and stone alike and pulverizes flesh, dishing out a very powerful explosive charge (pun not intended), capable of destroying heavy armor up to 10 inches thick or armor that is equivalently strong and severely weaken armor that's stronger. Mulligan's Thunder also deal decent damage to intermediately strong enchanted/magical armor and shields. It severely punishes weak enchanted/magical armor and shields, cracking wide open if not shattering the opponent's armor. As for unarmored opponents, it'll deal out a deadly, if not, severe amount of explosive damage. Corrin can also strike the ground with these tips to blow away opponents or their cover. If Corrin is facing a far more powerful opponent, Corrin can stack the tips, creating a more powerful explosive charge, multiplying their powerful charge twice fold. *Limited Uses*.

Mulligan's Vigilance or Little Light Dragon's Fists (explosive):

Mounted Grenadier: Despite being a Lancer formerly in a *lancer* regiment, Corrin carries grenades. Thanks to the marriage of a mounted grenadier regiment and a famous uhlan regiment, Corrin's regiment carried grenades and was taught grenadier tactics. As a result, she carries six grenades in the saddle and two on her person, eight in total. These are powerful grenades that can easily blow apart lightly armored tanks and vehicles (if they existed in her time) and can easily blast away cover (trees, small boulders, walls etc.) for opponents and the opponents themselves. The Grenades explode either upon contact if it connects with an enemy or firmly planted objects or detonate a few seconds after. Like the lance, Corrin carries elemental dust that changes the effect and damage of the grenade's attack. Although, she does not carry specially made tips for the grenades and the tips she does carry are not to varied to the same degree as the lance that being Mulligan's Thunder, Embers of Vigilance and Schnee Flaute-Ist Frakaler Kilnge. The lance tips are merely held in place by a mild natural adhesive glue made of milk and honey.

Master Swordmanship: Skilled in several forms of one-handed swordsmanship, Corrin is considered by some (though doubted by herself) a master swordsman. She knows many fighting styles ranging from the rapier, the cutlass, the smallsword, the messer and buckler but the saber is her true forte. Therein lies her true mastery, having been taught since she was a young girl, Corrin has come to master this style of swordsmanship. Since she last has seen of her true home, Corrin has gained more knowledge and skill in saber fencing, learning to perform dual wielding and flashy fantastical moves that would've been otherwise impossible to learn.

Decent Marksmanship: Yet another skill acquired from her days as a trooper, Corrin is a decent

shot with pistol and rifle, the not best but certainly better than most and that's without using any of her time manipulation mostly thanks to her quick reflexes. With her time manipulation however, she becomes an uncannily accurate shot by, as said above, slowing down time just enough to get a clear shot on her target. In close encounters, she can affix bayonet and go toe to toe with her foes; she can also wield the revolver with her saber as well. However, both her rifle and revolver are powerful guns that have strong recoil (one being rifled at .577/450 and the other being a .45), making accurate repeated shots harder to land. Also, Corrin's accuracy with her rifle is reduced while riding (that is any speed above a spirited trot) on horseback while her pistol accuracy is only reduced somewhat if she does not use her time manipulation. If she does use her time manipulation during these shots, it's very light 'braking', slowing down time *just* enough to line-up a shot but even then, there is a very slim chance she misses anyways.

Good Horsemanship:

Artifice/Trickery: Corrin uses Artifice or Trickery to deceive, distract and/or disorient opponents to gain an upper hand over them or help keep an air of being either more dangerous, weaker or mysterious than she really is, to keep an enemy guessing until victory is at hand. For example, say if an opponent has disarmed her of her saber and she is now defenseless, Corrin would use whatever she has on hand to deceive, distract or disorient them; she starts chatting with the opponent and begins to bow her head but then throws the hat, the handkerchief, the candy and/or change in her pocket at her opponent to surprise and disorient them before punching them to further disorient and rearm herself with her saber. The reason she does Artifice largely stems from the fact that she is a glass cannon in a world of magicians, monsters, supernatural beings and otherworldly entities that could easily wipe the floor with any human. And despite her time manipulation, she is just a mere human. So, to provide either an escape, distraction, briefly incapacitate, or cause her opponents to underestimate her, Corrin will put on the airs of either a mere cavalier during the fights of the tournament, helped by sparse use of her time manipulation and glasses that hide the glow her eyes. Because most people aren't gun savvy, Corrin will make her reloading of the Martini Henry look like a normal level action instead of its true single shot nature with help of her time manipulation.

Special Attacks: Whilst Corrin may fight normally in the style of an uhlan and her opponents may only view her as such, she has several tricks up her sleeve. This is list of specialized and trump-card attacks and moves that Corrin has. She will not reveal this deck of cards right away until she is either cornered into a tough situation, or found out to be a time manipulator, a monster hunter or thought to be a speedster/teleporter after which the gloves come off and she fights openly with these moves for the rest of the match and tournament. If she is feeling comfortable enough, she may give her opponent a peek with one or couple these moves if an opponent is friendly enough.

Special Saber and/or Lance Attacks on Foot:

Blossom of the Sunflower: Performed with dual sabers and with her gold szabla ignited and whilst sidestepping an opponent, Corrin slashes upward on an opponent's torso with both sabers, leaving a fiery trail of golden flames and green plasma which flare out like leaves before she simultaneously passing along side and wheeling Charlotte over her head before striking the top of

the enemy's head with it, causing bright explosion of golden-orange flames. If done whilst using her Time Manipulation, it'll appear as though there was a sunflower of light. Limited Uses.

Piercing Talon and Vengeful Maw: A thrusting stab with the lance to pull her enemy towards her followed by several stabs and/or slashes with her saber; if she is using her Time Powers then after the slashing/stabbing, the opponent gets thrown over her head and down with the lance, knocking them off of it; if not using time powers, then Corrin either kicks or repeatedly strikes opponent off the lance by using the pommel or bottom of her saber's/szabla's handle. Must be wielding saber and lance. Limited Uses.

Dance of the Sabers: A flurry of duel saber feints and attacks going around the enemy appearing like a Cossack saber dance crossed with leg movement of ballroom dancing, opponents are overwhelmed at the speed and number of attacks as Corrin slashes at the arms, legs, joints, hands, back and head of the opponent to either open them up to the finishing move or hack them to ribbons; if done whilst barely using her time manipulation, Corrin will appear like a very flashy dancer-swordsman. If done with near full use of her time manipulation, Corrin will be near unstoppable. Limited Uses.

Blade of St. George: If Corrin's Faith is high enough, all attacks, except for Pestilence's Wilt and Abyssal Hell, are quadrupled in damage and her time manipulation has unlimited uses and can be used to its full potential. All spiritual attacks and illusions/mind tricks are rendered impotent and useless for a time. Naturally Occurring Powers are not affected. Very Limited Uses.

Whirling Wheel of Time:

Special Attacks on Horseback:

Charge of the Saint: A devastating blow to magical/spiritual/undead beings, a very powerful blow to normal beings: Corrin and Citron charge at an enemy with the outline of a flaming, holy lance/saber over Corrin's normal lance/saber, hurting both their opponent's body and soul, taking away for a very brief time their powers and regeneration/healing. A deeply incapacitating if not, fatal blow to evil spirits/monsters. Must be done with high faith and ignited Charlotte or Embers of Vigilance Lance. Very Limited Uses.

Zorn der Stahllanze or Furia Stalowej Lancy (Fury of the Steel Lance): A ferocious repeated charge or dive with the lance at an enemy whilst using Time Manipulation to multiply its momentum and thus its destructive power. If diving, Corrin Near Unlimited Uses.

Wyrmsbane:

Special Grenade and Firearm Attacks:

Leaden Rain, Steel Hail: A storm of bullets, grenades, afterimage bayonets, lances and sabers surrounding an opponent, Corrin actually slashes and stabs the opponent as the bullets strike and her grenades explode around them. Uses up most of her gun's ammunition and grenades, Very Limited Uses

Strengths

Observation and Deductions: Corrin has always been a bit of an observant person, often taking note of physical characteristics, mannerisms and subtle traits/actions/details that people often miss. Her observational tendencies stem from her introverted, somewhat shy personality and teachings from her detective uncle and huntsman father. But of course, it comes at cost, that being it makes her come across to others as either a loner, slow-minded, or overly analytical. This greatly aids her in everyday life and combat. As Corrin is a bit of a glass cannon herself, she is quick to identify strengths and weaknesses to her advantage or offer a peaceful way to diffuse the situation. She does some light deduction as well but does not rely on it preferring to build a solid foundation of evidence.

Swordsmanship AKA Saber Sword Master: Corrin's forte lies with sword fencing as she knows, to various degrees of mastery, 4 different sword fighting styles ranging from the Rapier and Dagger (novice level), Smallsword/Spadroon (slightly better than novice level), the Cutlass (moderately good, cutlasses being similar to sabers), and finally the Saber. Corrin's forte lies particularly with Polish Saber fencing. She's wickedly fast with the saber, employing Polish Saber fencing to the fullest with its fast, flowing attacks. This style of saber fencing is devastating against cutlasses, smallswords and Messer swords. It also can be challenging for longswords, rapiers and other saber fencing styles to effectively combat against it. This strength is greatly aided (and could possibly be hindered) by her reflexes and the occasional use of her time manipulation, making the flurry of precise attacks all the harder to fight against.

Time Manipulation:

Tenacious:

Charmingly Kind:

Weaknesses

Merely Human (Glass Cannon): Even with her time manipulation ability and heightened reflexes, Corrin is only human. She is susceptible to all the injuries, wounds and afflictions that come with being human. Corrin also does not wear armor as she comes from a time period where plate and mail is obsolete and bulletproof armor was nothing more than a pipe dream, making her more vulnerable than most fighters. It is further worsened by the fact Corrin has low pain tolerance, making her truly a glass cannon.

Underdeveloped/Momentary Usage of Time Manipulation: Corrin, not knowing the full extent of her power, decides not to rely greatly upon them as she believes it is dangerous to herself (possibly to others) and should only be used as needed. Corrin has some understanding of how her time manipulation works but does not know it completely. She knows that if she goes beyond 10 to 15 seconds, she'll start to grow dizzily nauseated and may vomit but will be alright in three hours or two. If she goes beyond 20 seconds, Corrin will grow weak as her stamina and strength is

practically halved and she will vomit. She'll develop a bloody nose too and will require about a day of rest to recover. If she goes beyond 35 seconds, Corrin starts to cough up blood with her stamina and strength being whittled down to a very sickly state. She might faint as well and she will need at least 2-3 days to recover. Trying to go back in time will be suicide as Corrin's first and last attempt nearly killed her, unable to even go back a millisecond.

However, the pocket watch helps negate the more severe effects (such as fainting, dizziness and reducing her recovery time down from a few hours to less than 2 minutes) and helps Corrin last longer in these time stops by increasing the amount of time she can spend within the stop (i.e., from 3-5 sec. to 10-15 seconds). However, even with the watch, the amount of times Corrin can safely perform time stops is still limited not unlimited. If she goes into the 12-15 sec. window of time with the watch, Corrin's stamina and energy take a slightly bigger hit, making her slightly more tired. She may even immediately fall asleep after the ninth stop/28th slowing if she's not careful. Last but not Least, the pocket watch's effect can only be applied if Corrin has the watch on her person. She is but merely a Mortal, however, due to her Time Manipulation powers, Corrin has unintentionally slowed her aging down dramatically thus greatly extending her lifespan, unbeknownst to her.

Emotionally Vulnerable: Corrin, while usually seen as calm and collected, is actually highly emotional. Her cool and collected appearance is merely a veneer she puts on, especially around strangers and those she is not close with. This veneer comes off around her loved ones, friends and, to a very limited extent, trusted acquaintances, with Corrin often wearing her heart on her sleeve. Her empathy and sympathy can be exploited if she's not careful and getting her furious will likely cause her to become reckless.

Soldier's Heart (PTSD): Despite the short amount of time she has served in the army, Corrin has seen many and, in her opinion, done terrible things, things that would make your stomach turn and your blood run cold. Unfortunately, like so many other soldiers, Corrin suffers from PTSD or Soldier's Heart as it was called back in her day. A loud thunderous crack/boom may have her reeling backwards and the sound of cracking bones or something resembling one may put her on edge. Red rain is oddly a trigger for her. She doesn't have flashbacks or dreams as much as she did before but is still occasionally haunted by them.

Slightly Cocky and Foolhardily Bold:

Conflicted and Troubled Faith:

Citron and Memoirs:

Gallery



Corrin Reference Sheet V2 -Old-
(Temporary till new sheet made)



[item description]



[item description]

Author's Notes - Fun Facts

- For Corrin's Fighting style on foot, I have a Saber and Lance playlist for reference here!
[Corrin's Fighting Moveset on Foot - OCT and RP - YouTube](#)
 - As for the main style of Corrin and Citron's fighting style, I have another playlist for that!
[Corrin's and Citron's Fighting Moveset- Corrin on Horseback - YouTube](#)
 - This Version of Corrin and Citron are my OCT/RP canon versions of the characters! If you have been on the Crown of the Beast OCT discord server then you may know and recognize them from the RP section!
 - I often have Corrin and Citron get pretty beat up in their fights and rounds, so feel free to bloody and beat them up!
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