

Varila Na'tara

No Mira, I'm not going to 'give you an insightful quote'. If you really want my input, just write down whatever comes to mind and slap my name on it. Otherwise, just- hey, what the Hells are you writing?!

-- excerpt from *Mira's Fantastical Words of Wisdom*, Vol. III

Varila, often dubbed 'Vari' by those she has become familiar with, is a tall, bunny-eared woman of the Leporian race from her homeworld of Merydia. In combat, she tends to brandish a very unique fighting style which combines her skill with a katana along with her visor's ability to teleport its wearer - both to locations within the user's current dimension and outside the immediate realm. This has served Vari greatly when it comes to prevailing in a fight, but ironically enough, the device she relies on in combat also serves as the root source of what is perhaps her greatest pain.

In many regards, Vari is indeed unusually strong when compared to other members of her race. A lifetime of training, spelunking, and mercenary work has ensured this to be true, though despite her durable exterior, those who have met her will oftentimes recall the ardent persistence with which she searches for her lost wife - Mira. Even when examining her from a mere surface-level perspective, Vari's love for Mira is most certainly an obvious soft-spot for her; and it is that very same love which has served as an opportunity for those around her to catch a glance at the undeniable warmth which lies deeply buried underneath multiple layers of emotional armor. Unfortunately, it is also a soft-spot which many of her foes have attempted to exploit in days past with varying degrees of success. However, it has always been a stern will and a keen ability to adapt that has allowed Vari to survive as long as she has - despite the scars she has sustained along the way.

Table of Contents

- 1. [Backstory](#)
- 2. [Personality](#)
- 3. [Abilities](#)
- 4. [Strengths](#)
- 5. [Weaknesses](#)
- 6. [Gallery](#)
- 7. [Author's Notes](#)

Backstory

Varila Na'tara



Aliases/Nickname(s)
Vari
V
Lady Nightsworn
"That Purple Rabbit Chick"

Profile Data

Race
Leporian

Pronouns/Gender/Sex
She/Her, Woman, Female

Age
27

Weight/Height/Build
176 lbs, 6'0", Lean

Hair/Eye/Skin Colour
Blue and Pink / Lavender / Tan

Distinguishing Marks

- Tribal Tattoos
- "Nicked" Left Ear

Abilities

- Short-Range Teleportation
Intendimensional Travel

Abilities

Ability 1 - Short Range Teleportation (Unavailable during Round 2, see Author's Notes*)

Due to the ADT-v's interdimensional capabilities, the device also allows Vari to travel within the *same* dimension via teleportation - albeit at short distances. She can also utilize her ability to teleport *multiple times* within the span of a few seconds, making it a much more optimal way to navigate her surroundings while in combat. However, it should be noted that this particular function of the ADT-v had not yet been perfected by the ones who devised it, meaning that attempting to teleport any distance further than 20 meters will likely result in the device malfunctioning. That being said, Vari has already incorporated this element of the visor into her fighting style and uses it quite liberally to her advantage.

Ability 2 - Interdimensional Travel (Unavailable during Round 2, see Author's Notes*)

As mentioned previously, the ADT-v allows Vari to physically traverse between dimensions. While it is possible for her to use this capability to her advantage in battle, interdimensional travel requires a significantly longer amount of time and preparation to initiate compared to simply teleporting 10 or 20 meters in front of her. Thus, Vari would only use this ability as a last resort - particularly if her life were in danger...

Ability 3 - Heightened Speed

Unlike the abilities granted to her via the ADT-v, Vari's speed is a feat she worked to obtain herself. The magic of her world is vast in its abundance, exponentially increasing the rate at which her body's strength increases whenever she hones her skills. That is not to say she is faster than the naked eye or that her attacks are unavoidable, but one could argue that Vari is indeed *close* to such a level. She is much faster than the average person - even by her world's standards.

Ability 4 - Heightened Strength

Vari's strength and prowess in combat are attributes she has trained tirelessly to earn. Years of hunting and mercenary work along with the benefits she has obtained from the magic of Merydia have all coalesced into a truly substantial display of power. One should not expect to see her ripping trees from their roots or casually tossing boulders around, but with enough force, Vari could render both to mere twigs and pebbles in a flurry of strikes.

Ability 5 - Hyper Reflexes

Vari's nature as a Leporian combined with her experience as a mercenary ensures that she is rarely caught off-guard. Her rabbit ears are particularly sensitive as well, allowing her to detect the faintest sounds at much longer distances than one might expect. Her eyesight is particularly sharp as well; and, when taking into account the informational capabilities that her visor also grants her, Vari is able to use her senses to adapt to new environments and situations with ease. This is especially true whenever adrenaline happens to be coursing through her veins...

Strengths

- **Proficient with Martial Weaponry:** Vari's mercenary work has allowed her to accrue experience with many different weapons and fighting styles. Swords, axes, clubs, maces, daggers, and even her fists are all weapons she can utilize with notable proficiency. The majority of Vari's expertise, however, still lies in her skill with a katana.
- **Unpredictable Fighting Style:** Due to Vari's ability to teleport in the midst of combat, one may find it considerably difficult to predict her next course of action in a fight. Whether she strikes from the flank, the rear, above, or even head-on entirely boils down to whatever happens to be her whim at that point in time.
- **Strong-Willed:** Vari is stubborn to a fault. Even at her lowest point, Vari will not stop chasing something once she sets her sights on it. This is reflected in her rather aggressive fighting style, as she will oftentimes continue to engage her quarry until she has been pushed well beyond her limits. She will downright refuse to give up until either her opponent is beaten, or she is persuaded otherwise.

Weaknesses

- **Reliance on Technology:** Nonstop use of the ADT-v in combat has changed Vari's fighting style in recent days. While it is true that Vari is quick to adapt to various situations, one might be surprised to find that she would be considerably disoriented without the use of her visor - both physically and psychologically. This is because Vari views the ADT-v as her only lifeline, as well as the only chance she has of saving her wife.
- **Low Stamina:** Vari's reliance on the ADT-v for both travel and combat has also lowered her overall stamina. Whenever placed into physically strenuous situations over prolonged periods of time, Vari can quickly become out of breath - especially when considering the fact that Vari is not surrounded by the magic of her world while in the Crossroads. This can not only lead to lessened stamina reserves, slower movement speeds, and weakened strikes, but Vari may become an overall weaker fighter overall if she is absent from Merydia for too long.
- **Emotionally Fragile:** Everyone has off days, but the loss of Vari's wife has affected her greatly. While Vari is indeed a fearsome fighter and unusually persistent in obtaining her

goals, excessive displays of cruelty or reminders of her loss and isolation can severely affect her performance in combat.

Author's Notes

- Given Vari's experience as a dungeon-crawler, the opponents she faces can expect her to carry various tools and survival gear with her. This gear includes:
 - A knapsack
 - Light leather armor (equipped)
 - Her katana (equipped)
 - Survival knife
 - Water canisters
 - Flashlights
 - Bandages
 - Smoke bombs
- Also among her belongings is an unfinished book written by her wife, which Vari has used as a makeshift notebook while she searches for her. This book is not only important for sentimental reasons, but also contains a list of dimensional 'coordinates' she can use to bring herself back home or to other dimensions she has visited.
- Opponents can also expect to find Vari's tag dangling from her neck in the form of a makeshift necklace! It is a simple scarlet ribbon with a golden bell attached to the end, just as the reference art on the Summer Leagues website depicts it. One should note that Vari may keep it tucked underneath the leather of her body armor in order to prevent it from being too exposed.
- Do not be afraid to reach out to me if you have any questions regarding her strengths, weaknesses, or character!
- Reference image drawn by Beefcrow!

EDIT 4/3/2024

- Clarified Vari's short-range teleportation ability. Added "She can also utilize her ability to teleport multiple times within the span of a few seconds, making it a much more optimal way to navigate her surroundings when in combat" to her ability's description.
- Itemized Vari's inventory in the Author's Notes section.

EDIT 11/8/2024

- It should be noted that Vari has lost her abilities with the ADT for the duration of her second round due to a decision she made in the first. She still has her sword and a nonfunctional glove, but she will otherwise be unable to teleport for Round Two (at least in the author's canon).

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