



Super Dragon Sword

Heroes Old and New

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The Braves of Light

Those who had slain the King of Devils and defeated the Creator and the Lensman. Chosen by the Six Blades of the Dragon Sword, the collective wills of the gods trapped within. While you may have joined them and thus defined them once before, those who are new here will have the ability to use these pre-created characters if they desire, for the identities of the returned heroes if they are to take the “Cosmic Towers” drawback.





Lafcadio, The Brave of Light

Race: Awakened (Half-)Monster (Chimera: Dragon/Beast)

Jobs (referencing Dragon Sword): Mystic Knight, Blue Mage, Fighter

Though Zandipore and its protective light have a nostalgic quality to them, the Brave of Light knows firsthand how discriminatory the old kingdom was. The son of a Knight who fell in love with a monster, Lafcadio was cast out for his heritage, seeing him as a natural threat and troublemaker. He didn't seek to prove them wrong either, growing up to be a defiant, lazy, and easygoing young boy - not what a chivalric order would want in their ranks. Despite this, he did grow up with a sense of justice, and often his defiance would be against that which he found neglected the person in favor of the law. In his mind, the law serves the people, not the other way around. Not a Zandiporean mindset, that much was for sure. His exile was his salvation, as he was outside of the kingdom when it turned to Picrochole's domain. Living as a drifter for a few years, Lafcadio finally found his calling after training under various monster-oriented fighters - the Brand of Light searing into his body, and a summons from the Great Sage. His attitude never changed over his adventures, but he did direct his defiance towards the cruel powers that reign over the world, hoping to see a day where everyone was treated freely, and equally, and with love.



Beatrice, The Brave of Darkness

Race: Rakasha

Jobs (referencing Dragon Sword): Dark Knight, Berserker, Ninja

The justice of the light is sometimes enforced by a knife in the dark. Beatrice, raised as a member of a feared assassin order in Lagado by her father and master Alighieri, once believed this creed. She dutifully would find those sentenced to die in shadow by Lord Ptolemy, and end their life as a sigh in the night. However, one day, she was forced to kill the wife of a rabble-rouser who had been uniting the workers against the excesses of a satrap who was given special favor by Ptolemy. As the wife had just scarcely given birth, as part of Alighieri's policy against witnesses, she was forced to kill both - forcing the rabble-rouser to die in despair. This act was a stain on Beatrice's heart, and she had seen what the Lord had become as he courted Mastema - an Emissary of Darkness. Yet, this was not a darkness she found comforting, like the night. She ran away from her family of assassins, seeking out ways to atone for the death she had caused. As if to answer her prayer, the Blade of Darkness branded her, and gave her a calling to defeat the one who corrupted her lord and caused so much madness in the land. Through her adventures, she found redemption in her new role as a hero, a new family in the Braves, and an unconditional love that did not require blood and evil from her. For them, she would delve any darkness, and fight any foe.

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Mishiro, The Brave of Water

Race: Moreau

Jobs (referencing Dragon Sword): White Mage, Witch, Bard

Let your faith hold fast, even in the raging storm, even in darkest water. The scripture of the Three Goddesses was Mishiro's guidance, and their gospel of prosperity, love, and selflessness gave her strength where no other force in the world would, for a little Moreau girl with no parents. Even from a very young age, Mishiro was very talented with the healing arts, and with magic in general, meaning that her eventual revelation as having trained in White Magic from the Order of Mystery that wandered the world was not surprising to many.

Throughout all this, however, she would often seethe about the fact that no matter how hard she worked, there would always be more suffering to ameliorate. She did not have the power or courage to strike at the root of suffering, or so she thought. However, when Rahab began to subvert the word of Pal-Ul-Don to extort worship and treasure, Mishiro felt a hateful wave fall over her, and the dark magics of the Witch came naturally to her. She readily accepted the Brand of Water when it saw her fervor, and the power flowing through her body spurred her on to make the first few strikes against Rahab's servants. Called to join the Braves by the Great Sage, Mishiro had acted quickly to suppress her anger and present the typical sweet healer. However, through her adventures, she had learnt that anger in the face of evil is not to be suppressed, but directed towards the good fight - and that she does not need to hide herself to be loved by those who truly love her, and support her fight.



Neia, The Brave of Air

Race: Alv

Jobs (referencing Dragon Sword): Archer, Geomancer, Summoner

Neia was a very simple woman who lived a very simple life. With 7 younger siblings, Neia's family was an outlier among the Alves who still lived traditionally within Teyr, The alv woman constantly worked as a hunter in the woods to make ends meet, with her parents a pair of researchers into the technology of old Serannia. Neia didn't see the reasoning for looking so hard to the past when the present was calling their name, but she loved her parents, so she ensured that her siblings didn't want for anything. However, she grew more and more frustrated as it seemed that her work would never end. She wished for an escape from the constant grind. However, this was answered in the worst way - the coming of Ahriman into Teyr forced her parents to flee far with as many of their siblings as they could, scattering them across Vonya. Lost and without direction, the Brand of Air was a relief to her. She had known these woods for all her life, and her expertise was welcome as a Brave of Light. However, she had a tendency to be frustrated and bossy with her party, seeing them not unlike the children she had been taking care of for so long. However, this frustration was borne of guilt for how she had felt when her family had left her - as well as sheer habit. Through her adventures, she had learnt that she does not need to take charge at all times - it's okay to let things be and take life slowly, and take a break every once in a while for herself to enjoy life.



Wayward, The Brave of Fire

Race: Machina

Jobs (referencing Dragon Sword): Machinist, Archer, Rogue

Ostentatious. Audacious. Flirtatious. Outrageous. Wayward has embraced these accusations and many more, all with flippant grace - and occasionally, while running at mach speed. Wayward was constructed by an adventurous noblewoman fascinated with Serannian culture. Unfortunately, she taught Wayward everything she knew - and thus, he has become an over the top showoff with a tendency to try and seduce anything that catches his interest. In the bargain, together with his "Ma", they wandered the lands discovering new forms of technology and locals to try and woo, with Wayward becoming a prodigy with his self-made firearm. However, during an expedition into Vulpina, the jungles of Rauu were scorched, forcing Wayward and his mother to separate, leaving her to try and hide out from the attacks of Gerra alongside a few of the escaping Eagles and Jaguars of the jungle. For the first time in his life, Wayward felt emotions he could not quell with his antics and theater: rage and fear. He almost threw his life away in frustration on the cliffs of Grim Tartary, before he felt a burning sensation - the Brand of Fire. He was summoned by the Great Sage, who revealed as far as he knew, Wayward's mother still lived. Wayward remained his flippant self and had more than a few harsh statements from Neia on his foolishness, but his adventures taught him that there were things in life more precious than pleasure and performance - and that some things were worth giving your all and getting serious over.



Aldolus, The Brave of Earth

Race: Human

Jobs (referencing Dragon Sword): Black Mage, Monk, Fighter

An old soldier by trade, Aldolus has wandered the world in search of fights worth fighting. Born into the streets of an oasis-town in Lagado many years ago, Aldolus took naturally to the martial arts - his uncle was an initiate into the Dark Fist order that had exploded into popularity among bandits at the time, and he learned eagerly. From there, he fought in arenas and on the bloody sands as a mercenary and gladiator until he caught the eye of a Satrap looking for a guardian. He accepted the position, but soon desired for a title of his own. Jokingly, the Satrap agreed to give Aldolus the title of Court Magician if he could defeat the other aspirant in a magic duel, where only one spell would be used. To the satrap's surprise, Aldolus readily agreed, and searched for his grandmother's guidance - a magus of the Dark Moon. When the duel came, he declared he would use a single Air 2 spell. His competitor summoned a powerful earthen golem in response. He then flung a blade that struck deep into the golem's core, and sent a bolt of lightning into the blade, killing the beast easily. However, even this did not sate his desire for glory, and he took to Grim Tartary to battle Moreau. Years later during his tour, however, he was Branded as the Brave of Earth. Seeing this as an opportunity for a new war to wage, he jumped on it. However, through his adventures, he began to see his younger party members as students and younger family members worth protecting, a fight WORTH fighting. It was during his adventures Aldolus learnt a very important lesson: Dying is easy, living is harder.

The Wild Roses

A party of five Godhunters, these figures may or may not appear in your adventures, but they are the most eager to take up the reigns of the Braves and fight for a better tomorrow.





Sidney Beaumont

Race: Human

Jobs: Landmaster, Surgeon

A child of the new age, Sidney does not remember where she came from, only that she was raised by a family of Grounders who discovered her abandoned in the forests of Teyr. Having lived her entire life underground, Sidney is eager to see the world outside of her caverns - and ensure that the people within it no longer live to fear of the tyrant gods that keep them in. Due to her clannish living with the Grounders, she has very little idea of social norms, and can be overly familiar and close with people she's barely met. Her family however taught her some of the depths of engineering and how to use what little Serannian technology there was left beneath the forest. As a consequence, she also tends to be rather innocently flippant about serious matters. However, this has made her rather popular among the adventurers of the various towns, and her open nature has allowed her to gather close allies already. She's the unofficial leader of the Wild Roses, though she often leaves the more day-to-day worries of how they'll get lodging and food to the others. While often told that she needs to keep a low profile, she's won over a number of followers across Vonya in their travels who would answer her call whenever she decides to take the fight to the Pantheons. She already has gathered her party together in Barchester City, hoping to see if they can get the last push into a full-flung assault.



Azul Zaun

Race: Rakasha

Jobs: Wyrmblood, Demon

Azul Zaun. To be completely and totally honest, she's an utter lunatic. A wild child raised by Devils in Barchester City, she is rather familiar with what passes for the constabulary in the city. Which is a feat, considering it's run by fallen angels and awakened monsters. Rude, stubborn, selfish, and ready to start a fight at the drop of a hat, she is none the less intolerant of injustice - though the people she helps are less than willing to show gratitude as her solutions tend to involve killing or eating someone or something that offends her. Granted, in a world such as this, that usually fixes the problem. Despite all of this, she is a rather lonely soul - she refuses to admit it, but she wants friends and love, even beneath the bristling and violent exterior. Her wyrm familiar, Red Queen, is the only friend she had for a long time, everyone else either turned away or bitten harshly for trying to use her. Luckily, Sidney was too dense to really notice any of the warning signs in befriending Azul, and as such, she and by extension the other Wild Roses are her bestest of best friends. Other than Queenie, of course. This is as much a benefit as a liability for the others, but Sidney appreciates her quite a bit, and the two tend to be almost nauseatingly happy and cutesy in eachother's presence.



Nikolas Tiro

Race: Moreau

Jobs: Battlemaster, Warden, Fighter (Dragon Sword)

Nikolas was a young adventurer when the Six ascended the Tower of Heaven. He lived firsthand to see the rise of the gods, and he kept his head down for much of it. While he had talents of the Fighter job, they had not blossomed enough for him to be seen as a threat and destroyed by the Pantheon of Lagado, now the Scirocco Labyrinth. Fleeing his homeland, he acted as a drifting warrior for hire, seeing the world he grew up with fall to darkness. It was when he had learnt that his siblings and parents had been consigned to the deep magma of Lord Yama's damnation that he felt the urge to stand up and fight fully take hold. Through his travels, he had managed to become a Master of Fighting, and searched through the Teyr Hinterlands and Barchester City to find similarly spirited allies. He instead stumbled across Sidney Beaumont and her party. While they seemed talented, he realized they were likely to get themselves killed if they were just let on the loose. His innate vengeful personality was tempered by a desire to not see people who were in the place he was so long ago get cut down in their prime, as he allowed so many others to suffer in his cowardice.



Alphonse

Race: Dragonsoul

Jobs: Crusader, Scion

Alphonse had not known any other world save for that ruled by the Pantheons, but he was a study of history. Raised in a remnant of the original Grim Tartary, surrounded by secret knowledge and histories, he learnt perhaps a somewhat skewed record of the legends of the Dragon Sword. He knew that once there was a divinity that did not lord their power over the world, and that the Six had made a mistake in allowing that benevolent god to disappear. As such, Alphonse has taken up the blade, taught the arts of swordsmanship from a fallen angel in Barchester and seeks to slay the gods personally - and in doing so, gain their power. One day he will see the resurrection of the Creator, and the recreation of the Dragon Sword. And that day WILL be beautiful. Beyond this, he is a slightly awkward, overly polite and scholarly young man, who only demonstrates his viciousness and assertiveness in the battlefield.



Ericka Miller

Race: Alv

Jobs: Ronin, Martyr

Ericka was the daughter of a Jaguar in Vulpina, and for much of her young life was taught to be ready to inherit that title. Raised strong and full of vigor, Ericka was unprepared for the world she grew up into as an adult - suddenly, in her own homeland, the people cared not for strength of heart and arms, but for knowledge. She struggled in her own home, scarcely able to learn to read or write surrounded by scholars, and seen as disposable muscle. However, she was visited by an older adventurer, one who had grown in a different world and found their arts waning. They taught her what they could, which she integrated into her own mounting rage at a place that had abandoned her. She was exiled after assaulting an inquisitor asking after her new mentor, and so began to wander the world in search of a calling. She was discovered by Sidney and the Wild Roses, a group of people who did not look down on her - in fact, they admired her strength, and saw her as a valuable friend. She reciprocates deeply.

