



# ColorGuard







# Afiera Empire

A magical empire built on an island, protected by spirits and divided into a caste system of 4 levels based on magical prowess, social standing, and economical status. Everyone born in the empire is born with innate magical power, Attendance of schools teaches children to hone their magic power, and movability of class is possible if you raise your magic skill and seek jobs in the higher levels

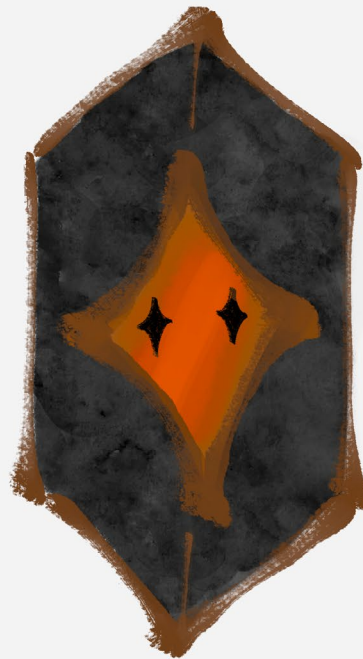
**Level 4:** The highest level in Afiera Empire and home to the 3 Noble Houses of Dragon, Tiger and Wolf. The Nobles are descendants of the Empires founders, and co-rule Afiera Empire



**Level 3:** The most modern level with high rise towers, government buildings and prestigious academies. Home to high power officials and the upper class. Level 2 residents can work office jobs in this level as well



**Level 2:** Middle working class level filled mostly with residential townhouses, a large school attended by all children in the level as well as children from Level 1, and a town square backed by a park



**Level 1:** The Lower class, with beach houses, a small market made up of small family run stalls, the Spirit Shrine and ColorGuards base. Besides the market stalls, many residents of this level fish and dive too

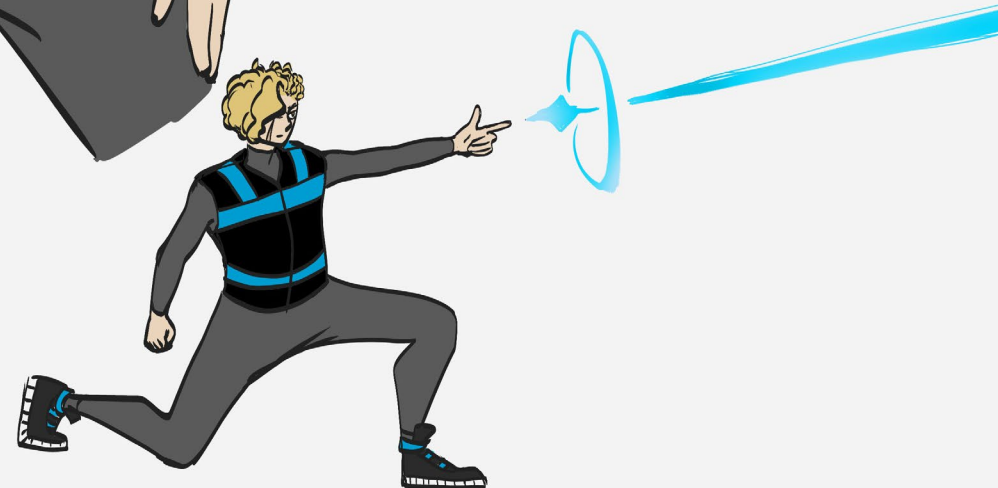
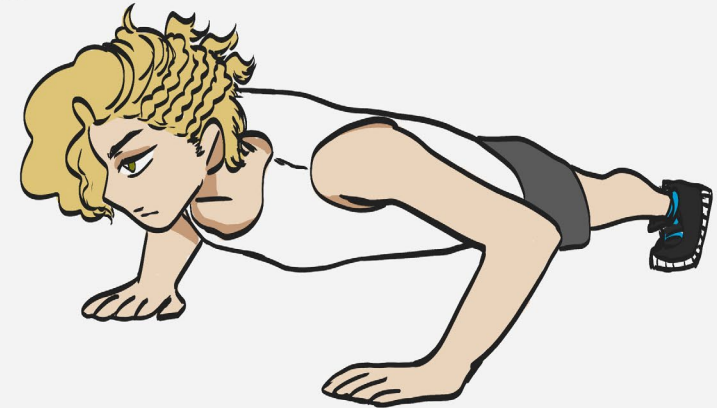
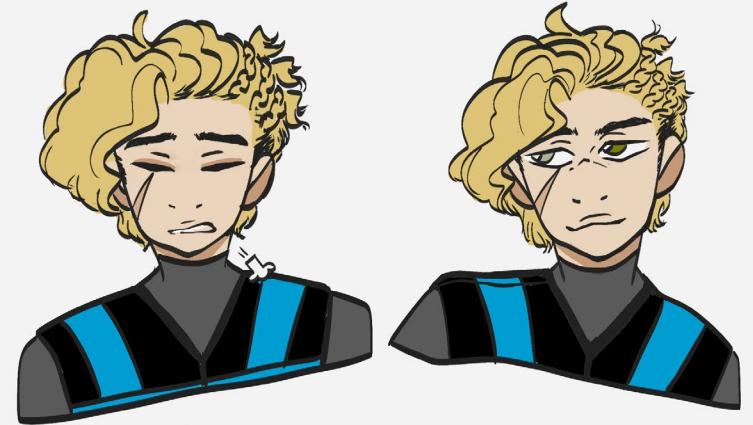
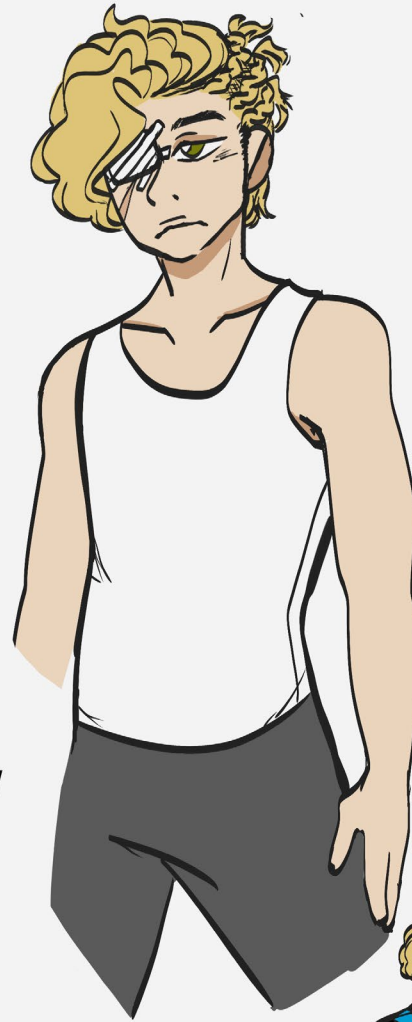


# CODENAME : BLUE

## MARCUS



- Marcus (originally from the 3rd level, his father is a commander for the Empires military).
- As a leader he is strong, adapts to situations and carries out missions well. He's nicknamed "sniper" for his habit of traversing and sitting atop rooftops to clear his head.
- He got hurt by a high level Corrupted Spirit before so he has a scar on the right side of his face and has very limited sight from his right eye. Despite this, his efforts were still recognized so highly by officials that he was made a captain.





# CODENAME : PURPLE

## AMIRA



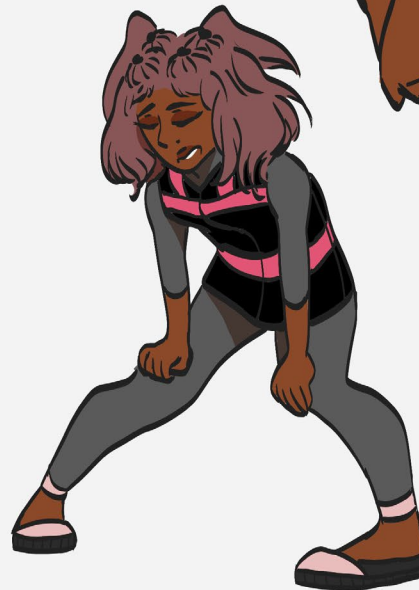
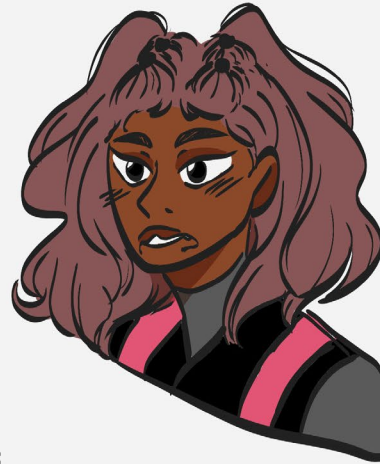
- A tank, and the Vice-captain of the ColorGuard. (Originally from the 2nd level).
- Amira is proficient in hand to hand combat. A silent attacker and defender; she worked as a gymnastics coach so she's flexible and it's easier for her to move around quickly.
- Is quiet by choice, but observant as well. Often working out a solution to something silently in her head while others are panicking, then giving her opinion and calming them down.
- Tends to go with the flow at times, but always offers guidance and a senior opinion when needed.



# CODENAME : PINK VEL



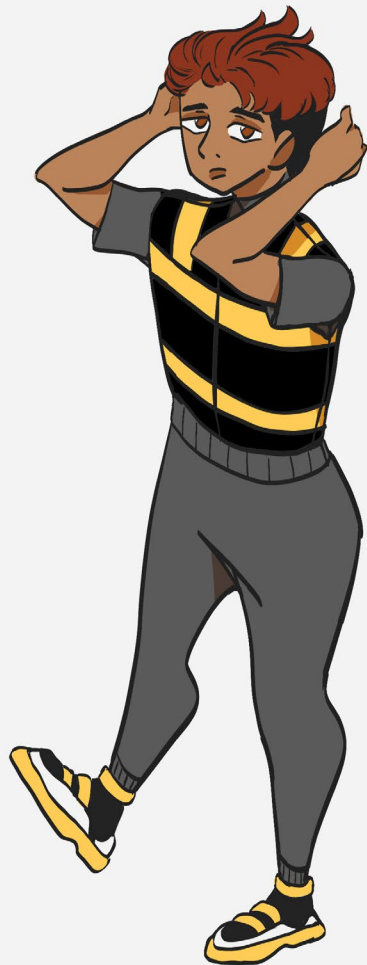
- Vel (originally from the 2nd level: Her mother is a researcher working in level 3)
- She is a very excitable, and tends to hyperfocus on things so it makes her good at recon.
- She's the only one in their squad capable of 'color converting'. Color converting is using ones magic to revert the corrupted spirits back to their pure form. This also isn't an easy spell, which is why Vel is well respected within level 1.
- Her condition is checked regularly to make sure using the spell so frequently doesn't have any negative effects.





# CODENAME : **YELLOW**

## DUCKY

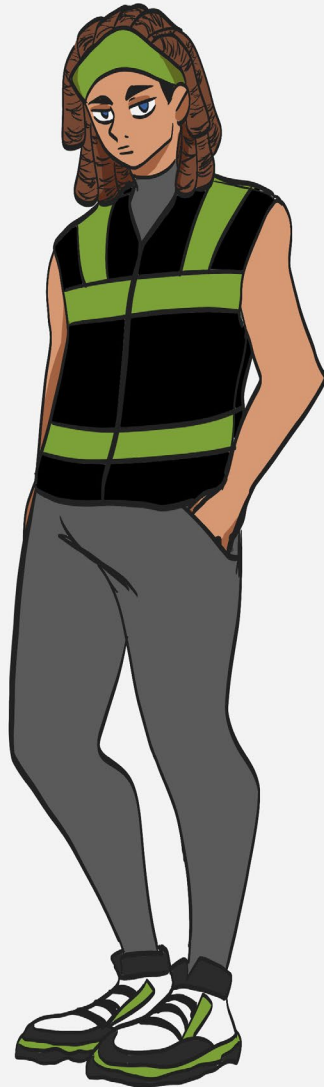


- Ducky: Descendant of the Noble Tiger family. Followed Quinn to join ColorGuard because he “thought it sounded like fun”.
- Despite being from a noble manor is a bit sadistic in nature and is amused by trouble. Serving as the technical analyst he can hack into basically everything from cameras to audio feeds, pull up schematics for different buildings, etc. For this same reason, he’s also nicknamed “Feral Ducky”, because he takes on a sadistic personality if he gets too worked up while behind a screen and a keyboard.
- Amira is the only one who can tame Ducky when he gets like that.

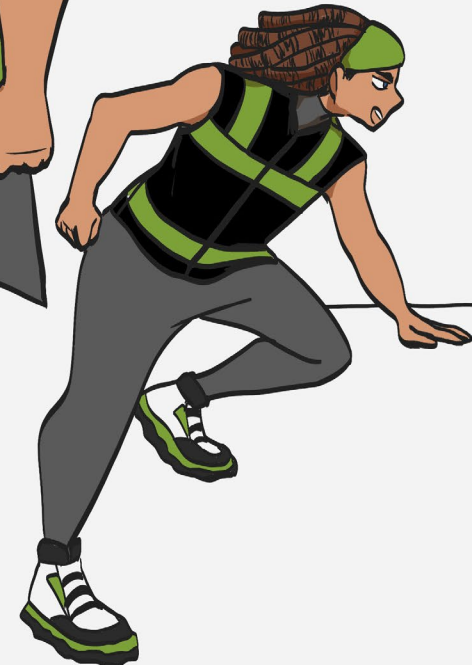
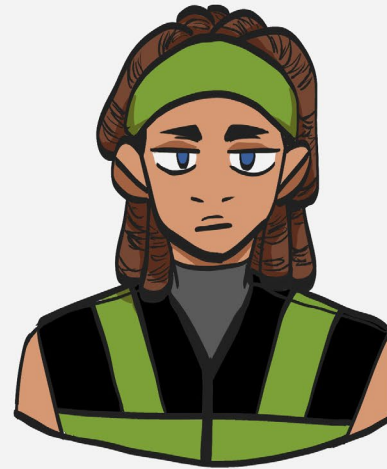


# CODENAME : GREEN

## JON



- From the 1st level. Jon can be impulsive and rush in, but hits heavy once he's in. He and Amira make a force to be wrecked with together though, with a match and trade between their power and speed.
- He can be a snappy or sarcastic with people at times, but otherwise he's quiet, silently judging you. His aggression stems from a bit of an inferiority complex, and seeing as he's the only member of the squad that was born in level 1, he feels the need to always be ready to defend his pride.
- He's close with Ducky though people see them as an unlikely duo. When Ducky is in Devil mode he can instigate Jon, and then they just feed off each other aggression. When Jon gets tired of him he pushes him off onto Amira, and heads himself into Quinn's warm embrace.





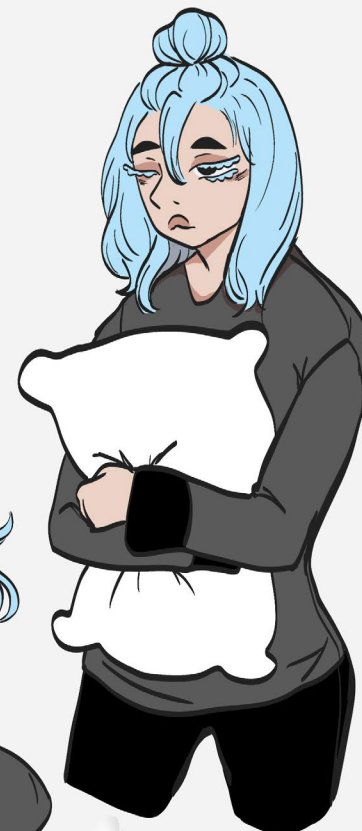
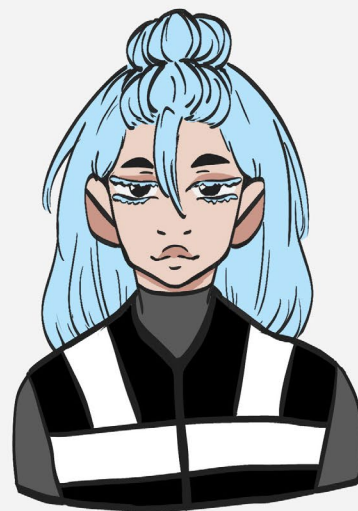
# CODENAME : WHITE QUINN

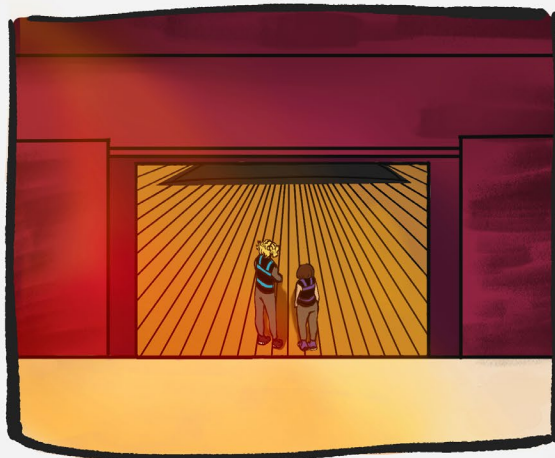


- The teams Healer. Quinn is a descendant of the Noble Dragon Family. A gentle soul with a dignified air to him. Very caring and understanding; as a member of the top Noble family he's spent his life learning about people from all levels and getting in tune with the island spirits.

- Childhood friends with Ducky since their families manors are in the same level and the children of the Noble houses are expected to interact with each other in preparation for taking over the manors someday.

- Often visits the spirit guardians shrine, and offers his prayers for safety and continued guidance. He's granted with the spirits grace as a descendant of one of the founders, so the spirits that roam the island like him a lot.





COLORGUARD NEW HQ  
- LEVEL 1 -



As you all know, we're here to  
protect the citizens from  
corrupt spirits and find out the  
cause behind their corruption

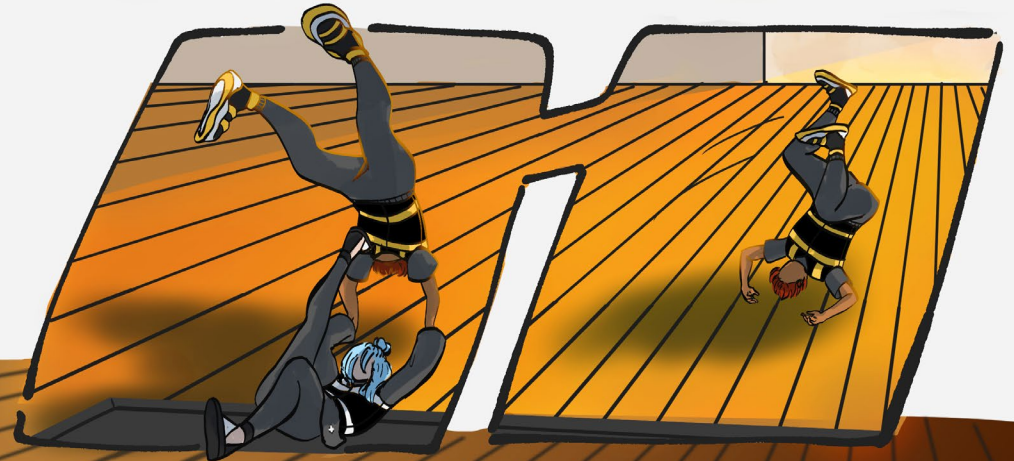
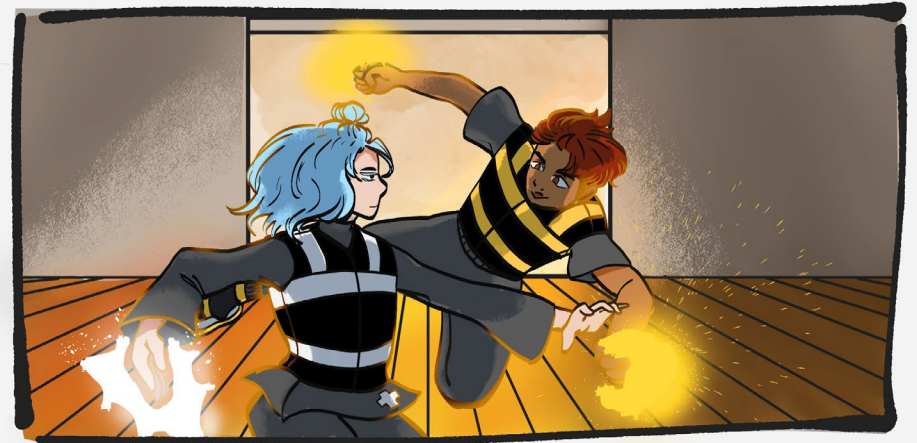
Since we'll be fighting together sooner  
than later, I suggest we have a spar  
now and then talk after-





Perfect!  
Quinn, its been a while  
since we met in person....

Accept my greeting in the form  
of my fist!



So this is the power  
of the noble houses

Shouldn't we stop them?

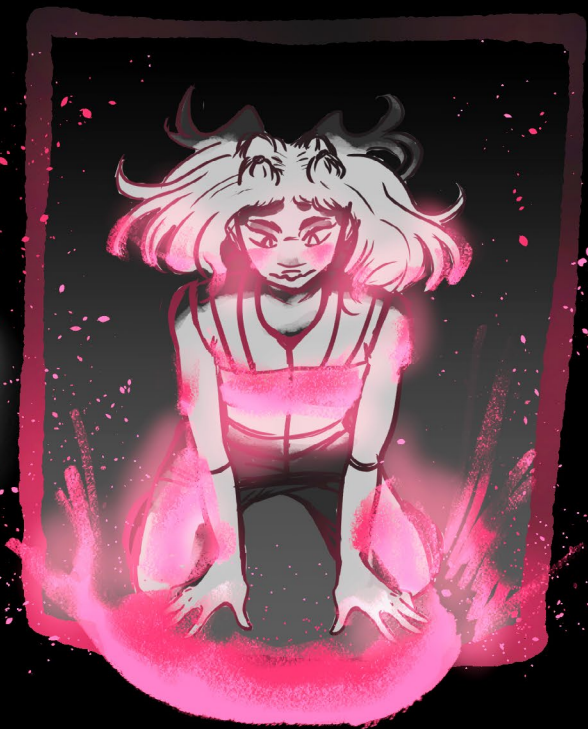
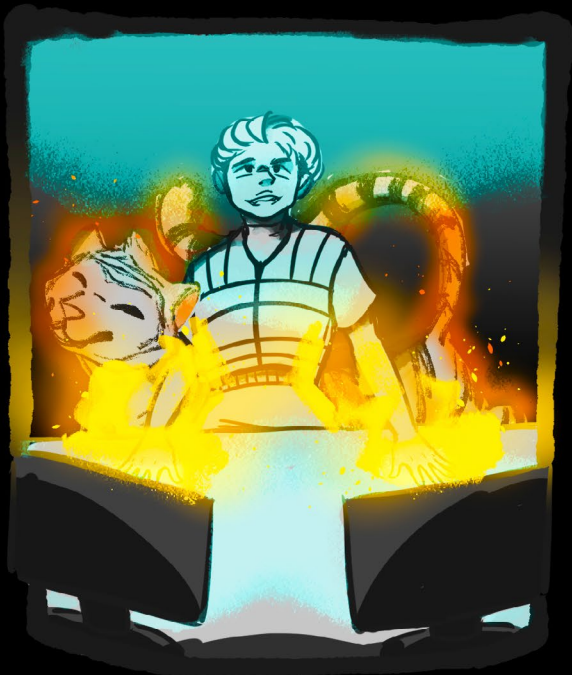
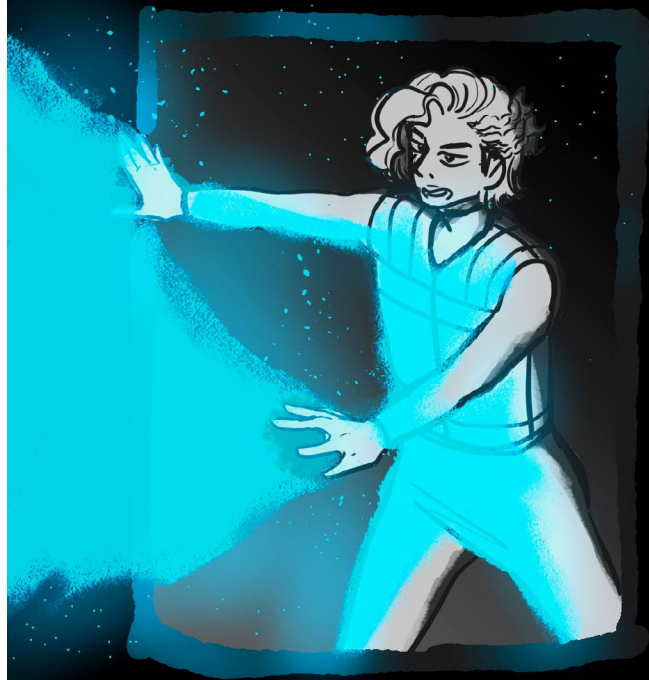
Im sure they'll stop,  
eventually

...











## Wolf Spirit

Can be found in the forests of lvl 4, and sometimes seen running around the park on lvl 2 causing mischief with curious children. They are usually seen in packs of 3 or 4, and don't like the skyscrapers of lvl 3

## Dragon Spirit

Capable of having the largest and smallest size among the spirits. Can be often found on the beach, and cliffs on lvl 1 and at times will climb the cliffs to rest at the edge of lvl 4 and watch over the empire

## Tiger Spirit

Can often be found around and inside the Spirit Shrine as protectors in lvl 1 and are very friendly to the beach dwelling residents. Usually seen in pairs or on their own; can also be found in in lvl 4





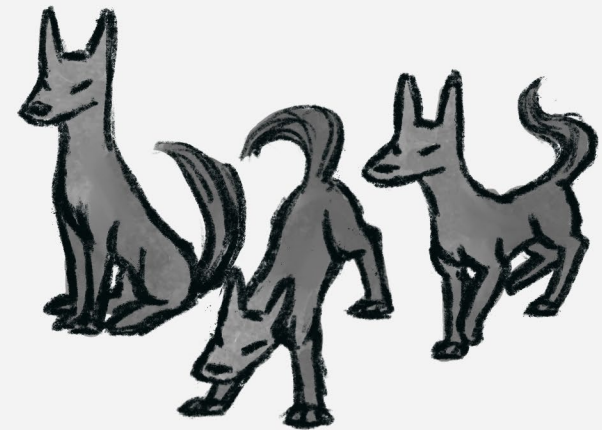


The Noble Descendants all interact with the spirits differently. The Wolf Household is known for training the spirits, the Dragon Household is known more for being protected by the spirits, like a faithful knight, and the Tiger Household is known to have the spirits more like partners. Ducky is a rather powerful heir in the line of Tiger Descendants, following his mother, so the spirits love him and follow him around often like big kittens

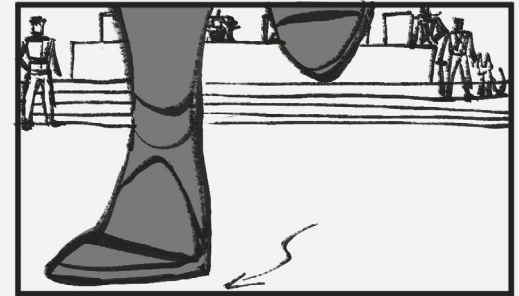
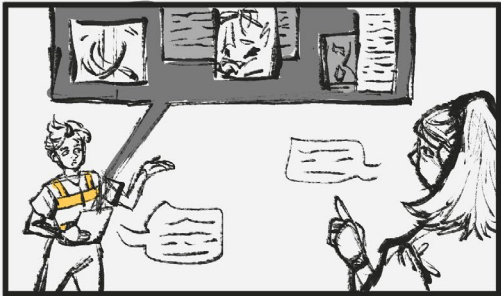
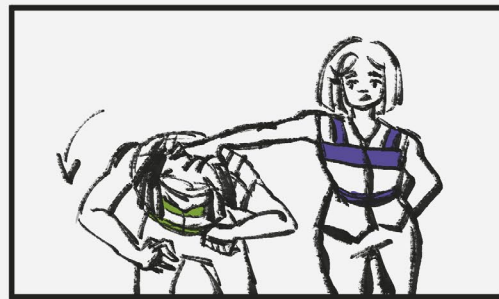
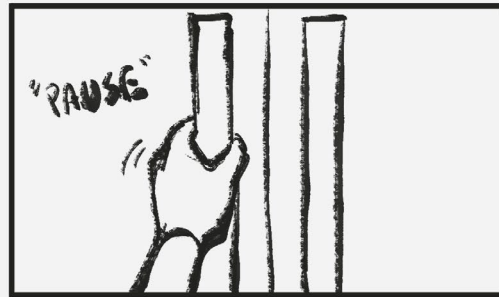
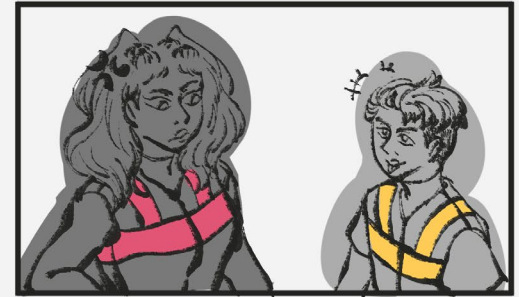
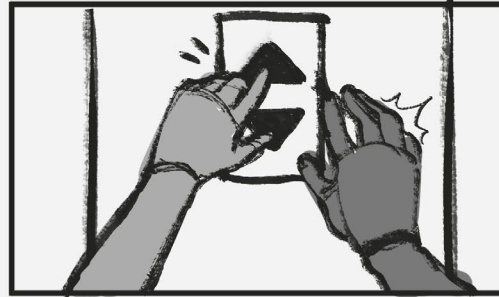
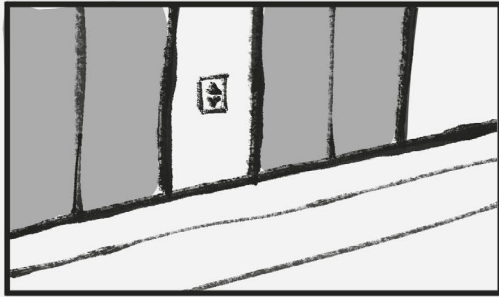
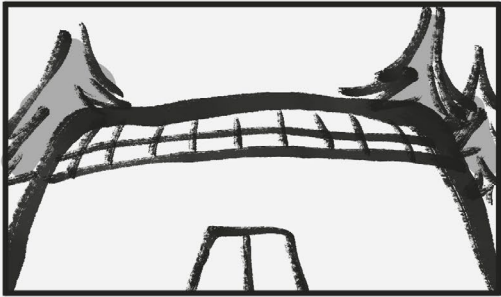
From a young age, the spirits of each respective household is drawn to the young descendants. The constant fluctuating magic of the future heirs always attracts the spirits in large amounts and serves to get the young ones used to their presence.



There are multiple levels of trainability for the spirits; it depends on the level of trust built between the spirit and the Noble House Descendants, as well as the amount of magic power possessed by the descendant. For example, though the head of the Wolf House is a rare, weak descendant, the wolf spirits follow him and obey him out of loyalty.









## Marcus's father

A general in the Afiera Empires Army. A very strict man who does things by the book and makes decisions with his head rather than his heart. Marcus is often on edge around him due to his cold demeanor



## Ducky's Mother

The current head of the Tiger Noble House. A strong willed woman with a rough and tumble personality. She's known to get bored of many things easily except teaching her son everything she knows. She is very close with Ducky, often including him in whatever mischief she's getting up to



## Quinn's Grandma

The current head of the Dragon Noble House. Old fashioned views, and very overprotective of her grandson. But dont take her lightly, There's an iron fist under that calm demeanor; she makes sure Quinn is educated properly and upholds the image of "the picture perfect noble"



## Wolf Household Head

The current head of the Wolf Noble House. A bit of a sickly man, uncommon for Noble Descendants.

When it comes to decision making he tends to stay on neutral ground.

He avoids trouble so there isnt any more scorn cast on him than there

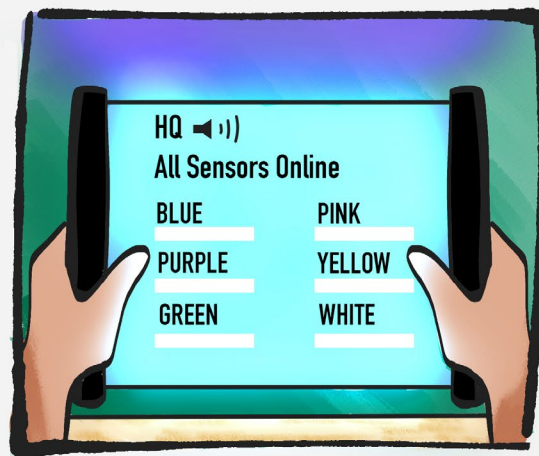
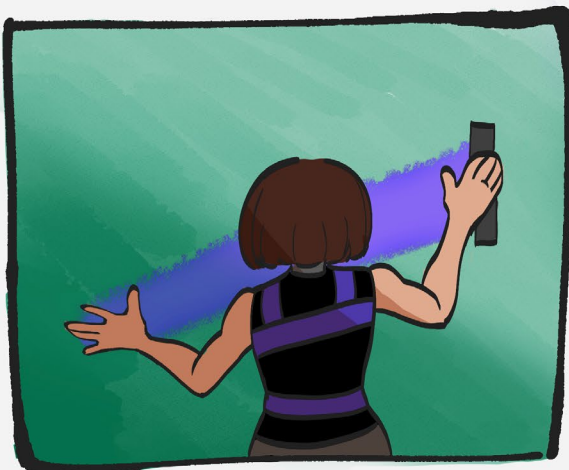


## Vel's Mother

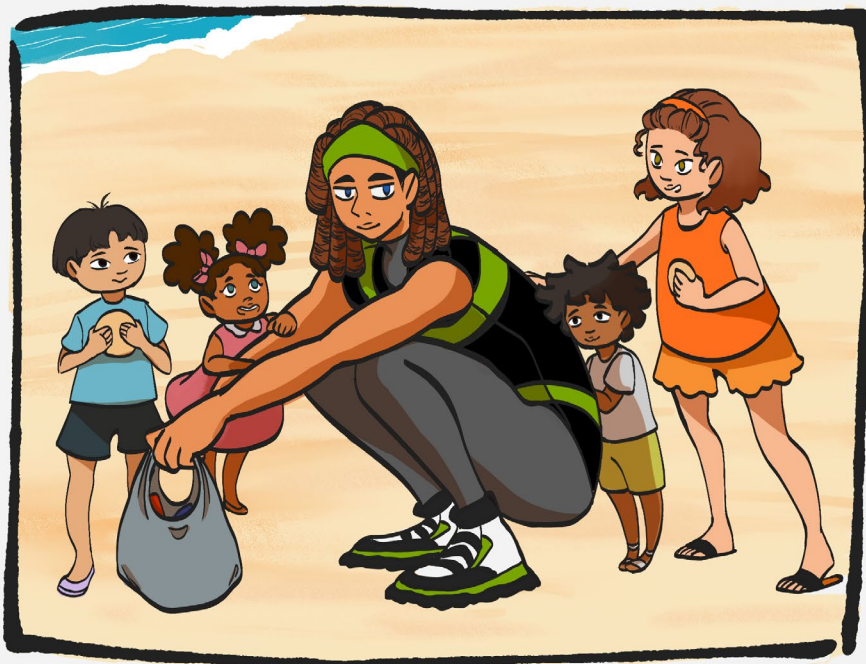
A high ranking researcher of magic in Level 3; she has a cheerful, easy going personality and gets along with most people she meets. Although she is a young mother she has proved herself through hard work to silence naysayers. She loves her daughter most in the world.







A fusion of magic and technology, these sensors were constructed by Ducky. Already infused with his magic, they are activated when mixed with the magic of one of his teammates. They serve as a light in the darkness to detect corrupted spirit energy; Ducky manages these sensors from within HQ.



As a level 1 native Jon is well acquainted with all the residents, so he's a lot more relaxed with them. In between missions and in his free time he brings snacks for the children and plays with them.



The Fall Festival. An annual event that takes place in level 1. In the early days of the Afiera Empire it was celebrated by all, but as the empire grew and became more modernized, it came to only be celebrated by the residents of level 1. The festival marks the changing of seasons, and gives thanks to the 3 founding sorcerers and their guardian spirits. Prayers are given to the spirits to thank them for their protection of the empire, and for a bountiful fishing season.

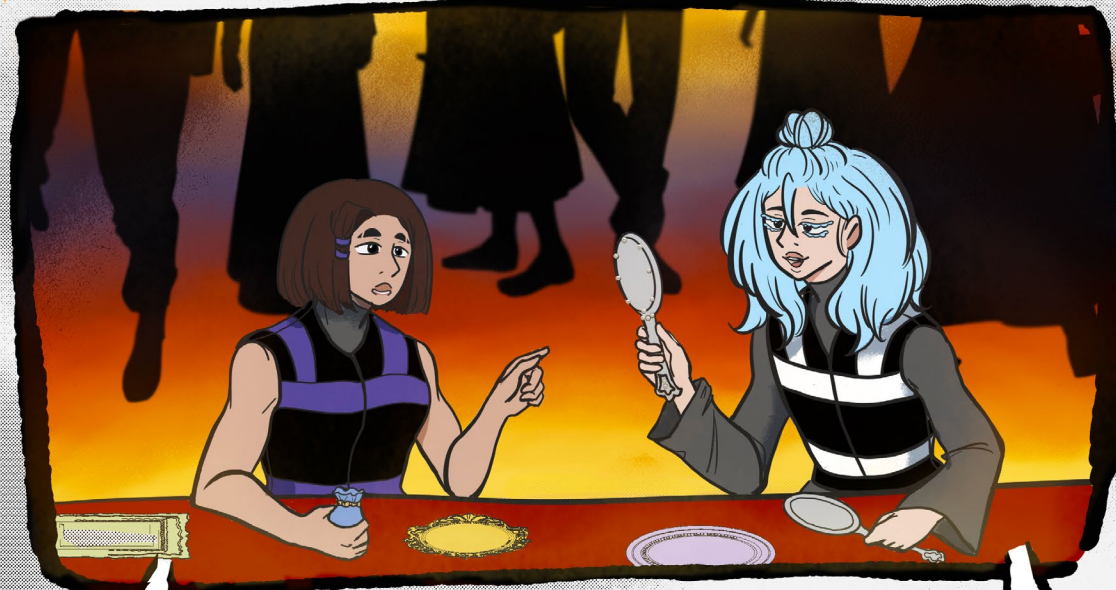




Captain! Come and dance with me!

I'm not very good at dancing Vel-

Don't be so worried, just let loose and have fun!



There are pearls on the back of that one

Isn't it cute?! I think i'll get this one



I told you: you can't win against me

Oh come on! How can one person be so good at every game?!



Jon and Quinn often walk along the beach at dawn after missions



Marcus and Amira enjoy drinks as the sun rises

