

Overview



Novalynn is a late teen woman who was born into the world by Rowan Peregrine-Versi's attempt to save Kiara and her speaking to the Warden of Secrets. Novalynn is the lost child of Miltifan that she miscarried as the first of her sacrifices as the Shepard of secrets.

Novalynn has white/blonde hair, gold eyes, subtle freckles and acne, thick eyebrows with thinner lips on a pale round face. She has a sensitivity disorder that was exacerbated during her escape into Meracydia, hence her hesitation to leave the home and the creation of Nono-Lyn. She is a quiet girl who likes to read and write, wants to be a healer, and has been learning to play piano. With her agoraphobia growing even stronger she has been fraught with a need to save her sister Gabriella.

Introverted, Sensitivity Processing Disorder, Doesn't like to be touched. Favorite Color is a purple/Pink, Favorite Animal is Birds specifically sparrows, but is partial to butterflies. Likes Campfire light, but hates bright lights. Dislikes bathing in water, has to be lukewarm water. Wears looser clothes inside, but prefers tighter wools when outside (the wind triggers her SPD more than her clothes). Asexual.

Nicknames: Nono (jokingly by Arnor after her teasing him for his nickname Nor Nor), Lynn, Nova.

Mother: Miltifan Versi

Father: Unknown, Man from the Versi Tribe.

Siblings: Gabriella Versi, Aolani Be

Motivation: Novalynn seeks peace in her sensory overloaded world, preferring staying home instead of adventuring beyond the cottage. Gabriella's life is her purpose and in turn the babies.

Flaws: She is naive with no memories before being "reborn" the past years having to learn how to be/exist in a teens body. Over-sensativity tends to send her into a frustrated spiral only able to calm/soothe herself using the piano. She tends to alternate her SPD between tactile and auditory. If she is tactily over sensitive sound tends to soothe her, but in turn she gets more sensitive to sound so then she tends to cover herself in heavy blankets, or take a hotter or colder shower.

Nova's Flare

When Gabriella Versi was called to help in Merycidia for the lord that originally helped her get her mother back, Novalynn snuck upon the boat to go with. What Novalynn didnt know was Diss hid in her backpack and tagged along. When Gabriella found them she was livid but could not take them back.

During this adventure and investigation of a manor attached to the lord Gabriella was attacked and she forced the girl and the pup out and locked the manor telling Novalynn she needed to get to safety and to contact her Mother Rowan. Novalynn had plans of her own as her and Diss started an adventure of their own.

She came into contact with the thieves guild when she and Diss earned a favor from Gordo, the charismatic leader of the Crimson Comet. During this encounter, she proved to Gordo that if necessary, she would learn to fight and defend herself. It was within the ranks of this unconventional guild, disguised as a traveling circus, that she forged lasting friendships with Miffy, a resourceful young migo woman and skilled tinkerer; Havok, a fierce Hroth warrior; and Gabbison, an intelligent Allagan robot helper. Together, they played a crucial role in helping her break her mother's imprisonment by the forces of darkness.

Meeting the Crimson Comet Crew

Novalynn and her loyal companion Diss first met the crew of the Crimson Comet, a thieves guild with a unique cover—a traveling circus. The crew did not offer aid outright. Instead, to earn their trust and assistance, Novalynn had to pass a grueling series of tests designed to assess her abilities and character.

Test of Cunning: Novalynn was placed in a deceptive labyrinth within the manor of a powerful lord. Her task was to stealthily retrieve an ancient artifact hidden inside without raising alarm. The maze was filled with traps and illusions meant to disorient her and test her quick thinking.

Test of Combat: Following her success, she underwent fierce combat training under the tutelage of Havok. Here, she had to fend off relentless waves of guild members in a simulated onslaught, surviving for more than a minute under pressure—no easy feat against such seasoned fighters.

Test of Intelligence: In this trial, Diss was locked in a cage guarded by puzzles and magical locks. Novalynn had to rely on her wits and problem-solving abilities to navigate the complex locks and free her companion, proving she could think clearly under stress.

Test of Teamwork: Finally, the duo was placed in a seemingly unwinnable situation crafted by Gordo to test their ability to work together seamlessly. They not only survived but surpassed all expectations, solidifying their place within the guild.

The Journey Beyond Mercyidia

With the trust and backing of the Crimson Comet, Novalynn and her allies began investigating her sister's last known journey to Mercyidia. Their search led them to the ancient tribal lands, long forgotten corners of the world steeped in history and mystery. There, they uncovered the "Heart of Arktaris,".

It was in this forbidding place that Novalynn encountered a shade of Apoldyon—an ethereal and formidable foe. Their battle was fierce, pushing Novalynn to her limits, but it also marked a turning point in her journey. During the confrontation, she unlocked a rare and potent form of magic—Gravity Photon magic—granting her unique control over gravitational forces and light particles.

Breaking the Seal

Returning to the Crimson Comet with newfound strength and allies, Novalynn, alongside Miffy and Gabbison, set out to break the magical seal imprisoning Gabriella. When they found her, she was locked in the midst of a fierce battle against a shade of Vrakni, a dark entity of great power threatening to consume Arktaris. Together, they shattered the seal, freeing Gabriella, who regained control over her destiny as Novalynn returned Arktaris to her rightful place—restoring balance and light to a world growing ever darker. This adventure was a test of Novalynn's resolve and after she was returned home with her sister, she stayed quiet, her internal injuries never quiet healing.

Nono-Lyn

Novalynn with the help of Arnor develops a robot that she can pilot from the cottage to go on adventures, especially since her adventure to Merycidia turned her off from leaving the cottage.



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