

PERSONAL DETAILS

Name: Diana Everhart

County: Springfield, Ameriaca

School: Pinnacle Academy

18 Gender: **Female** Age:

Family: The only child in her family, cousin of the Simpsons

Single Status: Birth: 2007/09/10

PHYSICAL TRAITS: COOL GIRL

(170 cm) Skin tone: Height: Yellow

Black with blue **Ponytail** Hair color: Hair style: highlights

Clothing style: (Minimalist) **Blake** Eve color:

BACKSTORY

Diana Everhart's parents are famous psychologists in the town. Influenced by her parents since she was a child, she has a special "magic". Her "magic" is not supernatural power, but through emotional induction and communication skills, she guides others to find inner peace and solutions. But five years ago, her best friend committed suicide because of depression. Diana blamed herself for not saving her life, began to doubt her ability, and often consumed her emotions. Although she helped many people and was the spiritual pillar of the town, this still did not allow her to completely get out of the sadness. She learned entertainment skills such as skateboarding and piano to improve and heal herself, but none of them worked. She was obsessed and deeply trapped in self-blame.

PERSONALITY TRAITS

Strengths

- Actively learning new skills Actively helping others
- High emotional intelligence/resonance
- Possess skills such as skateboarding, playing piano, skiing, etc. Having the "magic" to solve other people's
- troubles

Weaknesses

- Unable to resolve internal friction
- Very stubborn
- Fear of having no friends
- Fear of insects
- Afraid of watching horror movies

Likes

- Like sleeping
- Like the porridge her mother makes.
- Like to learn the skills that I can't do

Dislikes

- Don't like eat green peppers
- Don't like getting up early
- Don't like hanging out without a plan.

GOALS

- Dream: Become a psychotherapist, focusing on trauma therapy, helping those who have experienced major loss and pain. Super goal:
- Helping others and find self- balance. By learning skills, I can get out of the pain I once experienced because of losing a friend. Motivation: Give everyone who is in
- pain a chance to start over.

ACHIEVEMENTS

The town residents called her a girl with "magical" healing powers

- Helped more than 100 people in the town solve their psychological problems
- Received praise from the mayor and was called the 'Warmest person" in Springfield Town
- Applied for the best psychology major in the town

CAREER PLANNING

Become a psychology expert, promote the mental health development of the community and reduce the incidence of depression in society by helping others understand and solve psychological problems

Frank Upwood

BY KRIS

Backstory



Frank Upwood started as a hopeful young congressman in Pennsylvania, believing he could fix politics. But over time, he realized that power only comes to those willing to do anything to win. His wife's death in a car crash, which some say was planned, made him even colder and more determined. Now, as Vice President, he wants to become President, but many people want to stop him. Late at night in his office, surrounded by plants and books, with a cigar burning on the desk, he thinks about his journey and promises himself that nothing will stand in his way.

Goals



- Immediate Objective: Win the presidency by convincing people he is humble and trustworthy
- Long-Term Goal: Become the most powerful leader and control the political system
- Super-Objective: Change the rules so that power stays in his hands forever

Image of Character





Reason ——A Mysterious Magician

Looks that don't age

Grey eyes and face star symbol

Beautiful gem collection



A clump of white hair in a dark purple

Magician features clothing and dice for divination

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Personal Details

Reason is a 21-year-old mysterious sorcerer who lives alone in the world of fairy tales.



Personality Traits

Strength, Strengths: Shapeshifting, divination, socializing

Weaknesses: Remembering names, finding things, organizing things

Likes: Exploring, listening to stories, collecting gems

Dislike: rigid, restrictive, disrespectful

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Backstory

Reason doesn't know where she came from, because she's been a magician since she was conscious. She has no memory of previous experiences and chooses the date of her first meeting as her birthday. After 21 years of living in a fairy tale world, she has discovered that she does not age.

She named herself "Reason" because she wanted to find her

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Goals

Reason loves to hear other people's stories, hoping it will remind her of her own past. She's always exploring and finding herself. She kept changing into her own image of "herself," hoping that her old friends would recognize her.

When she does something for no reason, she says:" I'm 'Reason'."

"reason for being."

Duke II



Personal Details

Name: Duke

Age: 20

Job: Emperor

Family: Royal

Period: Hou Qing Dynasty

Status: Single

Physical Traits

- Handsome
- Tall
- Long, straight, black hair

Personality Traits

- Very clever Good at business
- and management Not good at the English Afraid of the
- dark because he thinks when
- it is dark that the ghosts may come. Pizza is his favourite food.

Backstory

He was born in a royal and a happy family. All the members of the family liked him so much before he became emperor. His brother used to be the emperor, but his brother was not good at managing his own country. So the economy declined during his brother's period which led to a revolution.

Goals

- He has 2 objectives:1.to identify the inflation problem
- 2. to solve the economic decline Super-objective He wants to be powerful.

JOSivianne Commonlight The Magical Girl of the Moonlight

Basic Information

- Name: Vivianne
- Age: 17
- Occupation: Student at the Astral Academy of Magic
- Residence: Celestial City, Astra Continent

Physical Traits

- Hair: Chestnut brown with golden highlights under moonlight
- Eyes: Violet, deep and enchanting
- Height: 165 cm
- Clothing Style: Purple magical girl uniform with pink bows and a heart-shaped wand
- Distinctive Features: Faint glow under moonlight, symbolizing her lunar magic connection

Personality Traits

- Strengths: Cheerful, creative, courageous
- Weaknesses: Impulsive, distracted, sensitive to failure
- Likes: Stargazing, music, experimenting with spells
- Dislikes: Dark magic, loneliness, restrictions

Backstory

Vivianne, born into a family of magicians, showed a rare gift for lunar magic early on. At 10, her first spell made the stars shimmer, but a failed experiment left her best friend in an enchanted sleep—a regret she carries deeply. Now a student at Astral Academy, she hones her magic to protect the world and awaken her friend, striving for peace and redemption.

Skills:

- Lunar Magic: Creating shields and attacking with moonlight
- Starlight Healing: Purifying darkness and healing wounds
- Enchanting: Turning ordinary objects into magical tools

Goals:

- Awaken her friend from enchanted sleep
- Master lunar magic fully
- Create a peaceful, magical world



