



# Rising Tides

## Early Designs and Iterations

Early on I took inspiration for Mavis' from various far eastern cultures such as China and Japan, to fuse the appearances for something familiar but not all too recognizable.





# MAVIS

The main character of *Rising Tides*. Mavis is an extremely powerful sorceress, who, through traumatic events in her life must overcome the obstacles that the world throws at her, and the obstacles she places in her own way.

Mavis in a game would be a control-based mage, focusing on dealing damage from afar and placing her enemies under harsh crowd control.

# CLASSIC MAVIS





# Abilities

**Passive – Well of Power:** Mavis leaves water on the battlefield as she uses her abilities, if Mavis stands in the water left behind, she will replenish her Mana and will cause her next ability to deal bonus damage.

**Q – Vicious Cascade:** Mavis gathers her energy and fires a whirlpool out in a line from her location. The whirlpool grows in size, strength, and speed. After it has traveled its full distance it pulls anyone caught in the whirlpool to the center of the ability, slowing them.

**W – Wellspring Barrier / Tidal Pulse:** This ability has two portions. On part one **Wellspring Barrier**, Mavis surrounds herself with a shield of water that blocks incoming damage. On part two **Tidal Pulse**, she can recast the ability to cause the shield to detonate, dealing damage and knocking enemies near her back.

**E – Water's Respite:** When Mavis uses this ability, any water that was on the battlefield from her abilities is instantly called back to her. She receives less potent benefits that she gains from her passive **Well of Power**, and any enemies the water passes through take damage.

**R – Oceanic Upheaval:** Mavis begins to recite an incantation to the moon. Calling upon the limitless power of the oceans, she covers the battlefield in water, before causing a fissure that summons massive geysers up from the earth, that launch enemies into the air and deal massive damage.



## The Call to Power

*“As I sat on the beach and looked out over the water at the mast of my father’s ship now marking his grave, I looked up, only to see a column of light cradling a large pearl. I felt oddly called to it. It parted the waters forging a path, my feet began to move on their own...”*



The Confrontation

# Skins

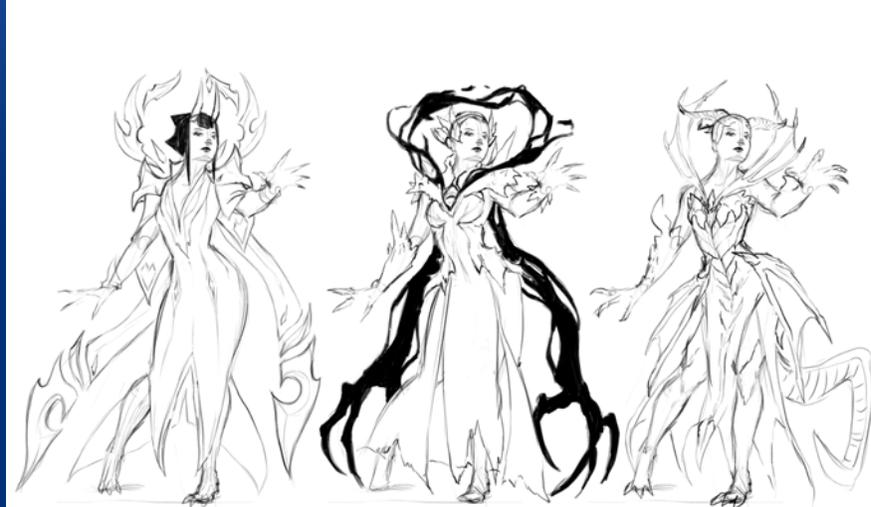
A skin is by definition an alternate appearance and/or color scheme for a given character.



# Skin Ideating



# Skin Ideating



# JADE LOTUS MAVIS





## Jade Lotus Mavis

*Having secluded herself away from the world. Mavis found an inner peace she didn't know existed. She traded the chaotic nature of her water magic for that of the enlightened magic of the lotus. She vows that neither by her hand nor the hands of her enemies will humanity fall prey to harm ever again.*

# HALLOW QUEEN MAVIS



# Hallow Queen Mavis

*Scorned by the ones she desired to protect. Mavis was double crossed during her defense of a distant city. Meeting a cruel and untimely death at the hands of mere mortals, in her second life, Mavis subjugated a Demon and took on its powers as her own. She now returns to the mortal plane to collect and consume the souls of her betrayers...*



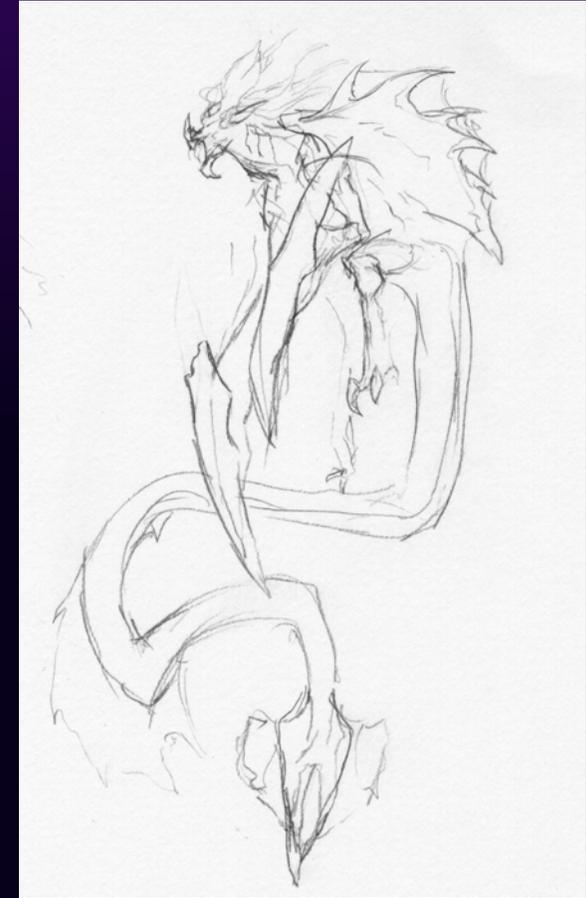
# Supplemental Characters



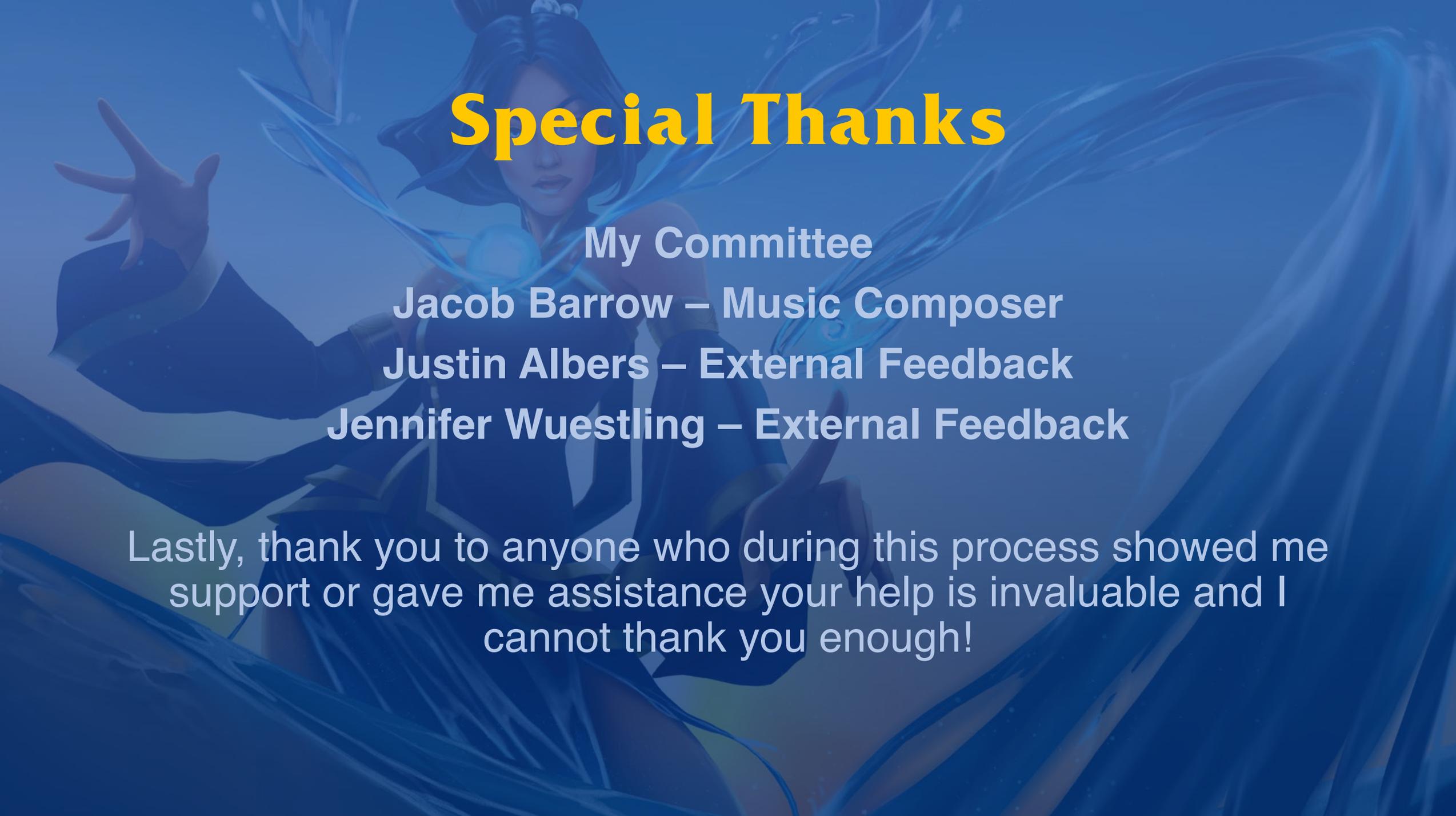
Abaddon, Scourge of the Seas



Grythid, the Deep Sea Witch



Domoru, Maw of the Abyss



# Special Thanks

**My Committee**

**Jacob Barrow – Music Composer**

**Justin Albers – External Feedback**

**Jennifer Wuestling – External Feedback**

Lastly, thank you to anyone who during this process showed me support or gave me assistance your help is invaluable and I cannot thank you enough!



**Thank You !**