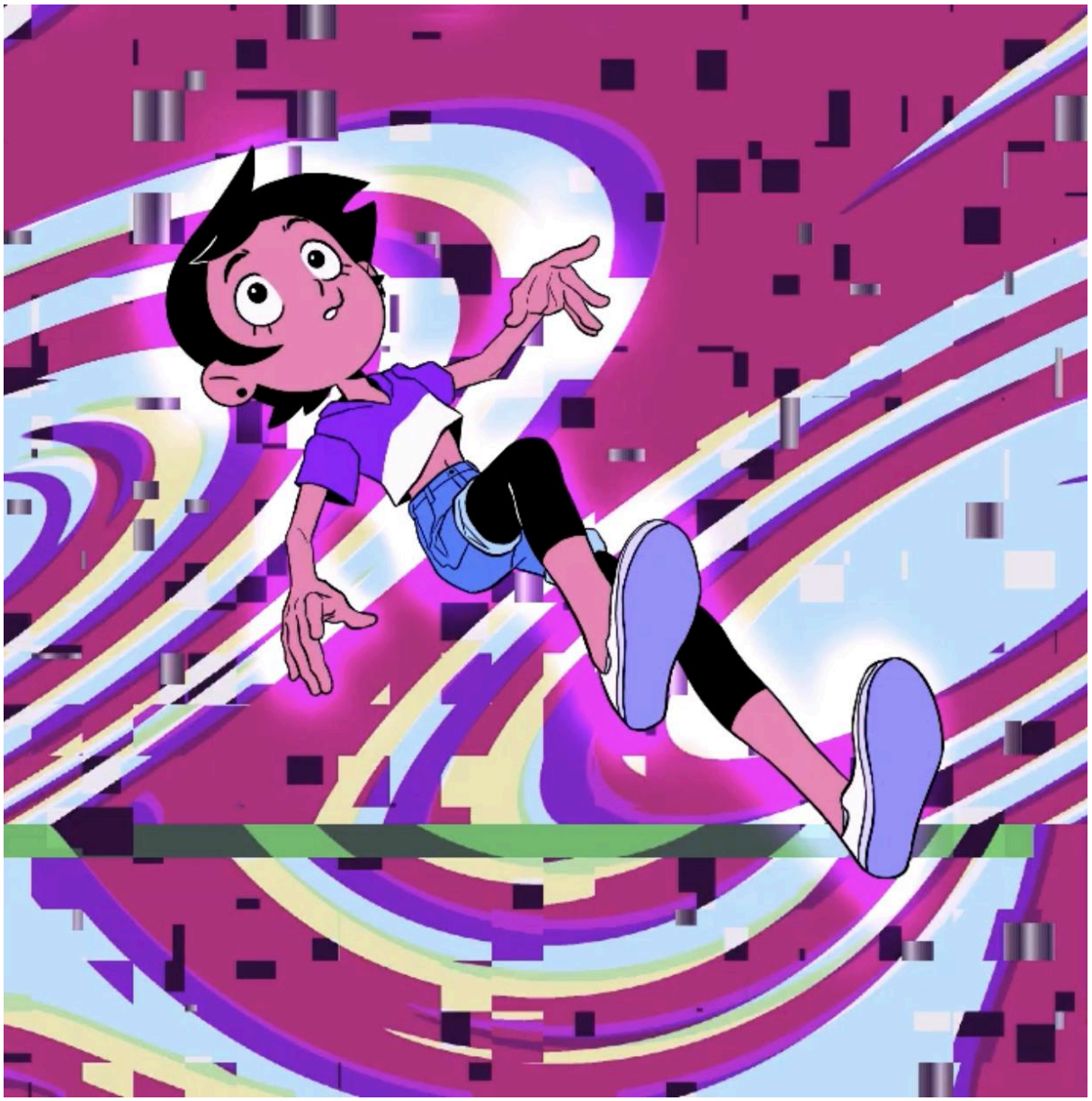
Luz Noceda





Luz Noceda is the main protagonist of the Disney Channel Show The Owl House.

General information:

Age:

14 at beginning of Series, 18 post Time skip

Occupation:

Student at University of Wild magic

Home:

Graves Field, Connecticut, USA. The Owl House, Boiling Isles

Relatives:

Camilia Noceda & Manny Noceda (Deceased). Eda Clawthrone as Step Mother

Relationships:

Not married but has a Girlfriend called Amity.

Appearance:

Luz is a thin, tan-skinned teenage Dominican-American girl with golden-brown eyes, and dark brown hair in a slightly outgrown pixie cut.

Power scaling:

Base: Town Level, Titan Form: Continental level - Multiversal (if you want to mess around)

Nicknames:

“The Hope of the isles”

“Light does not give in”

“Daughter of the Titan”

“Luz the Human”

“The Weirdo”

“The Good witch Luz”

“Mystery whisper”

“A Special kid”

“sweet potato”

Full Scale Iq, Fluid intelligence, Overall knowledge, Academics,General intelligence, calculations, Cognitive Ability, Memory & adaptability:

•Was able to Visualise and remember every single glyph design (plus remember every ability of every glyph) She also was able to remember the design & ability after seeing it once. Look at the scans sections to see all the glyph designs. She also showed combining glyphs to find out new ones and adapt to failed glyph designs. After the series ended it’s stated she’ll “never forget it” so after the series ends it’ll class as long term memory.
(Processing Speed, Visual spatial, Working memory, long term memory, learning ability, cognitive ability & Adaptability)

•Shown to have some impressive learning ability and knowledge by being able to take all single courses in the Boiling isles University. This includes: BI History, Accident Glyphs and combos, boiling biology, abomination engineering, Thaumaturgy, curses 101 & ETC. Before she took all these courses it’s shown that when she went to Hexside that she was learning 9 different forms of magic when it was only expected for you to learn one and be too good in one to be considered gifted. So Luz being good in all the different Magic tracks is an insane thing for the school. This shows how she’s able to pick all courses of magic in university since she was obviously able to graduate from Hexside while having a good knowledge in all the magic tracks. She also graduated from high school in the human realm as well. This means She’s both a great knowledge in Human knowledge & Boiling isles knowledge. We can also infer that doing every single course in the Boiling isles university would be comparable to doing every course in a Human realm university in terms of difficulty.

(Knowledge, verbal compression, Crystallised intelligence, learning ability, Academics, cognitive ability, processing speed, fluid reasoning & Memory)

•Adapted to being turned into stone by formulating a plan in seconds to survive belos
(Situational adaptability, fluid reasoning & problem solving)

•She's fluent in Spanish and has good knowledge of the arts. She also makes cultural references in her vocabulary and can point out the exact difference between "text" and "letter" with historical connotations.
(Knowledge & Verbal compression)

•Using the Knowledge she acquires from Philips Journey she's able to apply it to create her own portal door.
(Crystallised intelligence & knowledge)

•Implied to have read "From bones to earth" book which gives an in-depth insight into the biology of the boiling isles.
(Verbal compression & knowledge)

•Visualised the proportions of the Selkidomus with near perfect accuracy.
(Visual spatial)

•Adapted to The culture & Environment of the boiling isles in an incredibly short amount of time. (Like a few days). This place is practically like a different planet. Different Academic system, different likes and dislikes, different General environment & Completely different species. She got used to this completely different environment in an incredibly short amount of time.
(Environmental adaptability)

Overall EQ, overall SOCQ, Seeing through People, Psychology & oratory skills:

•Was able to Identify That the Monster that protected the collectors wasn't an instinctive creature but rather a sad and lonely creature. She was able to figure this out due a lesson by Lilith which said the creature has been outside the door for years and years & the fact the monster was instantly violent which she could recognise was because of their loneliness.
(Emotional understanding & emotional Perception)

•Emotionally understands Vee's desperation to Escape Belos and the pain and suffering she went through when she was imprisoned. She also understands that Vee hasn't experienced as much kindness as her mum showed her and how she Thinks Luz is an idiot for running away to the boiling isles.
(Emotional understanding)

•Understands The Collectors Loneliness and Ultimate distrust of everyone around him due to being trapped for so long and that even though he may seem evil he just wants a friend. She also Identified That The Collector due to him being a god compared to her and her friends but being relatively average compared to his own species that he just views her and her friends as toys that can be played with and fixed when broken. Also understanding he has no concept of Death.
(Emotional understanding & emotional perception)

•Shown that Amity thinking of Luz can calm her down a decent amount.
(Managing others emotions)

•To save Willow's mind she got Eda to do a spell to put her in Willow's mind.
(Emotional engagement)

•Socially understands how Belos' manipulation of the Boiling Isles works. She understands that Belos Gaslighted them to the point they feel doubt and need someone to lead them, to tell them what to do and that Belos stepped up as the figure. She also understands why people don't want to accept the truth that Belos is evil because she knows nobody wants to spend their entire life believing something only then for it to be wrong.
(Social understanding, social awareness, seeing through people & emotional understanding)

•Became friends with Willow in one conversation
(Social skills)

•Formulating the "on the Horizon" plan to confront Belos when Nobody else in the resistance wanted to directly confront Belos is good Emotional engagement.
(Emotional engagement)

•Was able to manage her fear when Belos was turning her into stone and would've killed her in seconds.
(Self management)

•Throughout the Series she's become friends with nearly everyone on the isles. This includes people she's been enemies with or people just generally dislike her. Even though she's human and people tend to see her as different from every other creature on the isles she still managed to become friends with all these people. She even got all these people to throw her a birthday party.
(Social skills)

•Throughout the series she has kept a healthy friendship with all the people she's become friends with even with all the mistakes she makes throughout the series she still keeps a happy relationship with all her friends.
(Relationship management)

•Her natural personality tends to make people look at her and normally just think about her. This can apply to adults even though she's a 14 year old child.
(Charisma)

•Emotionally understands the entire main cast. This would include

- Amity and the high expectations given to her by her family and how her family forces her to associate with other powerful witches and not associate with weaker Witches even if they are her friends
- Willow and her self doubt (and hatred) from constantly being bullied by her friends & other people. Plus being forced into the wrong track for her skill set
- Gus and her insecurities from constantly being manipulated from being younger than everyone else in her year.
- Hunter and his identity crisis from finding out he's the clone of a witch Hunter and his fear everybody will hate him if they find out he's a clone.
- King's identity crisis from never being able to meet his dad and having his entire past be a lie.

(Emotional understanding)

•Fought a creature that takes the form of your biggest fear for her crush at the time
(Emotional engagement)

Manipulation, Deception & building up influence

•Persuaded a bunch of Prisoners to riot against the guards
(Direct Manipulation, emotional Manipulation, Mass manipulation & Persuasion)

•Disguised herself as a Emperor's Guard
(Disguise mastery)

•Indirectly pressured Hunter go along with her plan
(Indirect manipulation & emotional manipulation)

•Deceived her Mum for 2 months that she was at summer camp when she was actually at the Boiling Isles.
(Misdirection, long term deception & bluffing

•Guilt tripped Hunter to let her Steal the palisman even though Hunter is completely terrified to fail Belos and he'd rather die than fail twice Belos. And him giving Luz the palisman is completely Disobeying & Failing Belos
(Direct manipulation, Emotional manipulation & guilt tripping

•Deceived Belos that she had no weapons in her hand at all
(Strategic Deception & bluffing)

•Provoked Belos to throw her across the room to where the glove is.
(Direct manipulation & logical manipulation)

•Due to being Friends with Eda who was able to become a member of a rebel group she was also able to become a part of the group.
(Building up influence)

•Over the series she's become friends with lots of people on the boiling isles which is alreast 30+ people. Due to this many people on the isles would help her out if she ever asks for it.
(Building up influence)

•Was able to formulate a plan to deceive Hunter that she killed the selkidomus and so she could get King back
(Strategic deception)

Strategy, Planning & Tactics:

•"**On the Horizon" Plan:**
Context: Luz, Gus, Hunter & Amity had been trapped by Odailia in a bubble and Luz had just been informed that Belos knew about The "Cats" plan to stop the day of unity. She also knew Kikiora wanted to take Hunter to Belos.
The Actual plan/strategy: Firstly she anticipates that Alador Would break them out so that in the chaos she could get Gus to Use Illusion magic to make Luz look like Hunter and Hunter look like Luz. She predicted that Hunter, due to being in a weaker mental state, wouldn't resist this and would just go along with the plan due to the stress. This is so that Kikimora will Kidnap Luz instead of Hunter so she could confront Belos and her friends will be preoccupied with Odailia, therefore keeping them out of harm's way. She was able to formulate this plan in literally seconds & She also guilt trip Gus into going along with this plan by saying "I just want to protect them" or something similar to that. She did also taunt Kikimora while disguised as Hunter so she'd be more likely to capture her and since she'd be more angry and it'd be harder to stop her from Capturing her (Since Luz's Friends were

trying to stop Kikimora as well). This strategy was completely efficient in reaching Luz's goal, was executed flawlessly & had a level of foresight in it.
(Short term planning, Strategy efficiency, strategy effectiveness, strategy foresight, strategy shielding, strategy execution, strategic deception, emotional understanding, emotional engagement, Direct manipulation, indirect manipulation & formulation speed)

•**Plan to outsmart Belos**
Context: Belos has locked Luz in his Gloop hand and is turning her to stone. While that's happening the Day of Unity has just begun.
Actual plan/strategy: Luz Observes a Glove that puts Coven symbols on peoples arms. Now during the day of unity if you have a coven arm on your arm you will die. So Luz has to get over there. So she tells Belos that he can't kill her because when he returns to the human realm it will be modern day and not his time. So he won't be able to understand the world and will need a guide. Since she's from modern day she can give him a guide to the modern day human realm. She then insults him, she predicted from Insulting him he would throw her exactly in the direction towards where the glove is. When He throws her towards the glove she grabs it before he can notice it's there and then she puts an invisibility glyph on the glove and then puts it over her hand. She then continues to persuade Belos to let her be her guide (she also uses his real name Philip so it's more personal and he's more likely to say yes). When Belos decides to stop the spell which is turning to stone she suggests having a handshake. As she anticipated Belos was suspicious she had something in her to attack him with, so she shows both of hands and Belos can't see the glove as it's invisible. So when they handshake She uses the glove to give Belos a given Symbol the effect of the day of unity takes place and he starts to die.
While Belos was able to overcome this he was stuck in this monster state after this happened. Still she formulated this plan in seconds and Every part was Effective)
(Strategy Complexity, intuitive prediction, Strategy shielding, formulation speed, observations, strategic deception, self management, adaptability, emotional engagement, anticipation, strategy effectiveness, strategy foresight, short term planning, direct manipulation, creative thinking & faster thinking)

•**plan to deceive Hunter**
Context: Hunter forced Luz to go into a cave and if he didn't He would hurt her friend King. She had to kill the selkidomus which is a giant sea creature.
Actual plan/strategy: Luz perceived that Hunter was relatively Arrogant from his general speech and his confidence when confronting them. Therefore if she did a deception act he probably would've thought that his threat was efficient enough for her not to use a deception act. Her deception was she would build a near perfect giant Replica of the selkidomus out of seaweed. This would require a perfect visualisation of the proportions of the selkidomus (look at scans for a scale of what size of what the selkidomus & the design of it). She'd then have to angle herself perfectly in the line of light so that Hunter could see the shadow of the pretend fight. This would make it seem more real than just bringing out a bit of the seaweed replica and therefore Hunter wouldn't be too suspicious. Using the shadows she'd act out a fight with Her and Eda fighting the selkidomus. It would start with Eda being hurt by the replica and then Luz would cut off its head and bring out a small part of the replica to show to Hunter. Has she expected Hunter was deceived and Gave King back to Luz.

This plan had no flaws and Was formulated in literal seconds & was executed flawlessly.
(Strategy efficiency, strategy Effectiveness, strategy execution, short term planning, formulation speed, Planning invisibility, planning preparation, strategic deception, acting skills, verbal deception, Visual spatial & emotional perception)

•**Plan to deceive Belos.**
Context: Belos Told Luz Eda & King would be executed unless she gave him the Portal door to the human realm.
Actual plan/strategy: Now Luz didn't Trust Belos. No matter what he said She didn't trust a single thing he did and Belos was so persuasive that the entire Isles trusted them with their lives (which is hundreds of people). Luz would first angle her arm so that Belos couldn't see it. She'd then put a bunch of fire glyphs on the left side of the portal door. She then would give it to Belos with the left side he couldn't see. Then when she gets left out she would activate the fire glyphs and Destroy the portal door. There She can go to save Eda & King and stop Belos from ever reaching the Human realm. This plan was completely efficient & formulated in seconds.
(Strategy efficiency, Strategy effectiveness, strategy execution, planning coverage, long term planning, planning coverage, intuition, seeing through people, Visual spatial & strategic deception)

Anticipation, Predictions, Trap Setting, Trap Evision & Being Two steps Ahead:

•Anticipated that Alador would Save them from Odalia even though he seems completely submissive to his wife. This could mean she anticipated his conversation with King but that seems like a very big assumption so I doubt she did.
(Anticipation)

•Predicted that Hunter wouldn't be able handle the stress of the situation and would just go along with the plan
(Logical Prediction)

•She anticipated Belos would be Suspicious when she asks for a handshake
(Anticipation)

•Predicted From insulting Belos which direction he would throw Her.
(Intuitive prediction)

Thinning, Reasoning, Observations, Analyzation & cold reading:

•Made an Abduction that the monster guarding the collector isn't Animalistic but instead just lonely

- She knew from one of Lilith Lessons the creature has been in the cave outside the collectors room for hundreds of years.
- From this you could understand why it's so aggressive towards anything it sees due to it being so alone.
- From this you can infer that simply being kind towards it and not being terrified of it should calm it down since it just wants some friendly company

(Abductive reasoning & logical thinking)

•Thought that combining glyphs. She was able to do this by noticing specific parts of glyphs and if it could go with another specific part of a glyph. She did this with multiple different glyphs until she created a new one. She also thought of petting glyphs side by side to get a reaction. Like putting a fire glyph and a water glyph next to a flower. This reaction she inferred would create a Giant smoke cloud.
(Inductive reasoning, Abductive reasoning, convergent thinking, creative thinking, Analyzation skills, analogical reasoning & abstract reasoning)

•Observed a glove that puts a coven symbol in the back of the room even when it's not obvious.
(Observation)

•Her plans to outsmart her opponents like Deceiving Hunter & Belos, the on the Horizon plan and the plan to outsmart Belos were incredibly creative plans which were all not predicted by the people a part of it. Before doing the plan she would analyse the problem and then think of a way to solve it and the problems she deals with are incredibly difficult to do. Outsmarting Belos is incredibly hard considering How smart Belos is and how good his ability to see through people & plan/strategise.
(**Critical thinking, Analytical thinking, Creative thinking, lateral thinking & divergent thinking)**

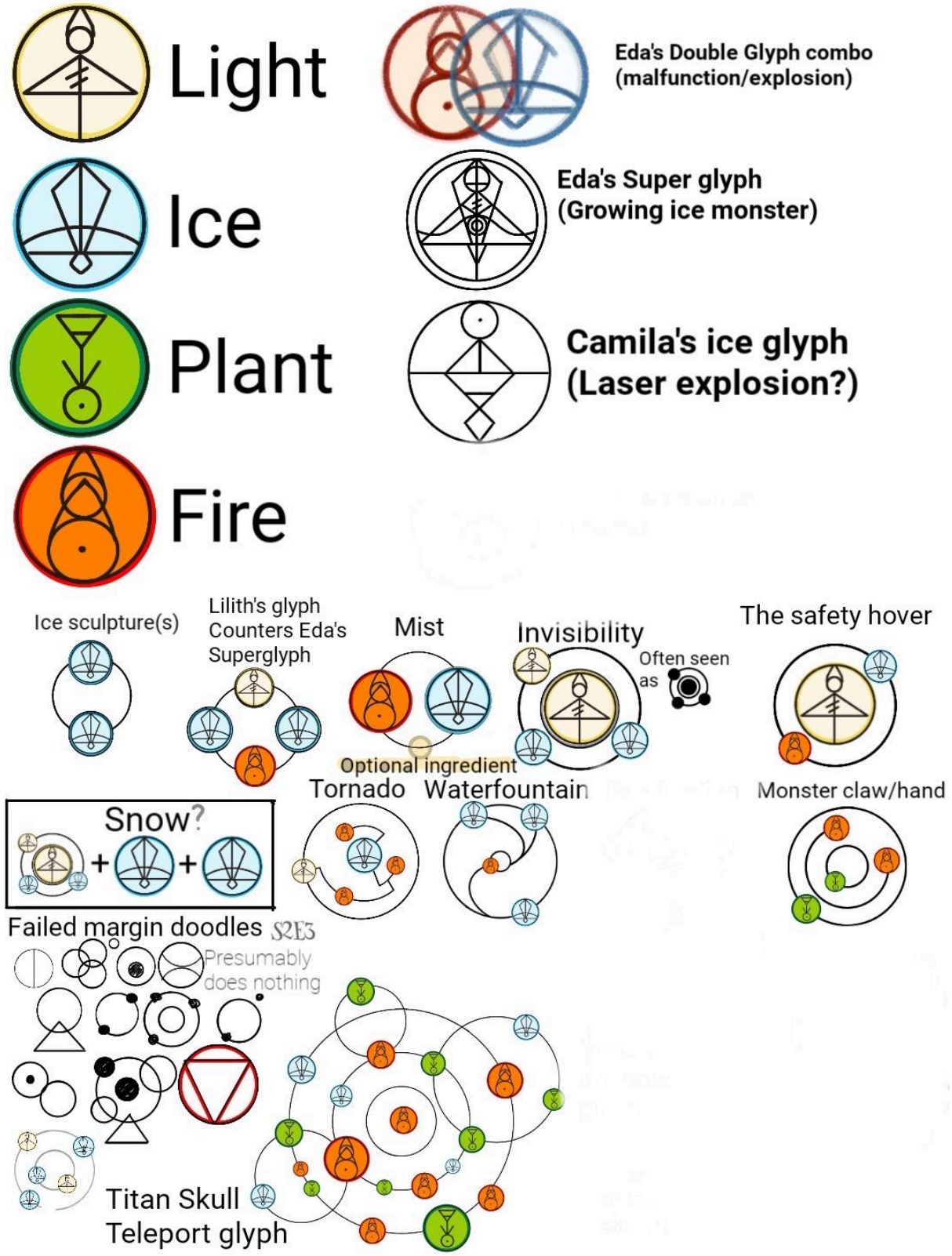
Miscellaneous categories (Perception,unpredictability, info gathering, ect)

•From stealing Belos' old diary she was able to gather info on his earlier life on the isles and how he discovered glyphs.
(Info gathering)

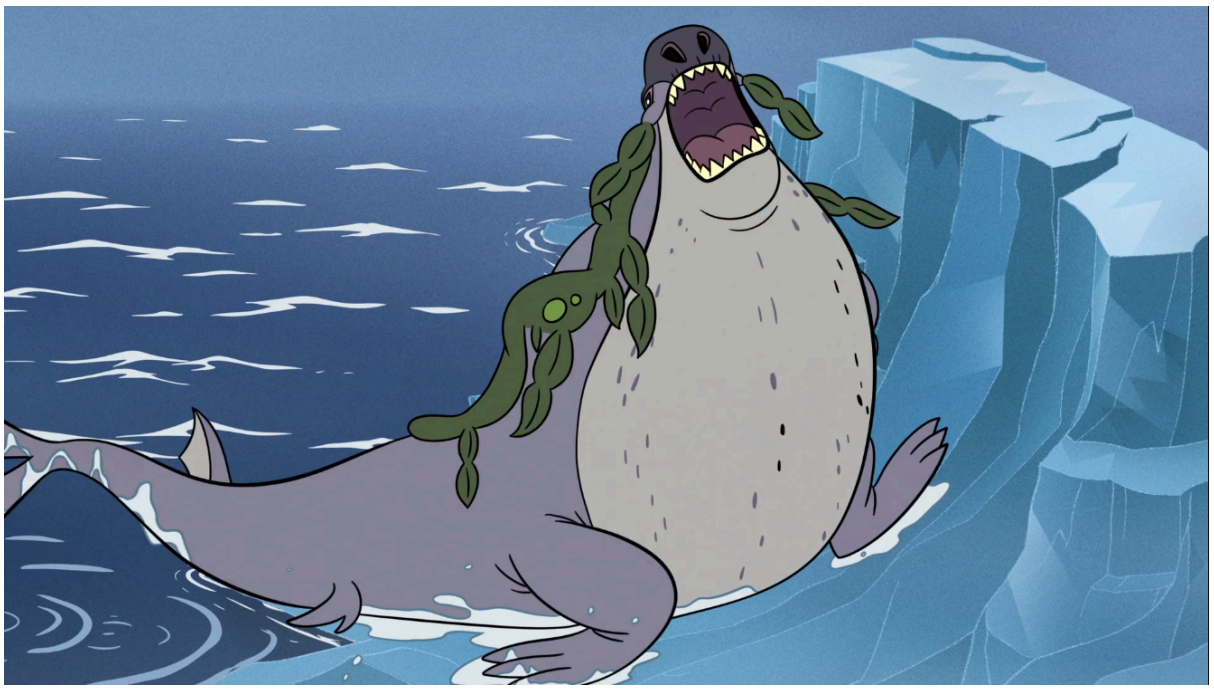
•Luz's General personality is incredibly random and abstract. Her friends and even Belos' can't predict what her next actions or thoughts processing is gonna be.
(Unpredictability)

Scans:

All Glyph designs Luz Remembers:



The Selkidomus:





The Selkidomus is at least the size of an iceberg which is usually 5,382 square feet. For the visualisation feat Luz would have to visualise it to this size.

Anti feats:

•Luz lacks self management and has shown times to just panic rather than think logically and solve the situation. Even though late season two she has seemed to overcome this lack of logical thinking she does sometimes panic in certain situations.

•Throughout the series she has shown greatly disliking herself and blaming herself for every mistake she makes. Though after the series ended she seems to have overcome this.

•Stated in the human realm she didn't make many friends during her life and had parents generally dislike her.