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Generations

Claymores' ranks are based on their strength and ability. They can obtain higher ranks as they become stronger, but when they are surpassed by other Claymores, their rank is lowered. Claymores are known to belong to different "generations" marking the time they joined the organization, but not all the Claymores who are active at the same time necessarily belong to the same generation. Characters listed in bold are the Northern Campaign survivors.

Clare's Time

Character	Rank
Alicia	#1
Beth	#2
Galatea	#3
Ophelia	#4
Rafaela	#5
Miria	#6
Eva	#7
Flora	#8
Jean	#9
Undine	#11
Veronica	#13
Cynthia	#14
Deneve	#15
Eliza	#17
Lily	#18
Queenie	#20
Helen	#22
Zelda	#24
Emelia	#27
Wendy	#30
Tabitha	#31

Katea	#32
Pamela	#35
Claudia	#36
Natalie	#37
Karla	#39
Yuma	#40
Matilda	#41
Juliana	#43
Diana	#44
Elena	#46
Clare	#47
Rakel	#Unknown
Kate	#Unknown
Lucia	#Unknown

Clarice's Time

Character	Rank
Alicia	#1
Beth	#2
Audrey	#3
Miata	#4
Rachel	#5
Nina	#9

Clarice	#47
Renée	#Unknown

Teresa's Time

Character	Rank
Teresa	#1
Rosemary	#2
Priscilla	#2
Irene	#3
Sophia	#4
Noel	#5
Elda	#6

Other Characters

Character	Generation	Rank
Luciela	Luciela	#1
Riful	Riful's	#1
Agatha	?	#2
Isley	Isley	#1
Rigardo	Isley	#2
Dauf	Isley	#3

Main Characters

Clare



- Rank: #47
- Type: Offensive
- Techniques: Acute Yoki Sensing , Yoki manipulation (limited) , Controlled awakening of limbs , Quick Sword , Windcutter , Flash Windcutter , Yoki Suppression

Clare is the series' protagonist. When she was a child, a yoma made her part of its disguise and its toy, often torturing her. The yoma is killed by Teresa. Empathizing with Teresa's pain, Clare follows her for days without rest, food, or water. Teresa, after at first trying to get rid of Clare, eventually lets her travel with her, and the two became attached. The presence of a caring human in her life helps Teresa regain her lost happiness and humanity. Their life together is cut short when Teresa kills some human bandits to save Clare's life. The organization sends four of their best Claymores to execute Teresa, who is eventually killed by an awakened Priscilla. Clare vows to take Priscilla's head in revenge, and searches for a member of the organization.

Once she discovers one, she demands that the organization fuse her with Teresa's flesh and blood. Clare becomes the only person to volunteer to join the Claymores and the first hybrid with 1/4 Yoma blood instead of the normal 1/2. Because of this low demonic ratio, she has little power and is given rank #47 — the lowest. However, Clare shares Teresa's ability of heightened Yoki sensing to the point of being able to predict an opponent's moves. At one point, Miria ponders whether this is a deliberately chosen tactic in order to fight Awakened Beings. Clare partially awakens during her fight in the holy city of Rabona, but is able to revert to her human state with Raki's help. She loses her right arm during an incident involving Ophelia, but later receives a new one from Ilena, along with the "Quick Sword" technique. However her "Quick Sword" only has half the speed and power of Ilena's. She once again comes close to Awakening during her battle against Dauf, but Galatea manipulates her yoki flow and brings her back. She then uses the same method to save Jean from losing her mind to awakening.

In the Northern campaign, Clare joins Flora's party. Having grown significantly stronger she fights on the same level as her captain. During the fight against Rigardo, Clare is able to deliberately awaken parts of her body, while remaining mentally human. However, she finds herself unable to turn back after the fight. Jean sacrifices herself to save Clare.

She is the only member of her team to survive the Northern Campaign. In her half-awakened form, she is much faster, gaining hock-jointed legs to increase her speed,

and blades sticking out of her back. Seven years after the Northern Campaign while in seclusion with her six fellow Claymore survivors, she masters Flora's "Windcutter" technique. She also trains herself to fight without releasing any Yoki, making it exceptionally difficult for others to track her. Despite the danger of being discovered and hunted by the organization, Clare has returned to the southern lands to find Priscilla as well as continue her search for Raki.

She is currently in Rabona and has easily taken down Agatha with help from her comrades. Miata, upon witnessing their battle, tells Clarice that all the new Claymores have great power, but two are very strong, far stronger than the rest and indicates Miria and Clare.

Raki



Raki is a young boy whose family is murdered by a Yoma, which then takes the form of his older brother, Zaki, as a disguise. This Yoma is slain by Clare, but Raki is suspected of being a Yoma as well, and exiled from his village (in the manga it is not clear if he is actually exiled or voluntarily searching for Clare). Clare only offers to take him with her until he finds a village he wishes to live in, but she gets attached to him because their pasts are quite similar.[citation needed] Raki also cares very deeply for Clare, and protects her without hesitation from anyone; even another Claymore. It remains unclear whether their relationship is platonic or romantic (although Clare kisses Raki before they part ways). Though officially Raki is the 'Cook' for Clare. Raki carries a holy sword given to him by Gark and only uses the sword in an attempt to protect Clare.

Raki is separated from Clare during her fight with Ophelia in Volume 7. Soon after that, he is apparently captured by slave traders and sent to the North. In Volume 10, he escapes but falls under the care of Isley and Priscilla, although he is not aware of their true identities as Awakened Beings. Priscilla was 'saved' by Raki from a large number of falling stones and because Raki came from the south, in anime Priscilla likes his smell. Isley says that Raki should "keep her (Priscilla) company for a while". He studies swordsmanship under Isley, but has not made an appearance after the seven year time skip.

Claymores of Clare's Time

Alicia & Beth



Alicia (left) & Beth (right)

- Nicknames: The Black Ones
- Rank: #1 (Alicia) / #2 (Beth)
- Type: Exclusive
- Techniques: Soul link

Alicia is Claymore #1 and her identical twin sister Beth is #2. They are a new type of Claymore made by the Organization. Taught only to fight and align their "souls" with one-another to counter the threat of The Powerful Three, they have little personality. Through training, their strength is constantly gauged and raised by the organization. Alicia is able to fully Awaken, while her human soul is contained by her sister via a "soul link". This gives Alicia the strength of an Abyssal One without losing control to bloodlust. Both Alicia and Beth are called the Black Ones though Alicia was specifically called 'Dark Alicia or "Alicia the Black". The sisters wear special black suits. The suit can't be destroyed when Alicia awakens. In Alicia's Awakened Form, she has bladed appendages on her arms.

Galatea



- Nicknames: God Eye Galatea
- Rank: #3
- Type: Defensive
- Techniques: Acute Yoki sensing , Yoki manipulation (limited) , Yoki suppression

At the start of the series, Galatea is Claymore Number 3. She is one of the more kind-hearted Claymores. She is a master at sensing Yoki, being able to sense other Claymores from a long distance, read their emotions, and see their actions as if she were close by. She uses this to act as the organization's "eye". She can also control other people's actions by subtly manipulating their Yoki flows. Additionally, the strength bonus she gets from releasing her Yoki is the highest among all forty-seven warriors of her time. She also has a vain side - she claims that she dislikes having to release any of her energy because it goes against her philosophy towards beauty (she does not like the way she looks with golden eyes and bestial looks). It should also be noted that she protested when Clare just barely cut her bangs while the other Claymore was rescuing her.

Galatea, as the organization's eye, is sent to spy on Miria's party during the male Awakened Being incident. When Clare goes missing after encountering Ophelia, Galatea is sent to search for her, and she finds Clare battling against Dauf. She fights alongside Clare and Jean against Dauf, and helps Clare control her Yoma power. Afterwards, she abandons her mission, returning to the organization without Clare. Galatea becomes more and more suspicious of the organization, and although the organization is aware of her growing disobedience, they keep her due to her usefulness. She finally goes renegade during the Northern Campaign's aftermath. Her #3 rank is taken by another Claymore, Audrey.

She is hunted by Miata and Clarice, who find her living in Rabona as a nun. She is immediately attacked by Miata which reveals Galatea is now blind, with a scar across her eyes. This, however, strengthens her ability to sense Yoma energy, allowing her to fight equally with Miata and Clarice in spite of her handicap.

Galatea while in Rabona detects the presence of the awakened being Agatha and uses herself as bait to get the Organization to send in members after her to help kill the awakened being. During her fight with Agatha, she was injured by Miata which includes a severed arm and stabs through her stomach. Unbeknownst to her, Clare was the one who saved her, Miata, and Clarice.

Galatea's reunion with Clare and Miria reveals that her nickname is God Eye.

Ophelia



- Nickname: "Rippling Ophelia"
- Rank: #4
- Type: Offensive
- Techniques: Rippling Sword

When Ophelia was a child, her brother died protecting her from the Awakened Priscilla. This resulted in Ophelia's hatred for Yoma and the Awakened Ones, and her vow to slay the 'one-horned monster'.

Ophelia eventually became Claymore #4. Though powerful, she grows increasingly unstable, displaying sadistic and sociopathic tendencies. She murders humans and fellow Claymores to sate her bloodlust, killing any and all who witness her transgressions so that they will not come to light. She also enjoys torturing and played sadistic "games" with her opponents in battle. Ophelia usually talks in a very feminine and polite way, but once something doesn't work out the way she wants it to or somebody disturbs her "having fun", she changes to a very vulgar, masculine tone. Even though many of her crimes remain undiscovered, or at least unproven, many of the Claymores who have met or worked alongside Ophelia are aware of her monstrous nature.

Her special fighting technique is "rippling" her sword by waving it back and forth at great speed. This technique is extremely difficult to dodge or block, even for an opponent who can predict her movements, such as Clare. Based on this technique, she gives herself the title Rippling Ophelia. Miria refers to her as the blood-soaked evil warrior, though this is more of a description than an actual title.

In Volume 7, Ophelia is assigned to fight with Clare against an Awakened Being, but she tries to kill Clare and Raki instead as she deduces that Clare is partially Awakened. She almost succeeds, but is stopped by Ilena.

Badly wounded and furious at her defeat, Ophelia releases all her Yoma energy and Awakens, becoming a serpentine creature, similar to the Lamia from Greek Mythology. Despite her hunger and desire for guts, Ophelia doesn't realize she's Awakened until she catches a glimpse of her reflection in a lake. She then allows Clare to kill her with Ilena's Quick Sword technique.

Rafaela



- Nickname: None
- Rank: #5
- Type: Offensive
- Techniques: Yoki suppression

Rafaela was Claymore #2 during Luciela's time and Claymore #5 in Clare's Time. Rafaela was seen first as Ilena's pursuer.

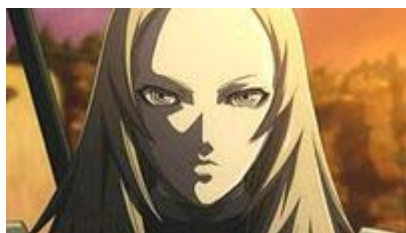
Her power is considered equal to that of her elder sister, former Number 1; Luciela. Rafaela was a part of the Organization's first experiment using a soul link to control an Awakened Being. The experiment fails causing her elder sister, Luciela, to lose control and fully awaken. Rafaela lost an eye, which she intentionally did not regenerate. She's blamed for the experiment backfiring, because of her 'weak heart'. Consequentially, she was stripped of her number and stayed inactive as a Claymore. She appears to have been one of the longest lived Claymore so far (disregarding awakened warriors), as she was around from before Luciela's time when she met Teresa, who was still a young warrior in training.

After the organization loses the five highest ranked Claymores in the Teresa incident, the Organization invited Rafaela back in exchange for information regarding her elder sister.

She finally tracked down her elder sister in Volume 12. Rafaela kills Luciela, who was weak from battling Isley, by breaking her back.

In the new arc, Audrey (#3) told Clare that she heard Rafaela died. If she were in fact alive her aura would be untraceable by now, same as Galatea. Her actual status thus far has not been confirmed.

Miria



- Nicknames Phantom Miria
- Rank #6
- Type Offensive
- Techniques Phantom Mirage; Enhanced speed; Yoki suppression

Miria was Claymore #6. She can greatly, but briefly, increase her speed to the point where she leaves many afterimages of herself in battle, confusing the opponent, thus earning herself the nickname Phantom Miria. She is also very skilled at teamwork and tactics. Miria was secretly investigating the Organization after she swore revenge against it. These both stem from an Awakened Being hunt, when she discovered that the target was originally a close friend, Hilda, who had awakened. The shock of this led her to nearly awaken herself.

Miria was first introduced in Volume 5, Scene 25 as a team leader of an Awakened Being Hunting Squad where she had an uneasy encounter with Clare due to the latter's disobedience.

She was assigned again as leader of an Awakened Being hunting squad - formed of Clare, Helen, and Deneve. The squad was almost defeated but Clare and Miria eventually killed the male Awakened Being.

After realizing that they had had almost no chance of surviving the fight, Miria believed that her squad had been betrayed by the organization and sent on a suicide mission. Her theory was that her squad, composed of partially-Awakened Claymores, were considered troublemakers by the organization. After the battle, she told Clare, Helen, and Deneve that she'd found one of the organization's darkest secrets, but didn't reveal it out of fear for the others' safeties. She told them to keep a low profile and stamp out their trouble making images, and that she'd contact them when the time was right.

Miria was also the chief Claymore in the Northern campaign. She demonstrated her tactical skills by the way she organized the Claymores into small teams that would allow them to gain experience in fighting with Awakened Ones with minimal loss of life. In the first fight against three male Awakened Ones, her strategic capabilities were even recognized by one of the Awakened Ones. Miria directly led the following Claymores: Queenie (#20), Tabitha (#31) and Uma (#40). It was her planning that enabled some of the Claymores in the campaign to survive. In addition, her own team took only one fatality.

While in seclusion she develops a new way to greatly increase her normal speed, without needing the yoki bursts. Although it's slightly slower than her mirages, this is actually considered superior because there are no limits to how many times she can use this ability, as opposed to the short yoki bursts needed for her mirages. With this new technique she's also able to achieve more precise movements along with her

newest technique enhanced phantom speed that basically look like she is vibrating then immediately cuts through them. She serves as the leader of the surviving Claymores.

Miria recently revealed that she had accessed the Organization's archives prior to the Northern Campaign. She discovered shocking information, but it has taken her seven years to piece everything together. She reveals her theory that the Yoma are not natural, and that she believes the Organization created them. That the lands they live in is actually a massive island that the Organization is using to conduct experiments towards the creation of an ultimate weapon to win a war between two great nations in a distant land that has been raging for over a hundred years. These ultimate weapons are the Awakened Beings.

Flora



- Nickname: Windcutter Flora
- Rank: #8
- Type: Offensive
- Techniques: Windcutter

Flora was Claymore #8. Her nickname is Windcutter Flora, after her lightning-fast sword drawing technique, considered to be the fastest draw of any Claymore. As a division captain during the North campaign, she led the following Claymores: Lily (#18), Wendy (#30), Karla (#39), and Clare (#47). Unlike most of the other Claymores (such as Clare, Helen) who speak in blunt Japanese, Flora is soft-spoken and always uses polite language, even when she is trying to impose tight discipline on Miria's behalf.

During the first battle of the North, Flora was unwilling to rely on Clare and Karla due to their low rank and lack of power. However, the fight changed her impression. After the first skirmish in the Northern campaign, she challenged Clare to a duel in order to test her Windcutter sword style against Clare's Quick Sword technique. After the duel it was determined that Clare's Quick Sword was faster but less precise of the two techniques while still being of equivalent power. After that confrontation, Flora surrendered the title of "Fastest sword amongst the Claymores" to Clare. In the Anime, this event was interrupted by the appearance of Jean.

In the Awakened Being battle after this Flora was killed after being cut in half by Rigardo with little effort on his part. Posthumously, Clare uses and has mastered Flora's Windcutter technique during the seven year time skip.

Jean



- Rank: #9
- Type: Offensive
- Techniques: Drill Sword

Jean is Claymore #9 and an offensive fighter. Her "Drill Sword" technique, based on storing energy by twisting her arm and releasing it in one burst, is said to be the most destructive among her peers. She is serious and strictly honorable.

Jean and her team members (Katea, Raket, and an unnamed Claymore) are captured by Dauf and Rifal during an Awakened Being hunt, which turns out to be an ambush. After prolonged torture, she awakens, but is able to revert back to human shape by virtue of her extraordinary willpower and Clare's help. She then decides to pay back the life debt she now owes Clare, choosing to serve her for life.

In the Northern Campaign, Miria gives her the position of division captain. Her team includes Eliza (#17), Emelia (#27), Natalie (#37), and Diana (#44). After Clare kills Rigardo and is pleading for death due to passing her limit, a dying Jean, with a hole in her stomach area, uses the last of her strength in order to help Clare revert back, thus fulfilling her pledge. In the anime, this occurs after Clare's battle with Priscilla. No one from her team survived the Northern Campaign.

Her Awakened form resembled a butterfly with many veins connecting to its wings.

Undine



- Nickname: Undine of the Twin Swords
- Rank: #11
- Type: Offensive
- Techniques: Dual-wielding, muscle enhancement

Undine is Claymore #11 and is notably brash and aggressive. Unlike other Claymores, she carries two swords, which gives her the title Undine of the Twin Swords. Undine appears as a bulky, muscular woman, however this is a result of shapeshifting. Her natural form is small and delicate. Deneve deduced that as a young Claymore, a friend died protecting her and out of shame she developed the attitude and build she later possesses. One of the swords she carries belonged to the Claymore who died protecting her. Probably because of this experience, she bullies her weaker comrades and tells them to leave the battle but only because she worries for their safety. Undine is one of the division captains in the Northern campaign and led Deneve (#15), Zelda (#24), Claudia (#36), and Juliana (#43). She was one of the four captains killed by Rigardo during the second battle. Deneve used Undine's "borrowed" sword as her commander's gravestone, and she also took Undine's own sword in memory of her comrade and captain.

Cynthia



- Rank: Former #14
- Type: Defensive
- Techniques: Yoki suppression

Cynthia is Claymore #14 and a defensive fighter. Cynthia is another survivor of the Northern Campaign, during which she was part of Veronica's team. She seems to be on the same level as her captain while fighting the bug-like awakened being. She and Veronica both finished off their AB target together after Jean and Helen effectively disarmed it. She says she wants to go back south to exact revenge for Veronica and her other fallen comrades. Her personality seems to be ever cheerful and hopeful despite all that she and the group have gone through. After the 7 year time frame her

Yoki manipulation skills have advanced to the point that she can aid in the healing of another Claymore by manipulating their Yoki.

Deneve



- Rank: #15
- Type: Defensive
- Techniques: Dual-wielding , Muscle enhancement, Heightened regeneration, Yoki suppression

Deneve is #15 among the Claymores and has partially awakened, though she succeeded in reverting to her normal state. She possesses a calm and understanding personality but can be a perfectionist. Her regeneration ability is exceptional, even for a defensive fighter.

Like many Claymores, Deneve is a survivor of a Yoma attack. After a Yoma killed their parents, her elder sister hid Deneve under a bed. While the Yoma proceeded to kill her sister, Deneve managed to remain hidden. As a Claymore, she desired vengeance, but her desire to live was stronger than her desire for revenge, and so she became a defensive warrior with offensive abilities weaker than that of most of her comrades. Ashamed of what she regarded as her cowardice, she fought suicidally until she met Helen, who told her that it is natural for Claymores to want to live; they are only human. This deeply affects Deneve, who becomes virtually inseparable from her new friend.

Deneve was first introduced as a team member in Clare's first hunt for awakened beings. Surviving the near suicidal mission has created a strong bond between the team members, which was made stronger yet when they found they all shared the same experience of having nearly awakened. These four "trouble" warriors would later reunite for yet another suicide mission in the North.

During the North Campaign, Deneve deduces the reason for Undine's powers, attitude, and extra sword, thus earning her respect. She survived the Northern Campaign along with six others. She is haunted by feelings of weakness for her perceived inability to avenge Undine's death. Deneve currently carries the fallen Undine's sword in memory of her captain. After seven years in hiding, she has learnt to use both swords in battle and like her former captain, has learned to enhance her muscles to augment her strength.

Helen



- Rank #22
- Type Offensive
- Techniques Limb-stretching; Drill Sword; Yoki suppression

Helen is ranked #22. Her special power is to stretch her arms to extreme lengths to attack at range or bind her opponents. Helen is partially Awakened, but has reverted to her human state. She seems to have a large appetite for a Claymore. Helen is hot tempered and aggressive. Her mouthy and sometimes insensitive nature means that she can appear to be something of a bully. She is Deneve's constant companion. Deneve commented that she is "always the troublemaker." However, Helen is honest and cares fiercely for her friends. She also refers to Miria as "Miria-nee-san" (big sister).

She was first introduced as a team member for Clare's first hunt for an awakened being. When they first met, Helen immediately disliked Clare for her low rank and weak power. But Helen later grew to admire Clare's fighting performance and determination and considers her a friend. They are close enough that, in the Northern campaign, Clare trusted Helen with the job of killing her when she felt herself awakening.

Seven years after the North Campaign she has developed the ability to use the same powerful "Drill Sword" technique Jean used.

Tabitha



- Rank: Former #31
- Type: Defensive

Tabitha is Claymore #31. She was on Miria's team and is one of the survivors of the Northern campaign seven years ago. Tabitha is a defensive fighter and, like Galatea, appears to specialize in sensing Yoki accurately enough to distinguish the presence of distant Claymores, fulfilling the role of the 'Eye' for the survivors. She is serious-minded and puts her loyalty to Miria first and foremost.

In Chapter 78 it is revealed that her Yoki sensing capabilities, after the time skip, are comparable to Galatea's.

Yuma



- Rank: Former #40
- Type: Defensive

Yuma is Claymore #40. She is a defensive fighter and was on Miria's team during the Northern campaign. She lost an arm in the first skirmish, but was able to regenerate it in time for the second battle, and she is one of the seven survivors. She appears extremely insecure and is in awe of her group's more powerful members.

Claymores of Clarice's time

Audrey



- Rank: #3
- Type: Defensive

Audrey is Claymore #3. She is a proud but well mannered warrior. She uses her sword to deflect her opponent's attack without opposing it with force. Rifal calls this technique a "gentle sword". Audrey's team attempted to take down Rifal, but had to be rescued by Clare, Miria, Deneve and Helen. In return, Audrey told them that Galatea was still alive but had gone renegade. She is a close friend of Rachel.

Miata



- Nickname: Blood Eyes
- Rank: #4
- Type: Offensive
- Techniques: Highly enhanced senses, Brute Strength

Miata is Claymore #4. She is known as Blood Eye by her peers. Her powers lie in her keen senses and brute strength (she can kill common Yoma with her bare hands). When Clarice first meets Miata, she realizes that Miata is nothing more than an unstable child and she finds Miata's combination of power and insanity frightening. Miata has an extreme obsession with her parents and imposes this on Clarice, whom she treats as her mother (even going so far as to attempt breastfeeding on a regular basis). Miata would be higher ranked if she was more stable, and apparently has the potential to become #1.

Miata's unique ability is her extremely heightened senses of vision, hearing, smell, taste and touch, which allow her to fight instinctively without relying on the need to sense Yoki. She has been described as having a "sixth sense", and can identify other warriors' strength without sensing their Yoki. It is because of this ability that she had been chosen to track down and eliminate Galatea, who cannot be traced through her constantly suppressed Yoki. Along with her heightened senses and massive strength, Miata is shown to be relentless when attacking her foes, not backing down until they

are dead. This makes her appear more like a 'Berserker' in battle than a warrior. This is shown in her fight with Galatea in Rabona, where despite the appearance of the awakened being Agatha during the fight, she kept following the original mission of killing Galatea. Only the sight of seeing Clarice being attacked by Agatha made her to switch her target.

Rachel



- Rank: #5
- Type: Offensive

Rachel is Claymore #5. Her attitude is the opposite of Audrey. She is hot tempered and confrontational. She can perform a very powerful attack by restraining the blade of her sword (in the ground for instance) and then applying a large amount of pressure before releasing it from the restraint like a spring. This move can also be performed off the ground with the help of another comrade's blade to act as the restraint for Rachel's sword. Riful calls this technique "strong sword".

Nina



- Rank: #9

Nina is Claymore #9. She is cold and harsh, skilled in tactics, but a poor strategist. She is the captain of a team, including Clarice, assigned to kill an awakened one. However, they are ambushed and overpowered by three awakened ones. They were rescued by the surviving Claymores from seven years ago. Nina calls her attack "Shadow Hunter", as it tracks opponents' yoma aura with her blade.

Clarice



- Rank: #47

Clarice is the new rank 47 (Clare's old rank), and a non-complete hybrid (evident by her hair, which still retains much of its original color). Because of this she lacks the abilities and fighting strength of most other Claymores, only receiving her rank because the organization was severely short of warriors. The majority of Claymores look down at her because of this.

Seven years after the North Campaign, she's sent to the north to join a group hunting awakened ones. Her group is caught in an ambush by a number of awakened ones.

Her teammates are severely wounded and she is knocked out. Upon awakening, she finds her comrades recovering and all the awakened ones gone, leaving only huge bloodstains. She later finds the swords of seventeen Claymores in what appears to be a makeshift memorial, dating from the Northern campaign seven years ago. Unknown to her, it was the seven survivors from the Northern Campaign: Clare, Miria, Helen, Deneve, Cynthia, Tabitha, and Yuma who saved her. Her fellow Claymores think she was saved by the vengeful spirits of the fallen Claymores.

She later reports her findings to the organization and was soon assigned to assist Rank 4 Miata. She discovers that Miata, despite being Rank 4, is nothing more than a child, and an unstable one at that. This leads her to question just what the Claymores are.

Clarice, through means of "breast-feeding", is able to calm Miata. Satisfied with her 'control' of Miata, the organization assigns them to hunt down the renegade Galatea. Clarice and Miata succeed in locating Galatea, but their battle is interrupted by the appearance of the Awakened Being Agatha. Clarice tries to convince the city guard that they are not strong enough to fight Agatha but fails. When Miata is severely wounded by Agatha, Clarice starts to flee but returns to comfort Miata, knowing that she will be killed by Agatha. However, Clarice and Miata are saved by the appearance of Clare and the other survivors of the Northern Campaign.

Claymores of Teresa's time

Teresa



- Nickname: Teresa of the Faint Smile
- Rank: #1
- Generation: Teresa's Time
- Techniques: Acute Yoki sensing

Teresa is the strongest Claymore of her time. She was famously known as Teresa of the Faint Smile for effortlessly slaying enemies with a faint smile on her face. She is so powerful that she rarely, if ever, has to use even 10% of her Yoki in battle. Her rise to Claymore No. 1 leads to the demotion of the previous No. 1, Rosemary, who, angered by Teresa's promotion, challenges her to a duel as an Awakened Being. Not long into the fight, Teresa dispatches her easily by releasing only a little of her Yoma energy. Before becoming a Claymore, she was referred to as a "problem child" by her handlers during her training. In one of her escapades, she ran into Rafaela As a Claymore, Teresa is a cold-blooded killer who cares for no one, only helping villages because she is ordered to, and taking pleasure in scaring humans. She is also solitary and rarely has contact with any of the other Claymores in the organization (she was surprised when Rosemary sent her a Black Card). She also keeps secrets from her handlers, and severely distrusts the organization. This changes when Teresa saves a young girl who had been kept as a prisoner and toy of a Yoma. The girl then follows her on her journeys. She is initially extremely irritated by this girl tagging along wherever she goes, but eventually grows fond of her. Teresa gives the girl the name Clare, after the twin goddesses, Teresa and Clare. Clare awakens Teresa's lost compassion, leading Teresa to say: "This young girl, whose small body is only half the size of mine, taught me that, tears can, too, flow from these silver eyes" From this point onwards, Teresa openly shows her affection on Clare without holding back her emotions (buying her clothes and allowing her to sleep on her lap), but eventually, she leaves Clare in a village, believing that a normal life with humans would still be better for her. However, the village is soon raided by bandits and Teresa rushes back to save her. Seeing Clare's bloodied form, Teresa flies into a rage and kills the bandits, breaking the rule that a Claymore should never kill humans, no matter what the circumstances.

Because she killed humans, the Claymore organization marks her for death. It dispatches a team of five Claymores of unknown ranks to execute her. Teresa cuts down but does not kill the Claymores, stating that Clare had become her reason to live. Claymores #2 to #5, Priscilla, Ilena, Noel, and Sophia, are then assembled to kill her. However, Teresa defeats them without releasing her Yoma power. She

intentionally spares the lives of Claymores #3 to #5, but considered killing Priscilla because she senses that she was the only Claymore with the potential to surpass her in combat. But her relationship with Clare had mellowed her, and she ultimately decides to let Priscilla live. Teresa leaves the town with Clare, leaving her former comrades wounded. However, Priscilla pursues and attacks her in blind rage. In her anger, Priscilla accidentally releases too much Yoma power and nearly Awakens, but Teresa defeats Priscilla again while releasing only 10% of her power. Priscilla then cries and begs Teresa to give her a merciful death before she fully Awakens, but as soon as Teresa drops her guard, Priscilla picks up the sword, attacks and decapitates her. Teresa's severed head is taken by Clare who carries it until she finds a member of the Organization. She begs him to place Teresa's remains inside her own body, becoming a Claymore in order to exact revenge against her savior's killer. According to Ilena, Teresa is called "Teresa of the Faint Smile" because her smile is her only visible asset. Though she excels in speed, strength, and agility, the other top Claymores supposedly exceeded her abilities in those areas. What makes Teresa so powerful is her "unparalleled ability to sense Yoma aura" (Yoki). Whenever Yoma or Claymores move, they emit demon energy to the parts of their bodies they're about to move. Though any Claymore is able to sense Yoma energy, only Teresa is able to sense it accurately enough to predict her opponent's moves in battle. She also has an extremely high amount of Yoma energy in her body. In the moments before Priscilla awakens, Teresa is strong enough to repel her attacks with just enough Yoki for her eyes to change color (10% release), as well as defeating the former No. 1, Rosemary, with no problem at all using the same amount of power. Throughout the series Teresa has been referred to as the most powerful #1 in history.

Irene



- Nickname: Quick Sword Irene
- Rank: #3
- Generation: Teresa's Time
- Techniques: Quick Sword; Yoki suppression

Irene in the original Japanese edition was originally Claymore #2, but she was demoted to #3 when Priscilla joined the organization. She was well known for her great speed wielding a sword, which gained her the title Quick Sword Irene. Noel comments after witnessing her kill Yoma, "They don't call you Quick Sword Irene for nothing. I didn't even see you draw your sword." She achieves this via controlled awakening of her sword arm. In general, Irene's demeanor is calm and intelligent. During the mission to assassinate Teresa, the Awoken Priscilla attacked her and cut off her left arm. Irene let the organization think she was dead and went into seclusion, using her near-flawless control over her Yoma energy to hide in the mountains. Years

later she rescues Clare, who was fighting against Ophelia. Clare recognised her and Irene spent some time training Clare in the "Quick Sword" technique. Once Clare had mastered enough of the Quick Sword to progress on her own, Irene cut off her remaining arm and gave it to Clare as a replacement for the limb Ophelia had cut off. However, soon after Clare left Irene was confronted by Rafaela, who'd been sent to execute her as a deserter. Though Irene had managed to hide her Yoma energy for years, training Clare had caused her to release her flow of energy, allowing the organization to track her down. The defenseless Irene is then confronted by Rafaela, but her death has not been confirmed.

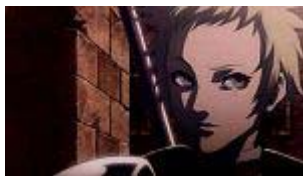
Sophia



- Rank: #4
- Type: Offensive
- Height: 175cm

Sophia vied with Noel for rank #3. Though the two were almost identical in power, their fighting styles are significantly different. Because of her brute strength Sophia was called Muscular Sophia in the organization. She had a very polite, lady-like way of speaking except when she was arguing with her rival and friend, Noel. Sophia was among Claymores ranked #2 - #5 sent to kill Teresa. The Awoken Priscilla killed her after the battle with Teresa.

Noel



- Rank: #5
- Type: Offensive
- Height: 175cm

Noel was well-known for her agility and was known as Stormwind Noel in the organization. She constantly vied with Sophia for the rank #3 position. She was outspoken and tomboyish. Noel was among the party of #2 - #5 Claymores sent to assassinate Teresa and was subsequently killed by the Awoken Priscilla.

The French names Noel and Noelle are both transcribed as Noeru in Japanese, since both names are pronounced the same way. However Noel is originally a male name, while Noelle is the female variant.

Awakened Beings

Rigardo



- Former Rank: #2
- Type: Offensive

Rigardo was the #2 Claymore before his Awakening, and is from the same generation of Claymores as Isley and Dauf. Rigardo comes across as calm and composed, but was the most bloodthirsty in Isley's army. Although he did not get along with Isley, he worked for him and Priscilla during the Northern campaign, having been defeated by both. While his nickname was "Silver-Eyed Lion King", he disliked it for unknown reasons. His Awakened form resembled a 3 metre tall, silver-eyed humanoid lion. During the Northern Campaign, he was dispatched to kill off the 24 Claymores sent against Isley's army. He deduced Miria's tactic of dividing the Claymores into teams, and began by eliminating the five team captains, who were also the strongest Claymores present. Of the five (Miria, Flora, Jean, Veronica, and Undine), Miria was the only captain to survive his assault. Jean was mortally wounded, while the other 3 were killed instantly. He intentionally ignored the weaker members in favour of focusing solely on the captains, which led to his downfall when Clare went berserk and killed him in her partially-Awakened form.

Being far smaller in stature than the average Awakened being, Rigardo relied more on his correspondingly superior speed and agility in battle. His speed easily matched that of Miria, one of the fastest Claymores of her generation, and his greater Yoki allowed him to maintain it without tiring. For long-range and surprise attacks, Rigardo could extend his claws at high speed, much the same way Yoma and other Awakened hyper-extended their fingers. His control over this skill was so great he could bend and change the trajectory of his elongated claws, allowing him to strike opponents above or behind him. In contrast to his offensive capability, Rigardo was lacking in regenerative powers, and could not regenerate lost limbs quickly.

Agatha



- Former Rank: #2
- Type: Defensive

Agatha was formerly a #2 claymore. After awakening, she hid in the holy city of Rabona. Eventually, her presence there was discovered by Galatea, who hid her yoma energy to hide while waiting for the organization to send warriors there to look for her. When Galatea is found by Miata and Clarice, she leads them to Agatha, resulting in a three way fight between Miata, Galatea, and Agatha. In this fight Galatea loses an arm from Miata while she was fighting Agatha.

Agatha's awakened form is a large 8 legged creature on which Agatha's human form sits, connected by her hair. Her true body is below her. In order to harm her human appearance, her hair must be cut. She killed soldiers and used their blood to quench her thirst and bathe in. Her nickname is "Fresh Blood Agatha". She is later defeated by the seven survivors of the northern campaign.

Rosemary



- Former Rank: #2
- Type: Offensive

Rosemary was formerly number #1 of the Organization, but was demoted to #2 when Teresa was promoted. While feigning acceptance, Rosemary secretly harbored an intense jealousy and hatred for Teresa. This hatred eventually led to Rosemary's awakening. Shortly afterwards, she sent Teresa her black card in order to lure Teresa to an isolated plateau. Rosemary then challenged her to a fight to death. However, Teresa was able to kill her while just releasing ten percent of her yoma energy. In her awakened form, she resembles a Xenomorph from the Alien trilogy with her human body which includes her body waist up and her head on the chest.

Priscilla



- Former Rank: #2
- Type: Offensive

Priscilla was promoted to Claymore #2 shortly after she joined the organization. She was so powerful that she could fight with her Yoma power almost entirely suppressed allowing her to conceal her presence from Yoma and fellow Claymores even in the heat of battle. According to Ilena, this made her a perfect candidate for fighting Teresa, as Teresa's greatest strength was her ability to sense Yoma energy.

Priscilla became a Claymore after a Yoma posing as her father slaughtered the rest of her family right before her eyes. She chopped off its head while it was eating her sibling's innards. This incident left her mentally traumatised and extremely unstable. Despite her sheer power and incredible potential as a warrior, Priscilla's youth meant she was still a child, and as such was extremely naive and immature compared to older, more experienced Claymores. She was polite towards her opponents, and felt that battles should always be one-on-one. Her view of the world was entirely black-and-white; a person was either absolutely right, or completely in the wrong, with no middle ground. This belief ultimately led to her mental breakdown when she was soundly defeated by the then-ranked #1, Teresa. That she, a righteous person, had lost to an enemy she considered 'evil', shook her faith and drove her to attack Teresa in a fit of blind rage and self-righteousness. Despite reaching and surpassing her limit, using over 80% of her Yoki, Priscilla was again defeated, even though Teresa had only released 10% of hers. Priscilla begged Teresa to kill her before she fully Awakened, causing Teresa to drop her guard. Priscilla then picked up her claymore and decapitated the unaware Teresa, though it remains unclear if this was part of a ruse from the start, or if she had genuinely lost control. Immediately following this, she Awoke completely, going on to severely wound Ilena and kill Noel and Sophia in front of a horrified Clare before flying off.

As recounted by the Abyssal One Riful, Priscilla then flew North, slaughtering every man, woman, and boy in the town she passed through. Just as she had spared Clare's life, however, she never once harmed any young girls, as if they "didn't even get reflected in her eyes". Eventually, she came into conflict with Isley and Rigardo, but defeated them both. In her Awakened form, she destroyed roughly half of Isley's Awakened form during their battle. However, at this crucial junction, Priscilla's body returned to its human form. For unknown reasons, Isley also returned to his human form and swore allegiance to Priscilla. It is widely believed that Isley had defeated Priscilla and made her his lover, instead of the other way around.

As an Awakened One, Priscilla is a winged humanoid about 2m tall, with a single horn on her forehead. Her body channels vast quantities of Yoki, surpassing even that of any of the Abyssal Ones. In addition to vast strength and speed, this also grants her unparalleled regenerative abilities, allowing near-instantaneous regeneration from any wound that is not immediately fatal. Like many Yoma and Awakened, Priscilla can

extend her fingers at high speed to strike from a range. Her arms can unravel and extend into tentacles/ribbons that crush and tear her opponents, an ability she used to destroy half of Isley's torso in a split-second despite his bulk.

In the current manga, Priscilla appears to have completely mentally regressed into childhood, having lost her memory after subduing Isley. She's often seen wandering off on her own or sticking close by Isley's side. She's also especially attached to Raki, claiming that he has a pleasant smell. Many times during the night, Priscilla would climb into bed with Raki asleep and fall asleep to the scent of the south that the Awakened being is so fond of. After the northern campaign, she blindly follows Isley to the south along with Raki. During Isley's fight with Luciela and Riful, Priscilla stands in front of him to protect him when Riful appears to finish the job, implying that she's still stronger than all the abyssal ones in spite of her childlike nature.

Dauf



- Former Rank: #3
- Type: Offensive
-

Dauf was originally his generation's Claymore #3, surpassed only by Rigardo and Isley. He is currently Riful's follower and lover, helping her torture captured Claymores and forcing them to Awaken. Dauf, in his Awakened form, is an immense humanoid with tremendous strength and exceptionally hard armour plating. He can form large rods from his armor (usually from his hands, back, and in his mouth), firing them as projectiles. Riful has stated that she made Dauf her lover because he is the only Yoma who could "accept her without breaking". However, for all his physical power, Dauf is rather unintelligent and notably poor at tactics. His regeneration and healing abilities are also very slow. In his first appearance, he managed to fight Clare and Galatea to a standstill, as neither could breach his armor. He was defeated when Jean managed to cut a gaping hole into his chest, nearly killing him. Accordingly, Riful had to intervene to save his life. He is extremely devoted to her and is terrified that she will one day leave him.

Hilda



- Former Rank: #6
- Type: Offensive

Hilda was formerly number 6 of the Organization. She was active at the same time as Miria and they were close friends. When she reached her limit, she gave her black card to Ophelia asking her to pass it on to Miria. Ophelia instead ripped it apart, condemning her to become an Awakened Being. She was later hunted down by a team including Ophelia and Miria. Hilda was slain by Miria, who at that time didn't realize her identity. After Miria realized it was Hilda she had just killed, she temporarily lost control of her Yoki powers which led her to partially Awaken. Years later, Miria stumbled across Hilda's sword, which Hilda had lost when she had Awakened. Miria placed the sword in the ground where Hilda died, in memory of her friend. In her awakened form, she resembles a large (about as big as Duph) humanoid with what looks like mummy wraps around her body that can be extended .

Katea



- Rank: #32

Katea was part of Jean's team in a hunt for an Awakened Being in the Zakol Mountains. After being captured by Riful and Dauf, she was tortured until she awakened. After concluding that she was too weak, Riful ordered Dauf to kill her. In her awakened form, she has a white glowing body and blades at her back that can be extended that is sharp enough to penetrate through Dauf's skin. However, she was unable to withstand his brute strength and died.

The Abyssal Ones

In the history of the Organization, there have been three known cases of Rank #1 warriors Awakening. Known as the "The Powerful Three", they are considered the most powerful and dangerous of the Awakened. Fortunately, all three were, at least initially, extremely reclusive, maintaining minimal contact with humans and Claymores. As such, they came to be known as the "Abyssal Ones". By chance, the three of them decided to settle in different parts of the country - one in the West, one in the North, and one in the South. This arrangement remained in place for years, ensuring that none of the three would come into contact and sparing the world the devastation that would surely ensue were they to battle. The status quo did not change until Isley, the Abyssal One of the North, began to raise an army of Awakened and expand his influence into the others' realms.

Riful



- Former Rank #1
- Type: Offensive

Riful was the Claymore #1 of the first generation of female Claymores. She was the youngest Claymore to Awaken. She appears to be a whimsical and cheerful young girl but is completely amoral with a disregard for anyone other than her goals. She lives in the Western territory, together with her lover Dauf and wants to create powerful Awakened Claymores by means of torture. This is part of her struggle against Isley, the ruler of the Northern territory.

Jean, Clare, and Galatea got Riful's attention as possible "recruits", but she decided to wait for them to become stronger before turning them into her awakened allies. She also warned them that Isley will not be as gentle as she was when she defeated them (Volume 9). Riful has said that the only way to beat Isley is to join her. In her transformed state she becomes jet-black and can disassemble her body into thin strips. She uses this ability to avoid sword blows or attack her foes.

In the new arc, Riful attempted to recruit Audrey and Rachel, among others. She states that she is looking for claymores who are skilled at sensing and manipulating yoma energy. She needs them for "something interesting" that she found, believing it can even out the balance of power between herself and the Isley-Priscilla alliance. It was also she who realised that there was something amiss about the story of Isley defeating Priscilla, for she noted that Priscilla was much stronger than Isley, her or Dauf. This was one of the few times where she showed real anger.

Isley



- Former Rank #1
- Type: Offensive

Isley is a former male Claymore with long, silver hair, hence his nickname "White Silver King". Isley was Claymore #1 among the first generation of Claymores. Upon Awakening, he took control of the Northern lands, but later gave them up in favour of the South. He is the lover of Priscilla. Despite being an Awakened being for more than 78 generations, Isley still remembers almost everything he ever learned about swordsmanship. Most people believe that Isley defeated Priscilla when she went on a rampage in the North and made her his lover. However, this was later proven untrue - despite initially holding the upper hand, Isley had nearly half his torso torn off by Priscilla, who in contrast regenerated from her injuries at phenomenal speed. For unknown reasons, Priscilla suddenly reverted back to her human form in the midst of battle. Realising that her Awakening had caused her mind to regress, Isley responded by returning to his human form as well, and swore allegiance to Priscilla. His exact motivations remain unknown.

Isley went on to amass an army of Awakened, raising a total of 31 soldiers, including the former #2 Rigardo. In response, the Claymore organisation dispatched two dozen warriors to delay what they feared was an attempt at expansion. After defeating all 24 Claymores, Isley then split his troops, sending half against the Claymore headquarters and the remainder against Abyssal One Riful. With the Claymores #1 through 3 and Riful thus occupied, Isley moved against Luciela of the South, defeating her. It is later revealed that his intentions were two-fold; by killing Luciela, Isley eliminated the possibility of a team-up between her and Riful, which would have been the only possible way to defeat Priscilla. This effectively made Isley and Priscilla the single most powerful faction. Conquering Luciela's lands also ensured that Isley fulfilled his promise to Priscilla, namely to take her to the South to find her parents.

During the Northern campaign, Isley found Raki and took him in. Later, Isley agrees to become Raki's teacher and begins to instruct him in swordsmanship, commenting that Raki reminds him a lot of how he was in his own youth. Isley now resides in his newly conquered territory of the south with Priscilla. While he has pledged his life to the more powerful Priscilla, he is far more intelligent and experienced than she is and often seems to be the dominant and active member of their partnership.

When in his Awakened form, he resembles a huge, sleek black centaur. His greatest assets are his arms, which can morph into any form necessary to better help him defeat his opponents. He has thus far been seen using his arms in the form of a lance, bow, shield, claw, and axe. When using his arm as a bow, he can simultaneously fire a small barrage of organic arrows, each of which can change their trajectories to home in on their targets. Despite his massive bulk (nearly 10 metres tall), Isley's movements are exceedingly fast, as noted by his subordinate Rigardo.

Luciela



- Former Rank: #1
- Type: Offensive

Luciela was Rafaela's older sister and the Abyssal One of the South. She was originally the top-ranked Claymore in Class 76, but she became an Awakened One after a failed "soul link" experiment conducted by the organization, which also wounded her sister Rafaela. Her awakening was disastrous and drove the Organization to the brink of ruin, as it took place in the Organization's headquarters. This experiment was an attempt to create a controlled awakening by having Luciela aligns her spirit with Rafaela. Alicia and Beth are a successful product of this technique; it was said that the project only worked with identical twins, which Luciela and Rafaela were not. Luciela duelled with fellow Abyssal One Isley following his incursion into her territory. Ultimately she was defeated, retreating after nearly exhausting her Yoki. She was so injured after the battle that she had to revert back to her human form, and was later found by Rafaela. Wanting to finish off Isley, she embraced her sister, and pleaded for her to Awaken and align with her. But Rafaela broke her weakened sister's back, killing the latter.

In her transformed state, she is a large humanoid with feline hindlegs. Her head resembles that of a cat and has two gaping jaws, one atop the other. In battle, Luciela uses her foreclaws and the two long, muscular tails extending from her hindquarters. Her tails sport multiple fanged mouths along their length, and Luciela can manifest similar mouths anywhere upon her person.

The Organization

While Claymores are technically part of The Organization, their bosses regard them as simple tools. The organization is based in the eastern region of Sutafu.

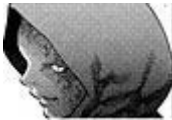
Rubel



Rubel is a white, thin man dressed in all black. He is one of the people who give orders to the Claymores and collect the payment afterwards. He accepted Clare into the Organization and acts as her handler. He seems to be immortal and does not age noticeably between Teresa's childhood and the new arc. Rubel was the one sent to gather Raphaela from exile after the death of Teresa to prepare for the war with the Abyssal ones.

Apparently all the members of the organization are named after popular art museums around the world.

Orsay



Orsay is another member of the organization. Not much is known about him for the moment, but he has been in charge of Teresa.

Ermita



Ermita is a member of the organization, who is in charge of Galatea and Miria. Ermita compares his duty of watching over Claymore to that of a parent watching over his child. But at the same time says that he would never be the father of a monster. Galatea refers to him as a 'Wily Fox'.

Rado



Rado is the member of the organization in charge of Clarice.

Rimuto



Rimuto is the highest ranked member of the organization seen so far.

Minor characters

Elena



- Rank: Unknown
- Type: Defensive

Elena entered the organization at the same time as Clare and was her closest friend during training. However, while she started her missions later than Clare, she overused her Yoma energy, resulting in her gradually losing control. When she finally felt the Yoma taking over her, she resorted to sending her Black Card to Clare. She was subsequently slain by Clare.

Rakel



- Rank: unknown
-

Rakel was also part of Jean's team in the hunt for an Awakened Being. Severely injured, she managed to escape (or was possibly allowed to escape in order to lure more Claymores into Riful's trap). In the nearby town of Hanel she met Clare and begged her to save their team. She died in Clare's arms.

Eva



- Rank: #7

Eva and her team members (Kate, Lucia, and an unknown member) were killed when they encountered a large number of awakened ones in the North. This led to the Northern Campaign.

Renée

Renée is the new "Eye" of the organization.

Galk



Galk is one of the captains in the holy city, he along with Cid fights Clare on a rooftop while on patrol. He is the older and wiser of the two. When Clare was injured, Galk was the one who insisted that she was given medical attention. He claims that he will not allow Clare die until he settles the debt that was made when Clare saved his life. He and Cid later aid her in the fight against the powerful Yoma that she came to the city to slay. He shields Clare from a fatal blow with his body, giving her an opening to attack. He also gives Raki his blade, which he keeps later on in the series. He appears again after the 7 year time skip when Miata and Clarice come to the holy city to kill Galatea. He leads the attack on the Former Number 2 awakened being Agatha that suddenly appears a short while after. Galk's weapon is a longsword, which he uses very effectively.

Cid



Cid is one of the warriors of the holy city, he along with Galk fights Clare on the roof top while on patrol. He appears brash, arrogant and short tempered early on in the story. He later helps Clare in her fight against the powerful Yoma she was assigned to slay. He later sees her and Raki off when they leave the city and gives her a good bye kiss (to which in the Manga Raki kicks him in the crotch)

He appears after the 7 year time skip and helps Miata and Clarice evade some guards. He does not seem to have the same arrogance or other bad qualities as he did during his first appearance. Later when the Former Number 2 awakened being Agatha attacks, he is used as the central point in the defenders efforts to take her down. While the guards distract her, he attacks her from behind; he is caught one step away from attacking her however. She commends him on his skill and offers to "have some fun" with him on account of his handsomeness, when he refuses she proceed in trying to kill him but he is saved by Galatea.

He uses throwing daggers in the first part, and is seen using a short sword in his attack on Agatha other Claymores in the Northern Campaign

Veronica



- Rank: #13
- Type: Defensive

Veronica is a defensive fighter and seems calm and professional. She was one of the division captains in the Northern campaign, who led Cynthia (#14), Helen (#22), Pamela (#35), and Matilda (#41). Veronica was the first warrior killed by Rigardo.

Eliza



- Rank: #17
- Team: #9 Jean

Lily



- Rank: #18
- Team: #8 Flora

Queenie



- Rank: #20
- Team: #6 Miria

Zelda



- Rank: #24
- Team: #11 Undine

Emelia

- Rank: #27
- Team: #9 Jean

Wendy



- Rank: #30
- Team: #8 Flora

Pamela

- Rank: #35
- Team: #13 Veronica

Claudia



- Rank: #36
- Team: #11 Undine

Natalie

- Rank: #37
- Team: #13 Veronica

Karla



- Rank: #39
- Team: #8 Flora

Matilda

- Rank: #41
- Team: #13 Veronica

Juliana































- Rank: #43
- Team: #11 Undine

Diana

- Rank: #44
- Team: #9 Jean

Symbology

Each Claymore is identified by a unique symbol which is found on their chest and sword. This symbol is also on the Black Card kept inside their sword's hilt.

Past Ranks						Current Ranks
						
Teresa	Rosemary	Priscilla	Irene	Sophia	Noel	Tabitha
Current Ranks						
						
Alicia	Beth	Galatea	Ophelia	Rafaela	Miria	Flora
						
Jeane	Undine	Veronica	Cynthia	Deneve	Hellen	Clare
Current Ranks			New Ranks			
						
Elena	Yuma	Hilda	Clarice	Rachel	Audrey	Miata

<http://claymoreart.blogspot.com>