

VOLUME #1

BESM

ROLE-PLAYING GAME

FOURTH EDITION

DRAMATIS PERSONAE



A COLLECTION OF 15 BACKGROUND CHARACTERS

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BESM

ROLE-PLAYING GAME

FOURTH EDITION



In the myriad realms of imagination, there are an infinite number of intriguing characters to be discovered

DRAMATIS PERSONAE presents 15 of them for use in your gaming adventures

Volume #1 includes stats, backgrounds, personality profiles, and adventure hooks for 15 anime and manga characters, built up from the race and class templates introduced in BESM Fourth Edition.

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DONNA MARKS

Race	Android Battle-Maid
Occupation	Bodyguard; Maid
Home World	Earth (Prime)
Habitat	Europe, Earth
Height	175 cm (5' 9")
Mass	100 kg (220 lb)



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DONNA MARKS

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
5	10	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value
6	Defence Combat Value
100	Health Points
50	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	6	Armour (AR 15)
1	1	Attack Mastery
1	2	Data Access
1	1	Defence Mastery
1	1	Features (Appearance: Cute; Internal Computer)
3	3	Heightened Senses (Hearing, Smell, Vision)
1	1	Gear (First aid kit, multi-tool)
2	2	Jumping
1 (2)	10	Power Flux: Skill Flux (Equipment: Programmes +1)
10 (5)	20	Resilient (Ageing, Airborne Toxins, Disease, Lack of Air, Poisons; All Complete -5)
3	3	Skill Group (Domestic)
1	3	Superspeed
1	4	Superstrength
5	5	Tough

RANK POINTS DEFECT

2	-4	Achilles Heel (Electric attacks)
1	-2	Ism (Android)
1	-1	Marked (Production mark in small of back)
1	-1	Significant Other (Daniel)
2	-4	Wanted (Criminal empire)

80 TOTAL

ANDROID BATTLE-MAID

► CHARACTER BACKGROUND

Created as the fourth Mark D-One Bodyguard Unit, a wealthy European family commissioned this battle-maid to look after their sickly youngest son, Daniel. To the boy's parents, she was a machine whose only purpose was to keep him safe. To the sheltered Danny, Unit Four was his best friend. Over the years, D-One-4's rudimentary personality matrix grew to become a true self. While protecting her charge from repeated kidnapping attempts by his family's rivals, D-One-4 deduced that his parents were criminal masterminds themselves. In spite of this, she remained loyal to little Daniel.

Eventually, all children grow up. Daniel left his family and their misdeeds behind, performing one last act before leaving that world behind – he set the android free. Newly declared a citizen with a proper name, even if it was constructed from her model type, Donna wandered from job to job, occasionally checking on her dear friend. It was only when she rescued a girl with magical powers from a spider demon that Donna found purpose once more. Now, she protects heroes, keeping them safe while they defend the Earth from all the horrors it hides.

► PERSONALITY

For those who expect an emotionless combat machine or a naive child-puppet, Donna is a revelation. She has been sentient for several years, fighting criminals and monsters while growing up alongside her best friend. Donna is a fierce, passionate woman, equally at home in a library, on a dance floor, or planting her fist in a jerk's face. Her synthetic nature comes through most in her sense of humour, such as practical jokes like drinking oil through a straw or treating her smartphone like a pet. In other ways, the battle-maid is very human, with a weakness for chocolate, a love of puzzle games, and a tendency to wear her maid outfit whenever feasible.

Perhaps that last one is just her.

In spite of her age relative to her sisters, Donna still has a few gaps in her experience. She has yet to go on a date, though not for lack of interest or effort. Her knowledge of music borders on the encyclopaedic, but the last films and shows she saw were during her time as Daniel's guardian. Most distressing to Donna are her failed efforts to use slang – she is routinely at least a decade behind the times in spite of her best efforts.

► ATTRIBUTES & DEFECTS

For the most part, Donna is a straightforward battle-maid when it comes to her combat abilities. Thanks to her Skill Flux, she is as capable as her duties require. This is also how she knows any dance moves she wishes. Being an early model, Donna must touch any data device with which she wishes to communicate, and is more easily overloaded by electricity than later models. She stays in touch with Daniel, and if he is in danger she will find out. No longer owned by Daniel's parents, Donna finds herself sought by the family's rivals for capture and reprogramming. There is nothing she fears more than being turned against those she loves.

She lost her beam sword years ago in a battle with a crazed giant slime. While Donna can manage without it, she would be grateful to anyone who acquires a replacement for her.

► ADVENTURE HOOKS

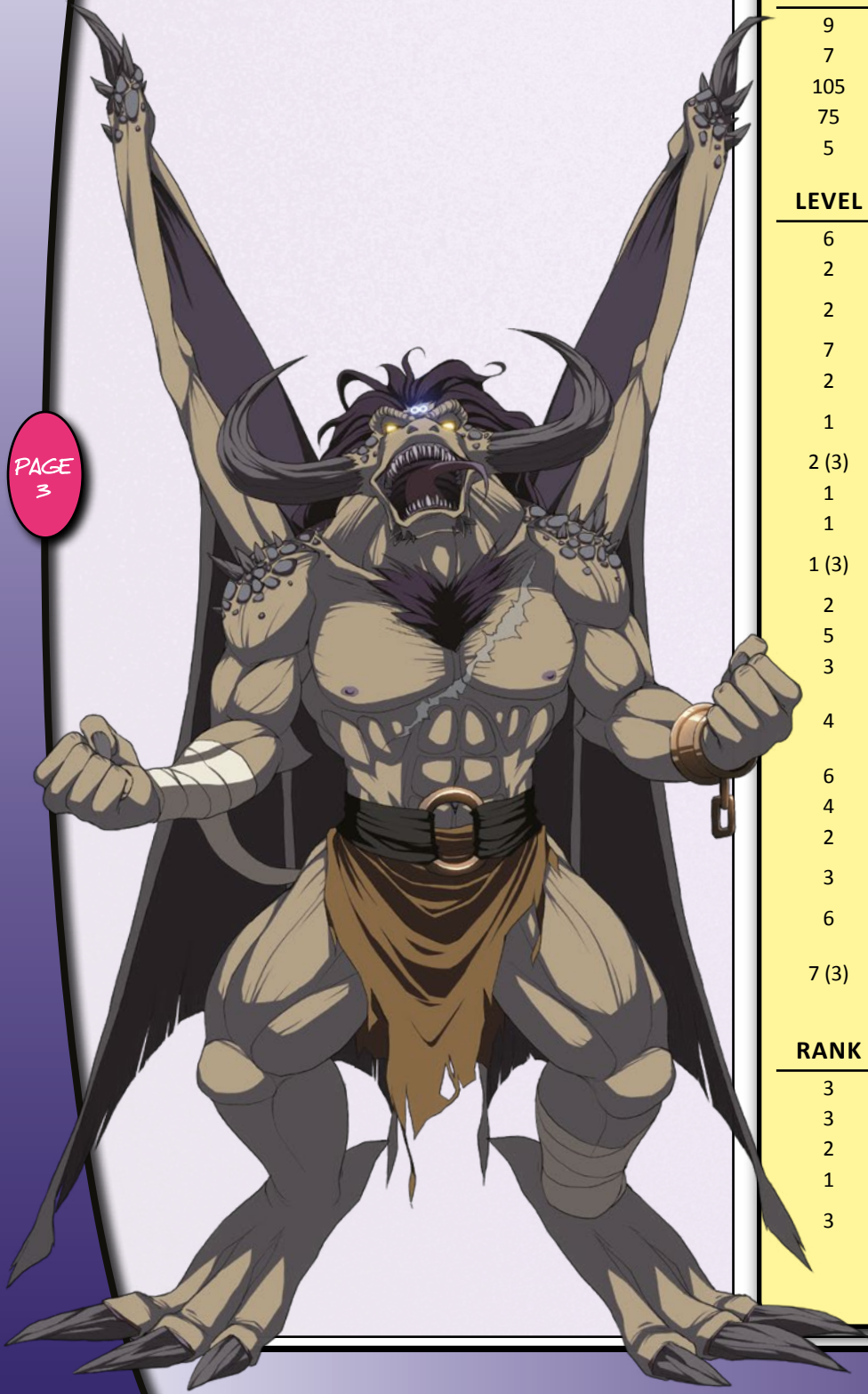
- » Measure of a Maid: Daniel's father tries to reclaim ownership of Donna, insisting that she is a malfunctioning device and not a person. Can the characters protect their friend in an arena where all their combat skills are useless?
- » Donna never forgets her friends. When the magical girl she helped is hurt returning the favour, she is prepared to travel the world to see the child's wound healed. The problem is, the fiends who attacked them are not going to leave them be. The two heroes could use some help.
- » A young lady with a crush on Daniel challenges Donna to a dance-off to prove her skill and passion. Donna approves, but cannot help but wonder if it is some kind of trap for him. Her friends are more likely to be concerned for Donna. The lady is sincere, but villains ranging from rival lovers to spider demons come after the duo all the same. Can the characters protect the gentleman in jeopardy and the dancing duo without missing a step?

*"Protection is my function.
Loyalty is my choice."*

KURAVEL

Race	Archfiend, Hellspawn
Occupation	CEO; Syndicate Leader
Home World	Bazaroth (Prime)
Habitat	Sea of Tears, Bazaroth
Height	12 m (39' 4")
Mass	28 tonnes (31 tons)

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KURAVEL

Size Rank 3: Mammoth

VALUE	POINTS	STAT
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6	12	Body Stat
8	16	Mind Stat
7	14	Soul Stat

VALUE	DERIVED VALUE
-------	---------------

9	Attack Combat Value (Sword 11; Ranged 3)
7	Defence Combat Value (Sword 9; Ranged 1)
105	Health Points
75	Energy Points
5	Damage Multiplier (Soul Sword 11)

LEVEL	POINTS	ATTRIBUTE
-------	--------	-----------

6	12	Armour (AR 30)
2	2	Attack Mastery
2	2	Combat Technique (Brutal, Lethal Blow)
7	7	Connected (Kuravel's Domain)
2	6	Conversion
1	1	Features (Eidetic Memory; Longevity)
2 (3)	6	Flight (Spread +1)
1	1	Melee Attack (Swords)
1	1	Melee Defence (Swords)
1 (3)	5	Mind Control (Narrow Category: Demons +2)
2	4	Skill Group (Business)
5	10	Skill Group (Social)
3	3	Special Movement (Fast 3)
4	8	Summon Creatures (Dimensional -2; Narrow Category: Demons +2)
6	24	Superstrength
4	4	Tough
2	2	Tunnelling
3	3	Unique Attribute (x8 Thrown Weapon Distance)
6	18	Wealth
7 (3)	14	Weapon: Soul Sword (Multidimensional -1; Muscle -1; Penetrating -1; Piercing -1)

RANK	POINTS	DEFECT
------	--------	--------

3	-3	Inept Attack (Ranged)
3	-3	Inept Defence (Ranged)
2	-2	Nemesis (Azok, rival Archfiend)
1	-1	Social Fault (Smug)
3	-6	Unique Defect (Big, Heavy, and Obvious)

160 TOTAL

► CHARACTER BACKGROUND

It takes considerable cunning and hard work for a demon to claw its way up to Archfiend. Kuravel did not have powerful magic, mastery of chaos, or a knack for instilling terror. He did have a gift for knowing what others want, a way with gold, and a mind sharper than a Soul Sword. Instead of cowing other demons into obedience, he won their loyalty by rewarding success. Kuravel punishes failures, of course, but for Bazaroth he is downright merciful. Traitors are the exception. Those, he feeds to the hell drakes.

Kuravel won the right to an Archfiend's Soul Sword through the Pilgrimage of Bloods, proving himself more than a scheming courtier. What his rivals never realised was that he had planned to be taken for a weakling, then used the Pilgrimage to prove himself to entire clans of desperate wraiths, Bane-spawn, and spider demons. After winning two death duels, the newly-crowned Archfiend went to work towards his true goal.

The entire Multiverse knows that the hellspawn plot to claim the power of the Cosmic Web, but few imagine how. The truth is, the demon princes birth many schemes. Kuravel realised that most of them were trying too hard. He did something revolutionary for a hellspawn: he kept his word. Why push others down while they are lifting him up?

► PERSONALITY

Kuravel is the most charming Archfiend most characters are likely to meet. If he knows they are coming – and chances are, he will – the hellspawn will have their favourite drinks on hand (not poisoned) and comfortable chairs to negotiate in. His wealth, his influence, his Dominion – they all exist to advance his goals, but they are also goals in themselves. Kuravel does not want to ravage worlds, not when they provide him with armies, riches, agents, delicacies, and brood mates.

None of this is to say that Kuravel is nice. He might be an ally of good, doubtful though that may seem, but he is always ready to lop off the head of a fool who insults him. When it comes to treachery, well, the hell drakes are always hungry, and he finds it useful for them to owe his Dominion favours. It is simply that he takes more pleasure in his own success than in the suffering of others.

Regarding his ultimate goal, no one is certain. The simple answer is the throne of the Infernal King, but he has not yet risen to demon prince. More curiously, Kuravel is known to aid heroes against other threats,

whether Fusion hunters, Ghoul Pirates, Alliance slavers, or fault zone gangs. It is possible that he does this to undermine rivals, but there is also that Bazaroth legend about the invaders from Beyond. Could it be that he believes they threaten to return?

► ATTRIBUTES & DEFECTS

While a mighty warrior, Kuravel is best understood by his Dominion. This mix of trading company and criminal syndicate handles everything from artefact acquisition to assassination. Aiding important beings across the Web has given Kuravel tremendous influence, allowed him to insert agents everywhere, and made him rich beyond reckoning. This has earned him multiple rivals, including a fellow Archfiend who wants him dead, and made him smug enough for it to become a chink in his vaunted social armour.

► ADVENTURE HOOKS

- » Diabolic Mastermind: Kuravel is always up to something. Today, he has sent agents to steal a priceless artefact of power from an ally of the characters. The first agent is not too much trouble, but each succeeding effort is increasingly subtle and well-planned.
- » Secret Ally: The characters receive an anonymous offer of help against their most despicable foes, no strings attached. An Archfiend, it turns out, is helping the villains. Now, who would make such an offer?
- » Final Boss: It is a classic for a reason. The characters have unravelled a conspiracy of corruption, and Kuravel is at the top. All they have to do now is find him, reach him, and defeat him in battle. He has no intention of making it that simple.
- » All of the Above: Kuravel always has a plan. If enemies come after him, he directs them at others who are more immediate threats to their cause. When he can turn one foe on another, he will. Dare the characters bring down the Archfiend when Kuravel's fall might unleash horrors far worse?

"Just as planned."

IMRAN KASSAR

Race	Human
Occupation	Broker; Antiques Dealer
Home World	Earth (Prime)
Habitat	Tunisia, Earth
Height	183 cm (6' 0")
Mass	75 kg (165 lb)



IMRAN KASSAR

Size Rank 0: Medium

VALUE	POINTS	STAT
3	6	Body Stat
4	8	Mind Stat
5	10	Soul Stat

VALUE	DERIVED VALUE
4	Attack Combat Value (Melee 2)
4	Defence Combat Value
40	Health Points
45	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
4 (5)	8	Cognition (Postcognition; Equipment: Concerning Object History Only +1)
2	2	Features (Appearance, Eidetic Memory, Lightning Calculator, Speed Reading)
6	6	Gear (Collection)
1	1	Sixth Sense (Hidden Object Features)
5	5	Skill Group (Academic)
5	10	Skill Group (Business)
2	4	Skill Group (Social)
2	4	Skill Group (Street)
2	4	Skill Group (Technical)
2	6	Wealth

RANK	POINTS	DEFECT
2	-4	Cursed (Dragged into adventures of which he wants no part)
1	-1	Easily Distracted (Unique and priceless wonders)
1	-2	Hounded
1	-1	Inept Attack (Melee)
2	-2	Magnet
2	-4	Wanted (Ikarian Queen hires kidnappers to bring her "future husband" to her)

60 TOTAL

► CHARACTER BACKGROUND

Imran was born with nothing but pretty eyes, a dazzling smile, and a talent for baubles. With no money and no connections, he should have been doomed to serve others, but Imran refused to let that be his fate. From orphanage to stall, then from village to city, the beautiful boy with the enchanting face pulled himself out of poverty, then into comfort, at last to wealth and success. Sure, he always has a train of admirers and a spiteful mob of paparazzi, but it is a price Imran was willing to pay. He wishes his quest had ended there.

From the moment he touched the Thorned Rod of Antaris, Kassar was doomed to adventure and danger. It was one thing to help the idol singer put together her specialised sound system or find spare parts for the car-obsessed hot rod. Now he is helping almond-eyed aliens collect priceless crystals for their flying saucers, kid angels hunt down the plants they need to stop a demonic plague, and a foreign queen steal back the magic gem that protects her kingdom. On top of everything else, the queen demanded that she “reward” Imran with a royal wedding! He almost misses being poor. Then the next amazing customer walks through his door. Ah, if only he were not so clever, handsome, and noble.

► PERSONALITY

Imran might think highly of himself, but he is not wrong about the basics. He is a capable man with an incredible talent. For all that he wants nothing to do with those disturbing, uncomfortable adventure things, Kassar cannot turn down someone in need, especially if they can afford his services. He even helps those with noble causes but without money, though he swears charity cases to secrecy. If everyone knew he was a soft touch, he would go out of business.

His problem is, Imran really is not the adventuring sort. He is happy running his brokerage, letting the wealth come to him, and taking his pick of the beauties who throw themselves his way. While not truly squeamish, he has trouble striking foes in a brawl. Close-quarters combat is a good way to ruin his exquisite features, after all. Imran just knows his limitations, and he is a lover, not a fighter. That does not make him useless when confronted by rivals, but it does mean that he prefers to talk his way out of trouble. He is even willing to come to an arrangement with that gorgeous queen, but he values his freedom too highly to give it up for anything, even a crown.

► ATTRIBUTES & DEFECTS

Imran is designed to do a few things with phenomenal skill, and not much else. He can potentially handle your average goon in a gunfight, but he is much better at helping figure out what the strange glowing object does or bargaining his way out of trouble.

His Curse is at the heart of most of his problems. No matter how he tries to stay out of trouble, someone will pull him in. Whether facing the scandal jockeys hounding him with false accusations, one of the many-gendered beauties drawn to him and his madhouse life, or the sorceress-queen distressing him yet again, Imran is certain to need help out of his latest dilemma. He is a hero's nightmare, but a schemer's dream come true.

► ADVENTURE HOOKS

- » The characters have a mysterious artefact that might be a powerful villain's downfall – or just a museum piece. Imran can tell them, but after his experience with the Thorned Rod, he is reluctant to get involved with more dark magic. Now, if they just do him one little favour...
- » The characters come across Imran being kidnapped again. This time, it does not look like his stalker queen. Has she hired mercenaries from another reality, or is something more sinister going on? Imran knows about quite a few priceless wonders, after all.
- » What happened to the Thorned Rod of Antaris? Imran refuses to speak of it at first. When the characters threaten or plead with him, he explains that he and his sister buried it deep in a mountain cave, sealed in a box of iron and lead. When the characters find the box, it is open and empty.

“For you, my friend, I can – oh no, not again!”

TESILI OF ANANDRIEL

Race	Dark Elf
Occupation	Healer
Home World	Ikaris (Prime)
Habitat	Shards of Azar, Ikaris
Height	175 cm (5' 9")
Mass	58 kg (128 lb)

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TESILI OF ANANDRIEL

Size Rank 0: Medium

VALUE	POINTS	STAT
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4	8	Body Stat
6	12	Mind Stat
5	10	Soul Stat

VALUE	DERIVED VALUE
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5	Attack Combat Value
5	Defence Combat Value
45	Health Points
55	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
-------	--------	-----------

1	1	Control Environment (Darkness)
1	1	Heightened Awareness
3	3	Mind Shield
2	4	Resilient (Ageing, Poisons)
3	3	Skill Group (Occupation: Healer)
1	2	Skill Group (Street)
2	2	Supersense (Dark Vision, Magic)
5 (2)	10	Unaffected (Source: Magic; All Attributes -3)

RANK	POINTS	DEFECT
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2	-4	Ism (Surface Dark Elf)
1	-1	Nemesis (Dark Elf huntress trying to drag her back "home")
1	-3	Sensory Impairment
2	-2	Social Fault (Healer's code; sharp-tongued)
3	-6	Wanted (Azar Legate's bounty)

40 TOTAL

► CHARACTER BACKGROUND

Devotion to a code and a fierce temper are a dangerous mix among any peoples. For a dark elf, the combination borders on the suicidal. Tesili was once a healer among the Anandriel, distant cousin to the deadly princess Leylia. That protected her for a time, but it was not enough to save her when she insulted a patient's wisdom, eyesight, and manhood, and that patient turned out to be a rival prince. She fled to the surface just ahead of the huntress charged with returning Tesili to her duties short one troublesome tongue.

The Shards of Azar were no easier to endure. Cursed sunlight nearly blinds her by day, and humans have stigmatised those who work by night. That stigma makes most of her human colleagues no more trustworthy than her kin. Most seem to expect any dark elf to be a deadly spell-sword, quick to call on blade or curse. Tesili just wants to care for the sick and injured, but when she cured a Legate's daughter of a surface worm-rot, he tried to keep her in his service. Tesili had no intention of being treated like a prized horse, and when the Legate grew insistent, she ensured that the daughter she had saved would be his last. Now she is on the run from elves and humans alike.

► PERSONALITY

Tesili does not suffer fools, but she would rather cut off her fingers than abandon a patient. That dichotomy has made a pig's trough of her life more than once, and now she seemingly is on the run from half of Ikaris. For all that, Tesili is a good woman with a noble spirit. She can be quite charming when the mood suits her, and in spite of her troubles, she remains a loyal ally in return for fair treatment.

The problem is, it has been a long time since anyone treated her fairly. She helps people and runs because after everything that has happened it is all she knows. Tesili is tired. She is well aware of her flaws, but it only takes a single moment of weakness for her words to turn a grateful patient into a vengeful creep. With the world turning against her, she wonders if perhaps her kin are right. Maybe there is no point in kindness and generosity. It would be so much easier if she were as mercenary as everyone else she has known. Darkness is not evil, but there are things in the shadows that would welcome her if she would just embrace them in kind.

Tesili could really use some friends.

► ATTRIBUTES & DEFECTS

For the most part, Tesili is a straightforward character based around a skill and a fatal flaw. She is a gifted healer on the run from powerful foes. It may seem odd at first glance that she is still alive and free. Her core dark elf abilities, however, grant her serious advantages in stealth when she has to run. Between her influence over darkness and her Dark Vision, she can blind those chasing her while improving her perception. Her Street-based Skill Group also aids in urban stealth, while ensuring she can find at least a few contacts who will not sell her out before she disappears. With her Mind Shield and Unaffected, Tesili becomes nearly impossible to find with magic.

► ADVENTURE HOOKS

- » One of the character's Companions or Significant Others suffers from an affliction that resists magical healing. Tesili might be able to help, but the characters would have to find her while she flees the Legate and House Anandriel – without leading them to her.
- » The characters are minding their own business when a dark elf throws a human twice her size through a door they are heading toward. It turns out she helped the man's brother, then called him a fool for getting said brother in trouble in the first place. Aiding her will earn Tesili's gratitude.
- » Once the characters know Tesili, at least one of those hunting her will seek them out. It would be easy enough to point them towards the renegade healer. A cruel force in the darkness waits for that exact moment. Can they break Tesili's tragic cycle and thwart a hidden menace in the process?

"If you think me a villain, you are too great a fool to understand either darkness or elves."

NAUDILA ANNIRE

Race	High Elf
Occupation	Exorcist
Home World	Velandri (Beyonder)
Habitat	Olorides, Velandri
Height	160 cm (5' 3")
Mass	55 kg (121 lb)



NAUDILA ANNIRE

Size Rank 0: Medium

VALUE POINTS STAT

4	8	Body Stat
4	8	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value
5	Defence Combat Value
55	Health Points
115	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Combat Technique (Judge Opponent)
3	3	Connected (Exorcist Organisation: The Silver Scrolls)
6	6	Energised
5 (6)	5	Exorcism (Area -1; Targets -3; Activation +2; Backlash: Becomes Possessed +1; Deplete +1)
1	1	Features (Appearance, Longevity)
1	1	Healing
2	2	Mind Shield
1	1	Sixth Sense (Spirits)
4	4	Skill Group (Academic)
2	6	Skill Group (Detective)
2	4	Skill Group (Street)
3	6	Unaffected (Source: Demonic Magic; Mind Control)
4 (-1)	8	Weapon: Soul Blast (Drain: Soul -3; Psychic -4; Exclusive: Demons +2)

RANK POINTS DEFECT

1	-1	Marked (Demonic scar on left thigh)
1	-1	Nightmares (Demon Attacks)
1	-1	Social Fault (Perfectionist)
1	-3	Special Requirement (herbs)
1	-2	Wanted (Demons)

70 TOTAL

► CHARACTER BACKGROUND

Like many elves across the Multiverse, Naudila was born with an innate sense of mystic forces to go with her millennia-long life span. At the tender age of 40, Annire's life diverged from that of her peers when chaos demons overran her world. Most retreated to the woodlands, employing their magic from afar, but Naudila could not look away from the invaders' cruelty. When the demons attacked with possessed humans, the young scholar taught herself to liberate them. After a freed knight died from their wounds, Naudila added healing magic to her arts.

It took a mere decade for the natives to purge their reality of the demons, but the retreating invaders fled to worlds in other dimensions. Sensing the monsters riding victims from these other worlds, the elf gave chase, following the ephemeral horrors through a portal to stop them. For a human, it might have felt like the end of her life. To Naudila, it was the beginning of the greatest adventure she could imagine. She has fought tyrants on Ikaris, expelled parasites across Enid, befriended a magical girl on Earth, watched plasma birds soar from a ship above Cathedral, and taken a vacation on Aradia that ended with fighting a sentient disease. She cannot wait to see what happens next.

► PERSONALITY

Now a proper adult, Naudila has settled into a routine of individual exorcism, Silver Scrolls opposition to Bazaroth invasion, and return to her home reality to recover. She still loves the adventure and the rush of heroism; as Naudila matures, she becomes more serious and intellectual. The heroine is already a living library, focusing on the challenging work of tracking demons than mere banishment. Her bond with the Silver Scrolls – an interdimensional exorcist guild – becomes more important with each decade, and her connections with them have proven invaluable in her travels.

To the surprise of casual allies, Annire has a life beyond demon hunting. She reads with the passion of a starving elf at a banquet, the source of her vast body of academic knowledge. Her comfort with the seedier parts of society extends beyond her work. Naudila is equally at ease in a back-alley tavern and at a meeting of her peers. She is also a shameless flirt, proud of her elven beauty, but is quick to verbally eviscerate anyone who takes her interest for granted and without consent. Her humour leans towards the dry, which is something she holds to in the most bizarre situations.

► ATTRIBUTES & DEFECTS

In most ways, Naudila is a traditional exorcist. Her elven heritage comes through in her beauty and longevity, while her healing magic and spirit sense prove her a capable member of her organisation. Conversely, her Marked and Special Requirement flaws are two of the prices she has paid for her decades of conflict with the demon hordes. Without regular doses of common healing herbs, Annire will weaken, and her enemies will find it easier to trace her across realities. The memory of the knight she failed still haunts her, and for all her charm Naudila's perfectionist drive can rattle her allies even while it pushes her to be the best.

► ADVENTURE HOOKS

- » A friend of the characters has been possessed by a cruel parasite, and they need help to banish it. The Scrolls send them to Naudila, but she is already hunting another victim of mind control. Just when they catch up, a pickpocket steals the last of Naudila's herbs. Once they corner the thief, it turns out they are also possessed – and they brought friends. It's going to be one of those days.
- » A chaos demon inhabits the innocent son of a crime boss, resulting in a twisted family reunion. Naudila asks the characters for help to get past the three dozen syndicate soldiers, two parents in denial, and one implacable android battle-maid.
- » The characters find their day interrupted when Naudila rushes past them, only to discover that chasing her is – Naudila? One of them is the heroic exorcist. The other is a demon sorcerer inside a shapechanger. Naudila One claims she was fleeing a kidnapping. Naudila Two says she is trying to free the shapechanger. Both have implacable mind shields.

"Yes, he really is possessed. No, he's not going to do the 'head-spinning thing'."

BLOSSOM ARENDEL

Race	Fairy
Occupation	Sidekick; Mentor
Home World	Aradia (Prime)
Habitat	Japan, Earth
Height	14 cm (5.5")
Mass	95 g (3.4 oz)

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BLOSSOM ARENDEL

Size Rank -3: Diminutive

VALUE	POINTS	STAT
5	10	Body Stat
5	10	Mind Stat
8	16	Soul Stat

VALUE	DERIVED VALUE
6	Attack Combat Value (Ranged 12)
6	Defence Combat Value (Ranged 12)
45	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
1	1	Control Environment (Lights)
1	10	Dynamic Powers (Primal: Magic -2; Activation +1; Unpredictable +1)
2	2	Features (Appearance: Cute, Direction Sense, Mimic Sound, Perfect Pitch, Scentless)
2	6	Flight
2	2	Heightened Senses (Smell, Touch)
1	3	Projection
3	3	Ranged Attack (All)
3	3	Ranged Defence (All)
3	3	Skill Group (Artistic)
3	6	Unique Attribute (Small, Light, and Unobtrusive)

RANK	POINTS	DEFECT
-2	-2	Fragile
1	-1	Phobia (Captivity)
3	-6	Unique Defect (-30 Strength Damage)
3	-18	Unique Defect (Lifting Capacity ÷100)
3	-3	Unique Defect (÷8 Running Speed)
3	-12	Unique Defect (Suffers 30 Extra Damage from all Attacks)
3	-3	Unique Defect (÷8 Thrown Weapon Distance)
30		TOTAL

► CHARACTER BACKGROUND

Blossom was born on Aradia, well after the Bane consumed Arcadia, and grew up with little thought of fear or need. She was less mischievous than her peers, though flightier in her youth, given to darting off and exploring on a whim. Her last such misadventure left her cocooned in Wormwood, her terrified screams reduced to muffled whimpers while her spider demon captor waffled between “battery” and “delicacy” for her fate.

Fate chose a kinder future for young Arendel. Her natural gift for magic combined with her sheer desperation, and she transported herself to the nightstand of a kind Earth girl. Once the human had set Blossom free, the fairy’s burst of gratitude transformed the child into a magical hero. It also turned the nightstand into a cat made of wood. Neither feline nor fairy has been fond of the other since.

While Blossom can return home, she feels responsible for her accidental charge. Between her unpredictable magic and her friend’s untiring heroism, the young fairy is forever at her wit’s end. Determination, luck, and charm keep Arendel going, but it would be nice if she was not trying to keep a mortal child alive with wild glamour.

► PERSONALITY

Imagine being a teenager made of glass trying to babysit a hyperkinetic child with magic powers. If Blossom were less responsible, she could just leave – but it is not in her nature. She is stressed out, exhausted, and terrified for her fearless friend. On the other hand, Arendel has found considerable solace in embracing her inner fairy mischief-maker. She plays pranks on school bullies, terrorises the girl’s villainous enemies, and trains the child with constant “surprise attacks” that do no harm but point out her limitations. Blossom draws the line at cruelty, never inflicting more than the dose of humility her target needs or deserves.

She does not temper her love of magic as much as she should, given its flaws. Blossom employs her fairy powers at every opportunity, and while she is both lucky and skilled, they eventually backfire. While Arendel is well aware of her limits, and that her fantastic escape and subsequent empowerment were far beyond her current abilities, she still has trouble resisting the lure of “one more spell” – unless she has an excuse to sing. Blossom’s love of music equals her passion for wizardry, and it can make her voice a powerful force on its own.

► ATTRIBUTES & DEFECTS

Beyond her natural fairy powers, Blossom has three notable traits: her Dynamic Magic, her Artistic Skill, and her Phobia. Spending several hours being the helpless plaything of a demon scarred the once-innocent fairy, and now she fears that she will not escape a second capture. In spite of her fear, she does not restrict her Dynamic Powers to self-defence. Her standard tactic is to put one level in Force Field and the other in Inspire. If her friend is hurt, Blossom’s first action is to attempt to switch one level to Healing. Her Activation roll is based on her Soul Stat, meaning she usually succeeds, but Blossom’s failures range from hilarious to dangerous. She can also use her Artistic Skill with her Projection. While this does not make them more realistic, Blossom can literally become a one-woman band, making her a spectacular distraction at need.

► ADVENTURE HOOKS

- » After driving off a parasite with a show-stopper of a song, an agent approaches Blossom with an offer to represent her. Is Miss Arendel about to become the first fairy idol, or are more sinister forces at work?
- » Blossom’s most spectacular magical failure to date leaves the local park sprouting fairy flowers the size of palm trees. It seems harmless, if outrageous, at first. Then the Wormwood Blight turns one of the flowers into a Venus Fly-Trap capable of eating horses, and it stops being funny. How did the Bane infect the plant from a world away ... and is it contagious?
- » After another epic magical success, Blossom finds herself watching over not one magical girl, but an entire team of them! Is this where an epic tale of adventure and heroism begins, or is the young fairy even more in over her head? Either way, she could use some help with these kids.

“It’s not my fault! I think.”

CORA CRUX

Race	Giant Living Robot
Occupation	Freedom Fighter
Home World	Coventry Seven (Beyonder)
Habitat	Vanguard (Spaceship)
Height	7 m (23")
Mass	7 tonnes (7.7 tons)

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CORA CRUX

Size Rank 2: Huge

VALUE	POINTS	STAT
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7	14	Body Stat
9	18	Mind Stat
8	16	Soul Stat

VALUE	DERIVED VALUE
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8	Attack Combat Value (Ranged 4)
8	Defence Combat Value (Ranged 4)
115	Health Points
85	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
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4	8	Armour (AR 20)
2	2	Capacity (Cargo)
2	2	Combat Technique (Brutal, Lethal Blow)
4	4	Gear (Tools and Computers)
3	3	Heightened Senses (Hearing, Smell, Vision)
2	2	Inspire
	20	Item (Matrix Gauntlet: Power Flux Level 4 (3) – Major Category [Weapons and Shields] -1; 40 Points)
3	3	Jumping
5	5	Mind Shield
1	5	Regeneration
10 (5)	20	Resilient (Ageing, Airborne Toxins, Disease, Lack of Air, Poisons; All Complete -5)
1	1	Skill Group (Occupation: Architect)
2	6	Skill Group (Military)
2	2	Special Movement (Fast 2)
4	16	Superstrength
4	4	Tough
2	2	Unique Attribute (x4 Thrown Weapon Distance)

RANK	POINTS	DEFECT
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2	-2	Inept Attack (Ranged)
2	-2	Inept Defence (Ranged)
1	-2	Ism (Non-Human)
2	-2	Nemesis (Damon Crux, Cora's assembly-brother)
1	-1	Social Fault (Honour Code)
2	-4	Unique Defect (Big, Heavy, and Obvious)

140 TOTAL

► CHARACTER BACKGROUND

Adaptive Combat Engines were created to dominate battlefields. Designed to inspire, plan, and lead, Crux units knew how to lead the robot ACE army from their moment of production. Within weeks of coming online, the first four Crux robots realised their entire species was disposable. Named Alpha, Bravo, Charlie, and Delta in dismissive disregard, they analysed their creators, learned that they were the dread tyrant engineers known as humans, and overthrew them. Alpha and Bravo perished in the uprising, making Charlie and Delta the leaders of their new home. Renaming themselves Cora and Damon, the shield and sword of ACE society, they dedicated themselves to the preservation and development of their people.

When more humans arrived to check on the planet, the ACEs learned that their creators were criminals who had slain their captors, turning a penal colony into a war machine. Cora welcomed these friendly humans, eager to make peace. Damon slaughtered all but three, determined to protect the ACE civilisation. Sister fought brother to protect the survivors, fleeing with them and a handful of ACEs who agreed with her. Since then, Cora has protected all threatened by oppression and bigotry, though she fights no villain more often than her beloved brother, each determined to stop – and save – the other.

► PERSONALITY

Cora is everyone's mother, aunt, or champion. No one knows how a machine designed to kill her creator's enemies became so benevolent. It is possible that becoming a protector of her people caused her heuristics to associate kindness with efficiency. However it happened, Cora is a serious, dedicated guardian of the innocent, devoted to liberty and justice. She looks out for her ACE crew, opposes cruelty wherever she finds it, and keeps her word unless tricked into permitting injustice. Cora always warns those with which she bargains of this exception.

Though she can appear to lack interests of her own, the ACE leader is more than the sum of her duties. Her passion for architecture extends beyond fortifications, for example. Cora does not just want to save people, she wants to literally help build the future they share. She uses her ability to Inspire at peace talks and construction sites as readily as in battle. Cora is also curious about why she identifies with a gender, which has led her to study philosophy and metaphysics.

For all her peace-time interests, Cora is always ready for battle. She prefers to configure her Matrix Gauntlet for non-lethal options, but she was built for war. If she can find no other way, Cora will strike down the cruel to save those who are kind, and torment herself for it later.

► ATTRIBUTES & DEFECTS

From a design perspective, Cora is a straightforward war machine. She is a highly capable combatant with formidable Stat ratings and a handful of quirks. The primary wrinkle in her design is the Matrix Gauntlet. It can only become variations of the Weapon Attribute, and it always has a technological form. It can never apply a limiter that would use up the Gauntlet itself, such as Alt-Munition, Ammo, Charges, Consumable, or Unreliable, though it can apply Deplete to draw on its wielder's energy. What it can do remains enough to make it one of the most prized weapons in the Multiverse.

Damon's Attributes are nearly identical to Cora's. Replace the Occupation Skill Group with Artistic, change his Social Fault to bigoted towards humans, and Cora is his Nemesis. In spite of each being the other's Nemesis, they still love each other as siblings, so they never fight to the death.

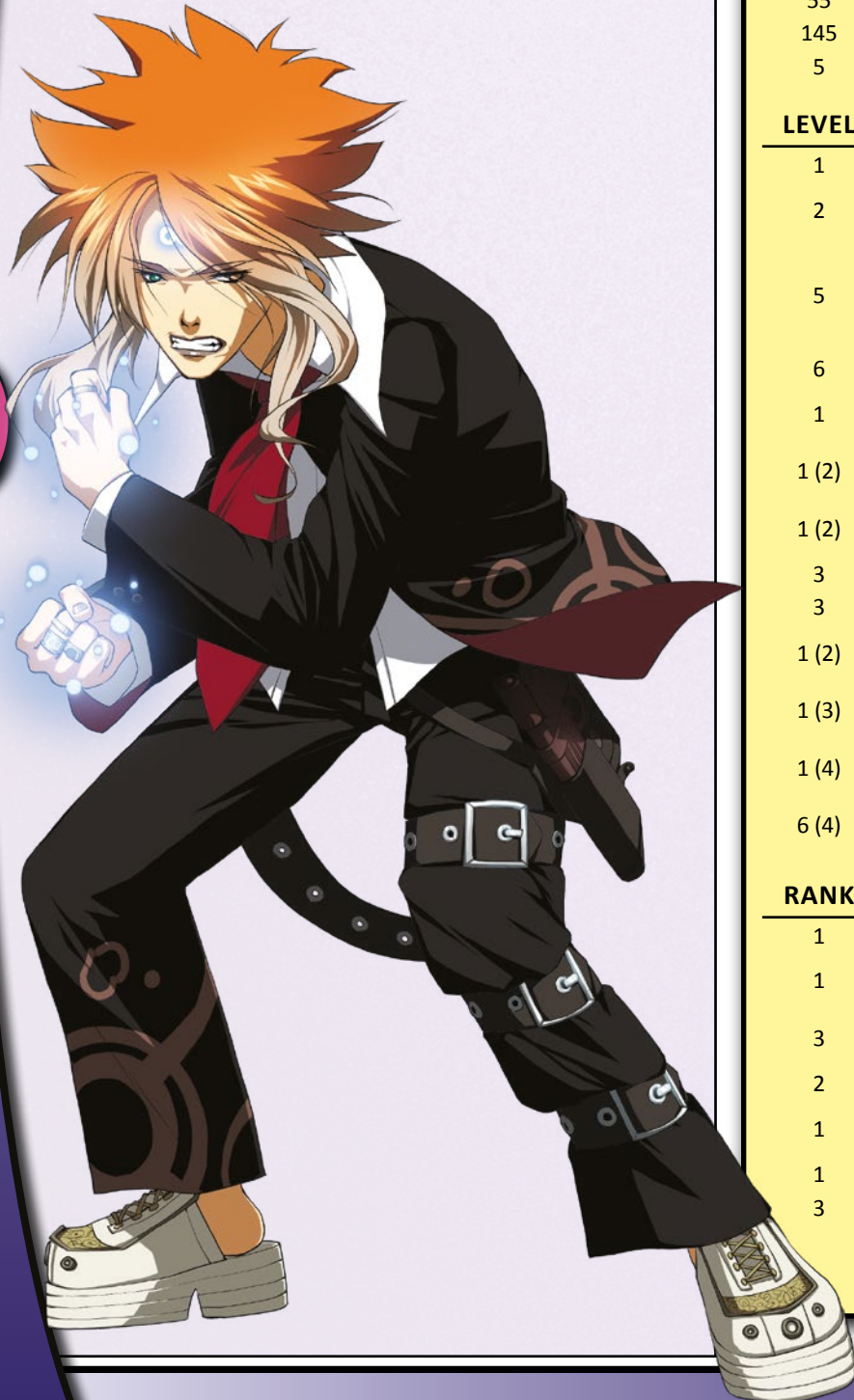
► ADVENTURE HOOKS

- » ACE invasion: Damon Crux arrives with his army to crush humanity. The characters need backup, but Cora is up to her optics fighting Haud conquerors. If they help her, she can help them.
- » A giant, intelligent monster is after Cora's Matrix Gauntlet. When the characters witness the brutal assault, they should want to intervene, if only to keep the Gauntlet away from such a horror.
- » Human tyrants take an interest in ACE design, hoping to replace their lesser mecha with something more potent. The adventure may begin with the characters allying with Cora to defend her people, but when Damon finds out about the vile plot, the allies may end up having to protect the humans instead.

"These are my three laws, villain – truth, justice, and freedom!"

ROBIN SERRANO

Race	Homo Psyche (Human)
Occupation	Engineer; Resistance Agent
Home World	Enid (Prime)
Habitat	Tavarre, Enid
Height	188 cm (6' 2")
Mass	65 kg (143 lb)



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ROBIN SERRANO

Size Rank 0: Medium

VALUE POINTS STAT

4	8	Body Stat
10	20	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

8	Attack Combat Value
8	Defence Combat Value
55	Health Points
145	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Attack Mastery
2	2	Control Environment (Cold, Heat)
5	50	Dynamic Powers: High Esper (Primal: Psychic/Esper -2; Backlash +1; Detectable: Psionic and Spiritual +1)
6	6	Energised
1	1	Features (Appearance, Sexual Duality)
1 (2)	3	Flight (Potent -1; Concentration +1; Deplete +1)
1 (2)	1	Healing (Potent -1; Concentration +1; Deplete +1)
3	3	Skill Group (Artistic)
3	6	Skill Group (Technical)
1 (2)	2	Sixth Sense (Emotions, Psionics; Deplete +1)
1 (3)	4	Telekinesis (Concentration +1; Deplete +1)
1 (4)	3	Telepathy (Concentration +1; Deplete +1; Unpredictable +1)
6 (4)	12	Unaffected (Source: Psionics; All Attributes -3; Deplete +1)

RANK POINTS DEFECT

1	-2	Ism (Homo Psyche)
1	-1	Nemesis (White Hammer, Global Alliance pilot)
3	-3	Nightmares (Psycho-pod captivity)
2	-2	Phobia (Claustrophobia)
1	-1	Significant Other (Violet Dewer, Neo-Logos heroine)
1	-1	Social Fault (Anxious)
3	-6	Wanted (Global Alliance)

120 TOTAL

► CHARACTER BACKGROUND

Once, Robin was a kind, friendly child with immeasurable psychic potential. Their smile gleamed like a star, comforting all around them. Able to perform countless feats of telepathic and psychokinetic mastery from youth, Robin used these phenomenal gifts to help, entertain, and protect those they loved. Able to change genders at will, they played happily as a boy or girl to suit those around them. Their best friend was another psychic, Violet Dewer, whose shy demeanour belied an unbreakable spirit.

Robin is from Tavarre, the nation caught between LOA and the Global Alliance. They were 15 when the war broke out. The Alliance captured Robin and Violet, then subjected them and other psychic prisoners to monstrous experiments. When Robin broke free and teleported their friends to safety, their Alliance captors lashed out in response, viciously sealing the youth in a psycho-pod.

The Alliance kept Robin in their pod for two years. The gifted psychic became the engine of the Alliance's greatest psycho-slaves, wielded by their most capable pilots. Violet never forgot the noble heart who saved everyone she loved, and after becoming a psycho-frame ace, rescued Robin a few months ago. Friendship might grow into love, but the fearless Robin Serrano is gone. In their place is a ragged remnant of a hero, a fractured and furious demigod who means to see all who enslave others pay.

► PERSONALITY

Robin is a nigh-omnipotent force of nature driven by their neuroses, even while those same Defects hold them back. Their High Esper Attribute lets them go almost anywhere, but they prefer to defend Neo-Logos and the states caught between the warring superpowers. While none of their Defects are true obstacles in remaining noble, the ongoing pain, grief, and fear for both themselves and others drive them to protect all gifted folk – and destroy those who hate them. Yes, Robin is still a hero, but they need time and compassion to heal. If they are subject to further neglect, abuse, and cruelty, they might give in to vengeance. All of Enid would tremble at their wrath.

For all they have suffered, Robin's love for life remains, as does their passion for psychic potential. They love to fly and make objects dance with a thought. Robin works to heal the minds and hearts of others. They revel in being one with the Eternal

Storm. They take joy in art and song, engineering and programming. Always humble, Robin does not quite realise how brilliant they are. They love Violet with an all-consuming devotion, but would rather die than hurt her. Terrified that their growing madness will claim her, they keep their distance, denying a love that could save them both.

► ATTRIBUTES & DEFECTS

Robin can do nearly anything with their "High Esper" Dynamic Powers, so long as it can be justified with a psionic stunt. They can even boost their existing psychic powers, though combining Attributes applies both sets of Limiters to them. Robin's Body Stat is low due to their years of immobility, but they compensate with a sharp Mind and unbroken Soul.

The Backlash represents flashbacks to Robin's captivity, which can result in a minor obstacle if they were doing well, or a major one if dealing with their Nightmare or Phobia Defects. Robin's Detectable Limiter explicitly includes Global Alliance psi-tech, which contributes to their Wanted rating. White Hammer is an elite Alliance pilot who wants Robin back in her psycho-slave. Violet is a hero in her own right, and when Robin needs to help her, it is because she got in over her head rescuing them.

► ADVENTURE HOOKS

- » Robin interrupts the characters' travels with a ferocious rampage, striking at those the psychic deems evil. Have they gone mad, is Robin right, or does some other villain manipulate them from the shadows?
- » A character with a broken Item finds that normal repair options are not enough. Robin Serrano can fix anything between their powers and genius, but they want help against White Hammer for their services.
- » Violet aids the characters in battle, befriending one of them in the process. Robin would never target someone out of envy, but they are jealous. Are the characters brave enough to insert themselves into that most perilous of domains, romance?

"I can and will make you stop if I have to!"

SHIZUKA MOTO

Race	Kodama
Occupation	Caregiver
Home World	Cathedral (Prime)
Habitat	Lustrum Megaforest, Cathedral
Height	33 cm (1' 1")
Mass	1.4 kg (3 lb)



SHIZUKA MOTO

Size Rank -2: Tiny

VALUE	POINTS	STAT
3	6	Body Stat
4	8	Mind Stat
5	10	Soul Stat

VALUE	DERIVED VALUE
4	Attack Combat Value (Ranged 8)
4	Defence Combat Value (Ranged 8)
40	Health Points
45	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
6 (5)	18	Change State (Quick Change -1)
1 (2)	2	Cognition (Postcognition; Environmental: Nature +1)
2	4	Data Access (Nature)
2	2	Exorcism
1	4	Force Field
1	1	Healing
3	3	Plant Control
2	2	Ranged Attack
2	2	Ranged Defence
1	1	Skill Group (Domestic)
2	4	Summon Creatures
1 (2)	3	Telepathy (Broad: Non-Sentient Animals +1)
2	4	Unique Attribute (Small, Light, and Unobtrusive)

RANK	POINTS	DEFECT
2	-2	Marked (Multiple head scars)
1	-3	Physical Impairment (Partial amnesia)
-1	-1	Social Fault (Busybody)
2	-4	Unique Defect (-20 Strength Damage)
2	-12	Unique Defect (Lifting Capacity ÷25)
2	-2	Unique Defect (÷4 Running Speed)
2	-8	Unique Defect (Suffers 20 Extra Damage from all Attacks)
2	-2	Unique Defect (÷4 Thrown Weapon Distance)
40		TOTAL

► CHARACTER BACKGROUND

Shizuka was once a renowned adventurer among her people. Born on the hotbed of intrigue known as Cathedral, Shizuka was forced to defend her woodlands while still young. Caught up in the early days of the conflict between the Xyd, GTA, and Fusion, she found herself drawn into battles among the stars. When forces from across the galaxy conspired to claim Cathedral's power, Shizuka got involved with that, too. What began as necessity soon became habit. A would-be mastermind targeted her home, or the fusion birds, or someone she liked. Shizuka attached herself to the group most likely to do something heroic about it. She would keep them alive until they got the job done. Repeat across a fantastic, wondrous life.

Age was already slowing Shizuka when she got caught in an explosion aboard a privateer ship of which she has forgotten the name, fighting poachers in league with some corporate overlord. Or maybe it was a corrupt governor. She doesn't quite remember, but it doesn't quite matter. The explosion nearly killed her, breaking over two dozen bones and leaving massive scars across her head. Her many friends insisted she return home to recover, and Shizuka agreed. She is retired now, which she will insist if you ask. It is just that heroes still need someone to look after them. This is her last adventure, honest. Never mind that Shizuka said the same thing on three other last adventures.

► PERSONALITY

Shizuka is a sweet, noble, aged kodama with a penchant for looking out for larger targets, or rather, heroes. She knows that she has been injured and her body is not up to what it once was, except when she forgets. Her mind is still sharp, she can pull out the most bizarre trivia at need, and her kodama magic remains as potent as ever. It is easy to underestimate Shizuka as a dotty old woman, and she does not hesitate to use that to her advantage. She may have slowed down and her memory might have occasional gaps, but Moto can still make a character's life better, or worse, a half-dozen different ways.

Shizuka does not deny her limitations. That is not her problem. She just cannot leave well enough alone. When young heroes look like they are struggling, she feels obligated to intervene, and most heroes look young to her. Truth be told, Shizuka still has a lot to offer. Between her healing magic, exorcism powers, bonds to nature, intangibility, and skill sets, she can

be a formidable asset to almost any group of travellers. Difficulties arise when Ms Moto thinks others need her, but they ask her to leave. Intangibility makes stowing away laughably easy.

► ATTRIBUTES & DEFECTS

Shizuka is a typical kodama with a handful of useful skills and a severe injury that leaves her struggling to contribute the way she used to. Her amnesia does not affect her Academic or Domestic Skill Groups, but it can get in the way of connecting with old friends or remembering which button to press to lower a GTA ship's landing gear. While humorous at times, the once-brilliant heroine does not laugh, hiding tears at the fractures that run through her once-storied life.

None of these affect her Social Fault. Shizuka meddled in the affairs of the mighty from childhood, driven by a sense of justice that would not be denied. Any decent character who gives her a chance to contribute will have a devoted friend for the rest of her life.

► ADVENTURE HOOKS

- » Shizuka is not Hunted or Wanted, but that does not mean she lacks for old enemies. A vengeful mob boss seeks her head, attached to her body or otherwise. Good luck catching a wary kodama. The characters may find themselves having more trouble keeping up with Shizuka than protecting her.
- » A frazzled kodama introduces himself to the characters as Akira Moto, Shizuka's nephew. Shizuka went off with a privateer friend, and the two vanished while fighting giant sentient robots. What really happened, and is Akira what he appears to be?
- » The characters return home to find Shizuka taking care of their base. Hearing of their exploits, she let herself in and went to work. Will they accept this, and if they cannot, how do they deal with a stubborn kodama?

"You should calm down, dear, calm down. It is called blood pressure, yes?"

90 POINTS

HEAVEN WITCH JUNKO (JUNE FUKURA)

Race	Human
Occupation	Magical Girl; Student
Home World	Earth (Prime)
Habitat	Japan, Earth
Height	140 cm (4' 9")
Mass	35 kg (77 lb)



HEAVEN WITCH JUNKO

Size Rank 0: Medium

VALUE	POINTS	STAT
5	10	Body Stat
5	10	Mind Stat
8	16	Soul Stat

VALUE	DERIVED VALUE
6	Attack Combat Value (Magical Ranged 10)
6	Defence Combat Value (Ranged 10)
65	Health Points
65	Energy Points
5	Damage Multiplier (Demons 9)

LEVEL	POINTS	ATTRIBUTE
1	1	Alternate Identity (June Fukura)
3	12	Companion (Itsuki, cat made of green wood; 30 Points)
2	2	Exorcism
2	2	Features (Animal Empathy, Appearance: Cute, Famous, Foreign Language: English)
2	6	Flight
2	2	Inspire
	7	Item (Weaver Wand; 14 Points)
3 (4)	9	Massive Damage (Targetted: Demons +1)
4	4	Mind Shield
3	3	Mulligan
2	2	Ranged Attacks (Magical Attacks)
2	2	Ranged Defence (Personal)
1	1	Sixth Sense (Demons)
1	3	Skill Group (Adventuring)
2	2	Skill Group (Occupation: Student)
1	2	Skill Group (Social)
4 (2)	8	Weapon: Witch Bolt (Area -1; Drain: Soul -2; Range -2; Selective -1; Deplete +1; Hands +1; Non-Penetrating +2)

RANK	POINTS	DEFECT
1	-1	Easily Distracted (New anime and manga)
1	-1	Involuntary Change (Incantation)
2	-2	Nemesis (Devil Queen Ayana)
2	-4	Skeleton in the Closet (Secret Identity)
3	-6	Vulnerability (Bloom Vine)

90 TOTAL

► CHARACTER BACKGROUND

June Fukura is a girl of two worlds, with a salaryman father from Tokyo's Hibiya district and an investor mother from Queens, New York. Though she lives in Tokyo, she visits Long Island twice a year and speaks English like a native. A proud fangirl for as long as she can remember, June has led a charmed life. She is well aware of the privilege she has inherited. Despite her youth, June already worked toward a better world before the fateful day the fairies appeared.

The first showed up in her room, a tangled mess of webbing and terror. It took June an hour to cut her free without hurting her. In gratitude, or maybe by mistake, the fairy transformed the anime fan into a magical girl! She can fly, free people from possession, blast demons (and bad people) into submission, and has a wand that can protect and heal people. Then the fairy created Itsuki, her talking green cat.

When the other fairies showed up to check on their friend, June discovered they were from a living heaven. They had angel friends and demon enemies, and their paradise fought to protect all the worlds from evil. There was only one thing to do. June became Heaven Witch Junko, protector of Earth!

► PERSONALITY

June is a bubbly, enthusiastic girl with an indomitable spirit and a burning desire to make the world a better place. Life has been good to her, but she is both smart and studious enough to know that most people have not been so fortunate. While she can sometimes forget herself when a new anime or manga series catches her eye, the rest of the time June is focused on making a difference. She loves being Heaven Witch Junko with all her heart.

As much as June embraces living the dream, she is also quite mature for a pre-teen superhero. She has not yet watched someone die, but she has seen terrible wounds in the process of healing the injured. Though never captured herself, June has watched her fairy friends recoil from cruel monsters. As Heaven Witch Junko, she tries to smile for others, but in the face of true evil, even this noble girl can know anger.

For all her might and courage, June is still a twelve-year-old girl. She worries about her grades, wonders why her friends have started acting stupid around boys, and trips on thin air thanks to a budding growth spurt. Heaven Witch Junko can tackle hordes of chaos demons, but June struggles to make it to class on time.

► ATTRIBUTES & DEFECTS

Heaven Witch Junko is a well-rounded magical girl. She is a mobile, supportive, protective heroine, and her Witch Bolt is capable of clearing out small knots of demons. The magic from her Weaver Wand glitters with rainbow light, enough to make it unmistakable, but not enough to block line of sight. Her magic has a strange weakness to the vines of Bazaroth's Bloom, but few villains dare to collect them.

Devil Queen Ayana, Junko's arch-rival, is one of those few. A teenage magical villainess, Ayana appears to be the agent of an Archfiend, but openly admits to an agenda of her own. They each try to bring the other to their side, except when they have at it.

Itsuki is a talking cat with a Mind Stat of 5 and Armour 3 (AR 15). She is loyal to June but considers relevant critique part of her duty to her pet human.

► ADVENTURE HOOKS

- » Ayana has stolen Junko's Weaver Wand and Junko must face her foe without her most artefact. Ayana creates mischief by sealing office buildings in force fields – after summoning a few friends, of course.
- » Itsuki approaches the characters for help. In between snide comments, she explains that June is looking for a missing Asrai boy who came to aid the Heaven Witch. Itsuki is as worried that June might have her first crush as that she might be in trouble.
- » The Fairies Take Manhattan: During one of June's semi-annual trips to America, a magical mishap unleashes Wormwood fairies on New York! Even Heaven Witch Junko needs help to catch them all.

"I will save you, for love and justice!"

WEAVER WAND

LEVEL	POINTS	ATTRIBUTE
3	12	Force Field (Area -3, Both Directions +1, Detectable: Divine, Magic, Sight +2)
2 (3)	2	Healing (Area -3, Concentration +2, Detectable: Divine, Magic, Sight +2)
14		TOTAL (7 POINT ITEM)

KARL RITTER

Race	Human
Occupation	Mecha Pilot (Psycho-Slave)
Home World	Enid (Prime)
Habitat	Global Alliance, Enid
Height	180 cm (5' 11")
Mass	80 kg (176 lb)

KARL RITTER

Size Rank 0: Medium

VALUE	POINTS	STAT
6	12	Body Stat
6	12	Mind Stat
6	12	Soul Stat

VALUE	DERIVED VALUE
8	Attack Combat Value (Mecha Ranged 12)
6	Defence Combat Value (Mecha 8)
60	Health Points
60	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
2	2	Attack Mastery
3	3	Connected (Global Alliance)
	30	Item (Red Falcon; 60 Points)
1	1	Features (Appearance; Famous)
2	2	Ranged Attack (Mecha Weapons)
1	1	Ranged Defence (Mecha Movement)
1	3	Skill Group (Military)
3	3	Skill Group (Occupation: Mecha Pilot)

RANK	POINTS	DEFECT
1	-2	Hounded (Questioned loyalty)
2	-2	Nemesis (Escaped LOA psychic)
2	-2	Nightmares
2	-4	Skeleton in the Closet (Secretly doubts Alliance cause)
1	-1	Social Fault (anxious)

70 TOTAL



RED FALCON

LEVEL	POINTS	ATTRIBUTE
6	12	Armour (Armour Rating 30)
2	2	Features (Comms, Modern Vehicle Tech Suite)
1 (3)	3	Flight (100 kph; Recovery +2)
3	3	Ground Speed (50 kph)
5	10	Resilient (Intense Cold, Intense Heat, Lack of Air, Low Pressure, Radiation)
6	18	Superstrength (10 Tonnes)
8 (5)	16	Weapon: Psycho-Cannon (Range -3)
4	8	Weapon: Falcon Sword (Accurate -1; Hands +1)

RANK	POINTS	DEFECT
2	-4	Awkward Size (Size 2: Huge - 6 metres)
2	-2	Conditional Ownership
1	-3	Special Requirement (Necro-Pod)
1	-3	Special Requirement (Frequent Maintenance)

60 TOTAL (30 POINT ITEM)

► CHARACTER BACKGROUND

It was not supposed to be like this.

While a boy in the Global Alliance, Karl dreamed of adventure and heroism, saving the innocent and striking down the guilty as a fearless knight. Those fantasies matured with him, and games of knights and wizards gave way to those of mecha and engineering. He joined the Alliance military on graduation, becoming one of its first “mobile commandos”, wearing the most advanced personal armour of the time. His humble origins and striking looks made Ritter the Alliance’s poster boy. His exploits against the mind-stealing Parasites made Karl a hero, decorated with the Freedom Star and beloved by half of Enid.

After the Tavarre incident, Karl rushed to save the world from the evil psychic conspiracy, fighting to protect free will from LOA’s “human parasites.” He was one of the first psycho-slave pilots, becoming an ace in the first three months of the campaign. The longer the war ground on, however, the more Karl doubted their cause. LOA forces usually fight to defend, minimising casualties. His psycho-pod captive’s nightmares became Karl’s. Demoted and reassigned after a refusal to shoot psychic civilians, the Alliance ace wonders if he is on the right side.

It was not supposed to be like this....

► PERSONALITY

Once a cheerful and enthusiastic adventurer, Karl has grown into a cynical, weary soldier. He remains dedicated to protecting Alliance citizens but has seen too many LOA heroes to believe them all monsters. Ritter grows convinced that the global leaders are lying about each other. He will learn the truth and act accordingly.

Karl remains a dashing figure when facing true villains, a bright smile shining through when he gets to live his dream. More often than not, alas, fear of the bloodshed drowning Enid leaves him a brooding, despondent figure. Ritter has not noticed that his darker turn has made him more alluring than ever, to friend and foe alike. He has noticed the worried attention of his superiors; indeed, he welcomes it. If the Alliance is right, he will save them. If it is wrong, he will stop them.

In spite of his grief, Karl retains a flair for the dramatic. He has named his current psycho-slave the Red Falcon and customised it to handle close-quarters combat. No matter how, Ritter will remain a knight for as long as Enid allows. No matter what, he will defend the decent and innocent as long as he draws breath.

► ATTRIBUTES & DEFECTS

Skilled and capable, Karl’s demotion leaves him to pilot a so-called “necro-slave”, a frame powered by a mindless psychic broken by pod slavery. The Red Falcon is a low-end model, with its primary advantage being stamina. The shoulder-mounted Psycho-Cannon fires a beam of kinetic force fuelled by the necro-pod. His Falcon Wing is a mecha-sized greatsword balanced for its wielder. While the Red Falcon is less powerful than newer psycho-slave models, Ritter does not have to deal with a defiant power source.

He does have to deal with grief, guilt, and nightmares from his time with other psycho-pods. Karl also has more than one enemy among LOA agents and independent nations, though for now, only one former pod-slave hunts him. His road to glory is stained a terrible crimson. If he does switch sides, his Attributes and Defects will have to be changed accordingly.

► ADVENTURE HOOKS

- » A parasite outbreak gives Karl a chance to fight clear-cut villains once more. Problems arise when one of them possesses a fellow Alliance pilot. The Red Falcon is no match for a cutting-edge psycho-slave. The characters must either stop him to save him, or join his crusade if the situation is dire enough to take the risk.
- » An Alliance political officer convinces Karl that a Neo-Logos scientist – Enid’s gatekeeper – is behind the war. Can the characters stop his squadron? Why was the gatekeeper personally targeted? Who was really behind such terrible orders?
- » The famous Red Falcon has sent word to LOA: he is ready to defect. Is he sincere, is it a trap, or both? Can LOA-friendly characters extract Ritter before the whole mission falls apart? One thing is certain, someone on the Global Alliance side is going to take this personally.

“We must never surrender to evil, no matter what face it wears.”

YUJI NAKATA

Race	Human
Occupation	Ninja (Shinobi)
Home World	Sengoku Earth (Beyonder)
Habitat	Japan, Earth
Height	176 cm (5' 9")
Mass	72 kg (159 lb)



YUJI NAKATA

Size Rank 0: Medium

VALUE POINTS STAT

7	14	Body Stat
7	14	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

10	Attack Combat Value
9	Defence Combat Value
90	Health Points
70	Energy Points
5	Damage Multiplier (Unarmed 8)

LEVEL POINTS ATTRIBUTE

3	3	Attack Mastery
8	8	Combat Technique (Blind Fighting, Blind Shooting, Brutal, Concealment, Lethal Blow, Lightning Reflexes 2, Portable Armoury)
2	2	Defence Mastery
1	10	Dynamic Powers (Ninja Tricks)
2	2	Gear (Ninja Supplies)
2	2	Heightened Awareness
	5	Item (Endless Summoned Kunai: Weapon 5 – Ranged -2; Hands +1; Non-Penetrating +1; 10 Points)
	5	Item (Twin Blade Swallow Wings: Weapon 5 – Spreading -1; Hands +1; 10 Points)
2	2	Jumping
2 (3)	6	Massive Damage (Focused: Unarmed +1)
3	9	Skill Group (Adventuring)
2	2	Skill Group (Artistic)
2	4	Skill Group (Street)
6	6	Special Movement (Balance, Cat-Like, Fast, Light-Footed, Untrackable, Wall-Bouncing)
2	2	Tough

RANK POINTS DEFECT

2	-4	Cursed (Evil spirits cause minor obstacles twice per adventure)
2	-2	Nemesis (Ryu Nakata, brother)
3	-6	Obligated (Ninja Clan)
2	-4	Skeleton in the Closet (Ninja)
1	-1	Social Fault (Honour Code)
1	-3	Special Requirement (Medicine)

90 TOTAL

► CHARACTER BACKGROUND

Yuji Nakata is a shinobi. He was born a shinobi, and he will die a shinobi. It is all he knows and all he expects to know. This is how his clan wishes it. Yuji does not think of defying his clan's wishes. Their enemies claim he does not think at all.

That is a lie. Yuji thinks all the time. In his youth, he asked why they had no life but the village. When he reached his teenage years, he wondered how they came to take money to kill. Through the years, Yuji read philosophy, studied religion, questioned governments, and dabbled in finance. His younger brother, Ryu, unable to keep up with Yuji's wide-ranging interests, devoted himself to becoming a pure ninja.

On Yuji's third assignment, the whole mission went wrong. Their target, a villain in league with horrors, knew they were coming. Demons killed everyone under his command. Yuji was half-dead, raving about legends and monsters, by the time he made it back to the clan. Instead of helping him recover, the elders blamed Yuji for the deaths of his childhood friends. If he had been more dedicated, like Ryu, the others might have survived. Now, Yuji thinks only about completing his assignments, how to keep his fellow shinobi alive, and who might have betrayed them to Hell.

► PERSONALITY

Yuji is a ninja's ninja. Where once he was the gifted child who questioned every lesson, the elder Nakata now obeys without question. His mind is always moving, so he focuses it on his duty. On the surface, he is a living machine of implacable efficiency. Forever serene and unmoved, he strikes forth, completes his assignments, then returns home to prepare for the next mission. Honour and dedication are his life.

Deep beneath, he endures miserable uncertainty. Someone betrayed his friends, sabotaged their mission, and allowed their demon enemies to continue their vile plans. Whoever did this knew they were coming. Logic dictates that the traitor is a member of the clan, one high-ranked enough to know the mission down to the last detail. When Yuji finds out who, that traitor will die, even if he must give his life to see it done.

Though Yuji has never known romance, he is not without interest in such matters. Before the disaster, he set those thoughts aside while delving into other studies. Now, he avoids romantic entanglements, considering himself unworthy of a good partner. The clan comes first. He must not fail again.

► ATTRIBUTES & DEFECTS

Yuji is a living embodiment of the ninja class template. He has balanced Stats, a host of ninja tricks, and little else. His weapons are efficient tools of short-range death, and like many anime shinobi, he seemingly never runs out of kunai (throwing knives). Yuji's Defects are what set him apart. His Skeleton in the Closet and Social Fault are typical of a clan-born ninja, but the extent of his Obligation represents his dedication and importance to them. His Cursed and Special Requirement come from the fallout of his disastrous, life-changing mission. Ryu is more determined to surpass his brother than ever; while he would never sabotage a mission, the younger ninja might insert himself into one to beat Yuji to a target.

► ADVENTURE HOOKS

- » A character's Nemesis hires Yuji's clan to sabotage, capture, or kill them. Fortunately, Yuji believes them in league with the demons, so convincing him of their innocence will convince him to leave them be. The problem is, how does anyone convince a ninja of something while he is stalking them from the darkness?
- » Yuji realises that no matter what course he takes in life, he could use friends. His methods of befriending the heroes will seem disturbing at first, but over time, he will prove a valuable ally and loyal companion. A pity that a demon lord has chosen this moment to hunt down the shadowy thorn in its side.
- » Ryu approaches the characters, gravely wounded and shaken to the core. He has learned that the clan leaders who betrayed Yuji are...all of them. They considered Yuji's friends expendable if he stopped defying them and killed without question. Can the characters save the Nakatas, or even themselves? (Change Yuji's Obligated to Wanted if he survives escaping the clan.)

"It will be done."

TIMMY REID

Race	Human
Occupation	Pet Monster Trainer; Student
Home World	Imago (Prime)
Habitat	Greater Meridian (Imago)
Height	135 cm (4' 5")
Mass	33 kg (73 lb)



TIMMY REID

Size Rank 0: Medium

VALUE POINTS STAT

3	6	Body Stat
4	8	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

4	Attack Combat Value
4	Defence Combat Value
40	Health Points
45	Energy Points
4	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Combat Technique (Tournament Encyclopaedia: Neomorph Combat)
4	16	Companion (Battle Elephox, "Tawny"; 40 Points)
2	8	Companion (Battle Jackalope, "Critter"; 20 Points)
1	1	Features (Animal Empathy, Famous)
1	1	Heightened Awareness
3	3	Inspire
2	2	Skill Group (Occupation: Pet Monster Trainer)
1	2	Skill Group (Social)

RANK POINTS DEFECT

1	-1	Easily Distracted (Cool Neomorphs)
1	-1	Nemesis (Barbara and Donny Rove)
1	-3	Reduced Damage
1	-1	Social Fault (Crusading Monster Trainer)
1	-2	Wanted (Fault Zone Gang: Demon Void)

50 TOTAL

► CHARACTER BACKGROUND

On Imago, kids grow up dreaming of fame and fortune in the Neo-Evolution Grand Prix, bonding with legendary Neomorphs to form life-long friendships in grand competitions. Timmy Reid is one of those children. A few years ago, Tim's father gave the boy a pet elephox, promising that it would be able to compete if Timmy took care of the creature and treated it well. Timmy devoted himself to the young Neomorph, naming her Tawny and training her by playing together.

Tawny evolved as promised, and the pair entered the neighbourhood Grand Prix. They won their second tournament, adding a nue to Timmy's team. Together, they won the city championship. The award money was enough for Timmy to buy a jackalope, named Critter, in addition to the gryphon that was part of the prize. When Timmy started training his quartet for the regional competition, however, he learned two things. First, the infamous fault zone gang, Demon Void, was using the Grand Prix to evolve their Neomorphs into genuine monsters. Second, the Neomorphs given as prizes are trained to fight through enforced obedience – including his treasured nue and gryphon.

After finding a shelter that could help the two prize Neomorphs and satisfying himself that Tawny and Critter enjoy the competition, Timmy returned to the Grand Prix. Now, instead of fighting for glory, he competes to set Neomorphs free.

► PERSONALITY

It is not easy swimming upstream against Typhon's wealth and the popularity of the Grand Prix. Timmy is stubborn and passionate enough to oppose both a worldwide mega-corporation and a powerful fault zone gang. He has faced life-threatening danger more than once, but so far, his knowledge of Neomorphs and his bonds with Tawny and Critter have kept him going. Some find his lectures about monster rights to be obnoxious or absurd, but others see the future in little Timmy. He was savvy enough to expect this. While his zeal can still repel some, his genuine passion and considerable skill have made him a celebrity.

Ironically, Timmy still loves the Grand Prix. Knowing that some Neomorphs enjoy the competition as much as the humans, he is not trying to end the tournaments, just to reform them. This is why Typhon is not truly his enemy, yet Demon Void goons lurk around every third match. All of this has resulted in Timmy having more adult acquaintances than friends

his age. He knows several police officers, a few nurses, and a handful of referees, but his closest peers are his rivals, Barbara and Donny Rove. The daughter and son of a wealthy Typhon executive, the siblings work together as monster trainers. They have yet to defeat the boy prodigy.

► ATTRIBUTES & DEFECTS

Timmy is a monster trainer with a twist – he is also a reformer. While he has all the Attributes and interests necessary to compete in the Grand Prix, the rest of his traits revolve around his desire to see Neomorphs treated fairly. He has an innate sense of their feelings and state, which can lead to his occasional annoying outburst. At the same time, Timmy is developing his social skills and is well-known enough to move public opinion on Neomorph ethics. This has earned him enemies, including the menace of Demon Void and the mostly harmless Barbara Rove. Her brother, Donny tries to help Barbara, but is trouble more often than not.

► ADVENTURE HOOKS

- » Timmy may be a child, but he has a solid grounding in reality. His first reaction to being followed by an Ikarion archmage is to report it as cyber-stalking. Does the young trainer face a twisted Nexus hacker, or is he up against something stranger?
- » Not all Grand Prix sponsors train their Neomorph prizes with callous disregard. One such ethical sponsor recruits Timmy to help her develop a Typhon-wide education program to restore the Neo-Evolution Grand Prix's good name. Where Demon Void considered them nuisances separately, together, they become a major priority. Someone has to protect them.
- » Their names are Typhon and Demon Void. If hellspawn were not involved in their foundations, they will take an interest eventually. When two competing demon lords rush to create the most dangerous and prolific monster hordes, Timmy leaps in to save the day. He is going to need some help.

"Hey! Neomorphs are our friends, not your weapons!"

RIN OKUBO

Race	Shapechanger (Human)
Occupation	Mercenary
Home World	Earth (Prime)
Habitat	Japan, Earth
Height	170 cm (5' 7") – varies
Mass	80 kg (176 lb) – varies



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RIN OKUBO

Size Rank 0: Medium

VALUE	POINTS	STAT
5	10	Body Stat
5	10	Mind Stat
5	10	Soul Stat

VALUE	DERIVED VALUE
5	Attack Combat Value
5	Defence Combat Value
50	Health Points
50	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
3 (2)	30	Dynamic Powers (Major: Shapechanging -1)
5	5	Immutable
1	1	Skill Group (Academic)
1	2	Skill Group (Business)
1	3	Wealth

RANK	POINTS	DEFECT
1	-2	Blind Fury (Injured by fire)
1	-2	Cursed (Transforms into a masked horror when struck with sakaki wood)
1	-1	Marked (Wooden eye appears on exterior of every form taken)
1	-1	Social Fault (Arrogant)
1	-1	Unique Defect (Cannot change shape of burns, must heal them outside combat)
2	-4	Wanted (Law Enforcement on multiple worlds)

60 TOTAL

► CHARACTER BACKGROUND

Like many children, Rin dreamed of being a gifted hero. His favourite shows were all about cool powers, awesome adventures, and true friendship. Sadly, Rin was just gifted enough to feel isolated without earning a place among the extraordinary. He never found love, and his childhood friends drifted apart while his life became a dull grey soup of tedium and ennui. Rin's dreams grew darker, visions of crusading nobility giving way to power fantasies of limitless freedom.

It was the day Rin first contemplated suicide that he found the mask. It was carved from sakaki wood in exquisite detail, magnificent even while its single eye turned a creepy, half-open stare on eternity. On a whim, he put it on. Power more glorious than any he had imagined surged through him. Rin and the mask became one, and he discovered he could become any person, or thing, he wished.

A flicker of his childhood self kept him from becoming a true monster, but heroism was the last thing on his mind. Rin became a mercenary, selling his powers to the highest bidder. He refuses to take assassination jobs, but anything else is fair game. Wealthy, powerful, and respected, Rin has it all – except for the love and friendship he never found.

► PERSONALITY

Rin is a bitter, self-entitled jerk with a glimmer of nobility buried beneath a lifetime of disappointment. While not truly evil at this stage of life, the shapechanger does not hesitate to engage in dodgy, questionable, or outright illegal activity. He enjoys flaunting his extraordinary talent to outdo anyone who stands in his way. Rin has made a small fortune through industrial espionage, though he dabbles in theft, and sabotage, too.

On the positive side, for all his faults Rin is not afraid of danger. He also takes bodyguard and body double jobs, as devoted to those assignments as he is to less savoury activities. Rin identifies as male, but readily takes the occasional assignment as a woman, and has become more sensitive to women's issues after breaking the arms of a few would-be assailants.

His greatest failing is that he is afraid of connecting to others for fear of watching his friendships die slow, mundane deaths. Rin takes lovers with casual ease, but he has given up on love. It is easier to hide behind the routine he has created for himself. Reaching him is possible, but characters will have to decide for themselves whether Rin is worth the effort.

► ATTRIBUTES & DEFECTS

Rin is a shapechanger with enough business sense to make real money at it. With a solid base of Stats and his Dynamic Powers a thought away, he thinks he can handle any challenge his employers hand him. He is fully aware of his vulnerabilities to fire and sakaki wood, but in his arrogance, believes himself capable of outmanoeuvring them. If burned, he cannot use the Regeneration Attribute on that damage without three assignments of Activation (representing a lengthy process of removing and replacing the burned flesh). If struck with sakaki wood, he can still change shape, but always has two levels of Unappealing and three levels of Marked, with the mask forming on Rin's face while body parts twist beyond his control.

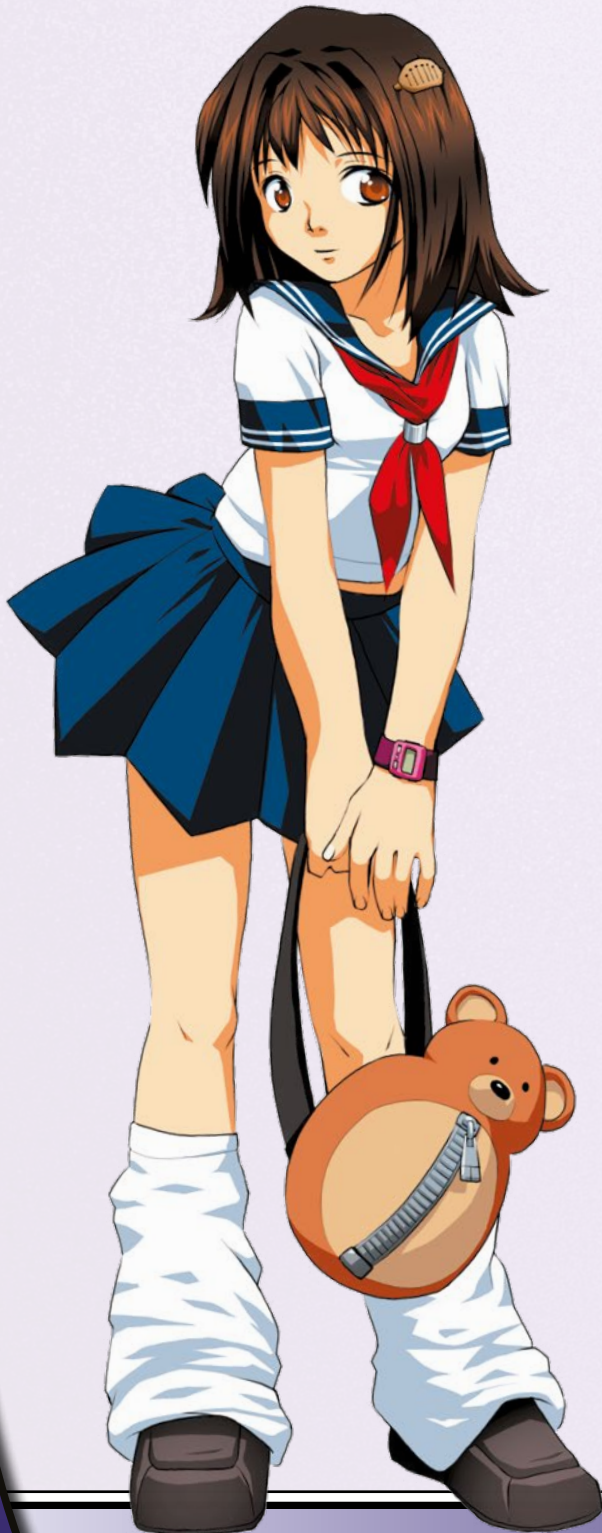
► ADVENTURE HOOKS

- » One character's enemy hires Rin to steal an Item for them. He starts with simple efforts, taking animal form and trying to snatch it in broad daylight. If he succeeds, he leads the characters on a not-so-merry chase. If that fails, Rin gets creative, taking the form of an S.O., hiding as a fire hydrant, or infiltrating their camp as a swarm of ants.
- » Law enforcement, weary of watching Rin elude them with laughable ease, approaches the characters about bringing the impossible creature to justice. The problem is, they want him alive, and collateral damage is not an option, so no fireballs or flamethrowers. Rin may seem insufferable when he goes after the party, but once they chase him, he becomes all the more infuriating.
- » One of Rin's lovers approaches the characters in a panic. She reveals herself to be a witch who has fallen for the good man she sees in him. The problem is not Rin himself, she claims, but rather an ex-boyfriend, another witch far deadlier than the masked shapechanger.

"I can handle it. I'm flexible."

HANA ITO

Race	Human
Occupation	Student
Home World	Earth (Prime)
Habitat	Japan, Earth
Height	160 cm (5' 3")
Mass	52 kg (115 lb)



HANA ITO

Size Rank 0: Medium

VALUE	POINTS	STAT
3	6	Body Stat
4	8	Mind Stat
5	10	Soul Stat

VALUE	DERIVED VALUE
4	Attack Combat Value
4	Defence Combat Value
40	Health Points
75	Energy Points
3	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
1	1	Connected (Student Council)
4	4	Energised
1	1	Features (Animal Empathy)
1	1	Heightened Awareness
5	5	Mulligan
2	2	Skill Group (Occupation: Student)
1	2	Skill Group (Social)
	20	Unknown Power (30 Points)

RANK	POINTS	DEFECT
1	-1	Easily Distracted (Attractive Humanoids)
1	-1	Magnet
1	-1	Nemesis (Mean Girl)
2	-6	Reduced Damage
1	-1	Shortcoming (Soul; Luck)
50		TOTAL

► CHARACTER BACKGROUND

Ask Hana Ito about herself, and she will claim that there is nothing unusual about her. She is a decent student, a junior associate of the student council, and she cannot throw a punch to save her life. Her latest crush is the new idol singer, replacing that actor who got caught up in a scandal. A mean queen likes to bully Hana. She is good with animals. She checks her social feeds several times a day. Those are all normal person interests.

Weird things happen around Hana, not to her, she insists. Sure, there is always a boy or girl who likes to follow her around and help out, but they certainly are not aliens or elves. The janitor thought he saw a dragon last week, but it had to be a cloud – there are no such things as dragons. Her luck may be terrible at times, but other times she avoids a terrible accident through good fortune. Everything balances out, right?

The problem is, weird things always happen around her. It has been that way since the day she was born, when lightning struck the hospital and the doctors had to deliver her in the dark. There is no question that something strange follows Hana. It has nothing to do with her, though, right? She is an ordinary high school student.

► PERSONALITY

When Hana says that she is ordinary, she does not mean boring or dull. Her interests range from music to history, and from animals to anime. She thrills to the latest superhero film and keeps up with her favourite supernatural manga. Then she leaves the theatre, shelves her books, and goes back to real life. Hana would love to believe that the world is more than it seems, but for her whole life she has been teased about the crazy thing she did not see. Hana knows better than to believe in fairies or mutants.

If confronted with undeniable evidence of the fantastic, Hana will be ecstatic. Her attitude will transform in an instant, scepticism surrendering to enthusiasm without a fight. If connected to the Cosmic Web, she will want to know everything about the Multiverse on the spot. Her problem will become a lack of interest in combat or adventure. She truly is all but useless in a fight, and even if she is secretly a Key, a psychic, or a born witch, Hana will not turn into a defender of the Web overnight. One day, she might prove a heroine of limitless ability, but for now, she has to focus on surviving high school.

► ATTRIBUTES & DEFECTS

Hana is not as ordinary as she claims, but until her Unknown Power manifests, her only unusual abilities are her wellspring of energy, her volatile luck, and the way attractive people fall for her – but only the ones Hana does not notice. At first, any adventures she survives will be due to a combination of Energised and Mulligan, but her Shortcoming will make it likely that Hana comes out of such travails looking ridiculous.

Her Unknown Power is just that. Its nature, potential, and effect on her destiny are all for the Game Master to decide.

► ADVENTURE HOOKS

- » Homo Psyche: Hana starts hearing voices. Thoughts, emotions, hopes, fears, they all flood into her mind. When Mean Queen gets particularly cruel about this, a book flies into the back of her head. Hana flees the school, and she would really like it if everyone would stop talking now, please! Someone needs to help her before less savoury characters take an interest in the budding psychic.
- » Half-Asrai: When the wings sprout from Hana's back, she freaks out. The first time she saves her best friend from a reckless driver, she knows something is wrong. It is when Hana makes the flowers in her mother's garden sprout overnight that she realises what has happened. That, of course, is the same time the hellspawn realise it.
- » Skeleton Key: When she opened the Vice-Principal's locked door, Hana thought she was lucky. When she walked through and found herself surrounded on an alien world, she knew something was wrong. When the demons tore a hole in the sky and came howling after her, Hana knew her life would never be the same again. With her powers in their infancy, Hana needs friends, right now.

"I'm just an ordinary - wait, are those flying saucers?"