

VOLUME #2

BESM

ROLE-PLAYING GAME

FOURTH EDITION

DRAMATIS PERSONAE



A COLLECTION OF 15 BACKGROUND CHARACTERS

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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 #2 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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ZANDARA BOLTHART

Race	Human
Occupation	Demon Hunter
Home World	Ikaris (Prime)
Habitat	Heavenly Coast, Ikaris
Height	170 cm (5' 7")
Mass	62 kg (137 lb)



ZANDARA BOLTHART

Size Rank 0: Medium

VALUE POINTS STAT

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

VALUE DERIVED VALUE

7	Attack Combat Value
7	Defence Combat Value
50	Health Points
50	Energy Points
5	Damage Multiplier (Demons 7)

LEVEL POINTS ATTRIBUTE

2	2	Attack Mastery
5	5	Combat Technique (Blind Shooting, Deflection, Extended Range, Judge Opponent, Lightning Reflexes)
3	3	Connected (Demon Hunting Organisation: The Silver Edge)
2	2	Defence Mastery
3	3	Gear (Adventuring Equipment)
3	3	Heightened Awareness
	5	Item (Magic Crossbow: Weapon 5 (2) – Penetrating -1; Range -3; Hands +1; 10 Points)
	2	Item (Refilling Healing Potion: Healing 4 (7) – Charges +3; 4 Points)
1 (2)	3	Massive Damage (Targetted: Demons +1)
3	3	Mind Shield
1	3	Skill Group (Adventuring)
2	6	Skill Group (Detective)
1	3	Skill Group (Military)
1	2	Skill Group (Street)

RANK POINTS DEFECT

1	-1	Easily Distracted (Demon Lore)
1	-1	Marked (X-shaped scar on back)
1	-1	Nightmares (Demon Attacks)
1	-2	Wanted (Demons)

70 TOTAL

► CHARACTER BACKGROUND

It is Zandara's experience that most demon hunters are either the victims of demons themselves or deeply attached to one. Though a rare exception, she does not entirely escape the stereotype. The Boltharts have hunted demons across four generations after her namesake great-grandmother lost her family to an inexplicable horror. The elder Zandara hunted it down and slew it with the now-lost Sword of Salt, then settled down. When more demons came looking for the Boltharts, the original Zandara taught her children to defend themselves. It was not long until the family had a reputation for their understanding of the enemy.

The current Zandara was raised knowing how to protect herself from otherworldly horrors. She drove off a winged monster with too many eyes when she was five, and escaped three spider demons at the age of nine. Her enchanted crossbow was a birthday gift when she turned fourteen. Zandara used it to make her first kill seven months later. No one needed to push Zandara to become a professional demon slayer – it was what she knew. None of her other interests drove her the way the hunt did, and she got to travel and help people. It's an occupational bonus that she is exceptional at her job.

► PERSONALITY

Zandara routinely surprises clients with her relaxed, casual demeanour. She is comfortable in her skin, no longer driven to prove herself, but determined to succeed at every challenge. While she takes no pleasure in ending life – Zandara has sworn to herself to pass on her crossbow the day that happens – she does take pride in every life she saves. She maintains serenity on the hunt, whether alone or with a team, focused on self-control and flexibility. Her true focus becomes apparent once she finds her target. In an instant, Zandara becomes a force of nature, fierce and relentless.

If her calm in the face of grim duty catches employers off guard, her *joie de vivre* when on her own time would shock them. On those rare occasions when Zandara is secure, she forgets the horrors of her career and lives with all her heart. She seeks out plays, music, dancing, and festivals of all sorts. For all her solitary activity as a hunter, Zandara immerses herself in humanity when she can to remind herself what she is fighting for. It would be easier than she realises for a good team to convince her to join them, as long as there are demons to fight.

► ATTRIBUTES & DEFECTS

Zandara is a well-rounded demon hunter with an enchanted crossbow and techniques that let her handle offence and defence with equal aplomb. She can protect a demon's target with her Deflection technique, size up foes to determine their weaknesses, and pick up cues to deal with invisible enemies. She has a variety of broad skills, but is best at tracking and finding her prey. The Silver Edge is a demon hunter guild and sister organisation to the Silver Scrolls exorcist group (see Naudila Annire, *Dramatis Personae* – Volume 1). Zandara is convinced that the Edge knows more than they are letting on, but they always have her back, so she remains patient on the matter.

► ADVENTURE HOOKS

- » A demon takes interest in the player characters for unfathomable reasons. It may be a mercenary or a sadist, or one of the characters could have something it wants. Regardless of the reasons, the characters could use a professional's help.
- » Zandara and the characters are relaxing at the same inn, springs, or resort, and they get to see her fun-loving side. On the second night of their stay, demons assault the place in numbers enough to overwhelm Zandara. Will the characters risk everything for someone they just met?
- » A noble hires the characters to find a demonic artefact, so she can undo a terrible curse. Zandara is after the same thing, to destroy it. If they cannot come to terms, Zandara will fall back, only to return with backup.

"Just follow the screaming."

REXAR SUNBORN

Race	Dwarf
Occupation	Freelance Mercenary
Home World	Ikaris (Prime)
Habitat	Shards of Azar, Ikaris
Height	125 cm (4' 1")
Mass	72 kg (159 lb)



REXAR SUNBORN

Size Rank 0: Medium

VALUE POINTS STAT

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

VALUE DERIVED VALUE

7	Attack Combat Value
4	Defence Combat Value
55	Health Points
40	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	3	Attack Mastery
1	1	Combat Technique (Judge Opponent)
2	2	Features (Depth Awareness, Longevity, Low-Light Vision)
2	2	Gear (Combat)
4	4	Immutable
2	2	Mind Shield
2	4	Resilient (Disease, Poison)
1	3	Skill Group (Military)
1	1	Supersense (Infrared Vision)
2	2	Tough

RANK POINTS DEFECT

2	-2	Easily Distracted (Alcohol)
2	-2	Nightmares
2	-2	Social Fault (Antisocial, Nihilistic)
1	-1	Shortcoming (Body: Major – Agility)
1	-1	Shortcoming (Body: Minor – Running Speed)

40 TOTAL

► CHARACTER BACKGROUND

As his name implies, Rexar is a surface dwarf, found and raised by the mercenary company known as the Band of the Black Eye. Trained in traditional dwarven combat, Rexar worked his way up from camp mascot to squad leader. For decades, he and the Black Eye lived, fought, won, lost, celebrated, and mourned, all traditional for the lives of mercenaries.

There was no single great battle that put an end to the Black Eye. The mercenary life is dangerous, and if a company cannot recruit as quickly as it loses soldiers, it fades away. Five years ago, Rexar's squad was all that remained of the Band. A desperate and ill-conceived defence of a sorcerer's tower left Rexar the sole survivor of his storied unit.

Since that terrible day, Sunborn has worked freelance to make enough coin for food and repairs to stay alive. Given that he spends as much on drink as everything else combined, battle and ale occupy him almost enough to forget the grief and loss. The exceptions remind Rexar why he throws himself into the one thing that still matters to him. One day, either steel or spirits will at last open the gates to his sisters and brothers. Until then, he fights.

► PERSONALITY

For the most part, Rexar is exactly as advertised. He is an old dwarven mercenary who knows little more than battle and drink. He tells himself that he's lost too much to care about anything other than the next battle or payday. The Sunborn has not yet drowned himself with cheap ale, but he figures that the day will come sooner or later. While he will not work for criminals, Rexar says he will take any legal job, as long as he is in the mood. His moods, however, are less inclined to take morally questionable contracts than noble ones. The Black Eye always tried to do the right thing, and on his better days, Rexar remembers that.

Not all his days are good ones. When the Sunborn does not care, he might end up working for a conqueror, sorcerer-tyrant, or necromancer. Rexar works so hard to pretend he is a heartless fighting machine, at times it comes to pass. It could be that he only wants to die. Until the loss of the Black Eye, Rexar had always had a family, and ever since, he has been alone. Then again, maybe he has spent so much time fighting for others, that he has forgotten what it is like to live for others ... or for himself.

► ATTRIBUTES & DEFECTS

Rexar puts his hammer in the heads of his foes. He claims that arranging hammer-to-head meetings is his only skill. This is, of course, untrue. While he has managed to compensate for his ageing body and shattered spirit with training and fearlessness, he remains a sharp, experienced warrior who knows combat and can discern the strengths and weaknesses of his foes. Alas, Rexar is also a hollow remnant of the hero he once was. He can barely resist ale, is reflexively rude, and has all but given up on life; when the memories overwhelm him, the nightmares turn him into a shambling mess. In some ways, it is a miracle that he has not yet managed to get himself killed.

► ADVENTURE HOOKS

- » Rexar thinks he has outlived everyone who would want him to live or die. He, and the characters, learn differently when a sorcerer the Black Eye once rescued arrives just ahead of a rival mercenary seeking the Sunborn's head.
- » The characters find Rexar standing in their way when they are sent to bring down a rogue sorcerer, who hides in his tower behind the formidable dwarf. They must either elude the deadly security force Rexar leads or appeal to the better angels of his nature.
- » When the characters find themselves defending a village alongside the irascible dwarf, they find Rexar cynical and ruthless, and yet willing to die to protect innocents he does not like.

"Enough talk. Say it with coin."

TSUBASA SHIMIZU

Race	Human
Occupation	Gate Guardian
Home World	Earth (Prime)
Habitat	Ikaris Gateway
Height	173 cm (5' 8")
Mass	60 kg (132 lb)

TSUBASA SHIMIZU

Size Rank 0: Medium

VALUE POINTS STAT

6	12	Body Stat
6	12	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

8	Attack Combat Value (Short Bow 12)
8	Defence Combat Value
65	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	2	Attack Mastery
2	2	Combat Technique (Extended Range, Lightning Reflexes)
8	32	Companion (Guardian Gryphon; 80 Points; see BESM4, page 59)
2	2	Defence Mastery
2	2	Heightened Awareness
	7	Items (Short Bow; 8 Points and Splint Armour; 6 Points)
2	2	Ranged Attack (Short Bow)
3	9	Skill Group (Adventuring)
2	2	Skill Group (Occupation: Local Protector)

RANK POINTS DEFECT

2	-2	Nemesis (Necromancer Varis)
2	-4	Obligated (Defend the Gate)
1	-1	Significant Other (Fumiko)
1	-1	Social Fault (Honourable to a Fault)

90 TOTAL

► CHARACTER BACKGROUND

Tsubasa is the 17th Gate Guardian of her family. As a Shimizu Guardian, she was raised to understand the family tradition of watching over the Ikaris Gateway, and learned the importance of watching over it when her grandmother perished slaying a massive ogre. After that loss, Tsubasa trained to claim the right to serve in her father's place. As the only Shimizu who sought the duty, though, it was a simple matter of doing her best. Her father, Katsuo, taught her to the best of his ability while standing watch.

When the Gateway started moving, father and daughter both knew that something was wrong. At first, the transitions were mere flickers, shifting the gate a few kilometres from their home. Over a matter of months, the gate's malfunction worsened to the point where it could appear anywhere on Earth. Tsubasa went on a quest to undo this threat, and earn her gryphon, Regina, while on Ikaris. She eventually tracked down the wizard who had claimed control of the gate. To Tsubasa's surprise, her foe was not only from Earth but was also her best friend, Fumiko. Now that she is the Shimizu Gate Guardian, Tsubasa monitors travel to and from Ikaris, while watching for Fumiko's treachery.

► PERSONALITY

Tsubasa is a serious young woman with a grave duty. She must ensure that no threats from Earth endanger Ikaris, and keep Ikarian monsters from attacking Earth. It is an occupation with no breaks, no vacations, no respite from the constant watch. Tsubasa knew this when she sought the role, and she is well suited to it. Indeed, when something takes the Guardian from her vigil, she becomes more grim and severe. Most at peace when she can soar over the Gateway – letting herself thrill to the joy of flight atop Regina – Tsubasa has dedicated herself to a lonely but fulfilling purpose. At least her father can aid her from time to time.

Tsubasa tells no one except Regina that she misses her quest for the Gateway. It was harrowing and desperate, and ended with a betrayal that still tears through her heart – but she felt like a true hero. On good days, the loss is a slight ache, but on rare occasions it swells into a darkness that shrouds her entire life. Most of all, she misses Fumiko, which hurts more than all the rest combined. Tsubasa loves making a difference, but being a Gate Guardian is so lonely, and she has no idea if there is anything that can be done about it.

► ATTRIBUTES & DEFECTS

Tsubasa is a gifted, dedicated, and skilled Gate Guardian. Equipped to deal with both Earth and Ikaris, she knows both sides of the Gate's normal location like her own home. That is, of course, what they have become. If she were to shirk her duty, Omphalos spirits would find her, but given her own unrelenting dedication, that is unlikely. She believes that Fumiko is her enemy, but still cares deeply for the sorceress. Fumiko, for her part, teases Tsubasa about their common enemy, the cruel necromancer Varis. She claims to have plans of her own, but does not hesitate to aid Tsubasa against the villain, even when it puts her in danger. The two still share a bond, even after their falling out.

"Stand and identify. Relax, she won't eat you."

► ADVENTURE HOOKS

- » The characters need to pass through the Ikaris-Earth Gateway. Tsubasa will allow them to pass if their purpose is just, but she is going to need their proof, reassurances, and word to return once their business is complete. If they break their promise, she will find them.
- » Once more, the Gateway moves. Tsubasa is worried (though secretly thrilled) and finds the characters to request their help. They find her dedicated, enthusiastic, and reluctant to say goodbye.
- » Fumiko approaches the characters, desperate and terrified. She moved the Gateway to prevent Varis from overrunning both realities with a zombie apocalypse, and hid the truth from Tsubasa to protect her. Can the characters heal a broken friendship and save two worlds?



KIBWE MAGERO

Race Human
Occupation General
Home World Enid (Prime)
Habitat Neo-Logos, Enid
Height 183 cm (6' 0")
Mass 80 kg (176 lb)



KIBWE MAGERO

Size Rank 0: Medium

VALUE POINTS STAT

4	8	Body Stat
6	12	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

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

LEVEL POINTS ATTRIBUTE

6	24	Companion (Rosa Ramirez; 60 Points)
6	6	Connected (LOA Armed Forces)
4	4	Inspire
5	15	Skill Group (Military)
2	4	Skill Group (Social)

RANK POINTS DEFECT

2	-2	Red Tape
3	-6	Obligated (LOA Armed Forces)
1	-1	Social Fault (Stubborn)
2	-4	Wanted (Alliance Intelligence)

70 TOTAL

► CHARACTER BACKGROUND

General Magero is from one of the League's most important political families. Where most preferred to believe that the Global Alliance would come to its senses, the Magero dynasty prepared for the day when the Alliance would prove itself immune to reason. For over sixty years, Kibwe's ancestors lobbied for increased defence and intelligence preparation. Cold war grew increasingly heated over the years as the Eternal Storm ravaged Enid. Kibwe's parents groomed him to follow in their footsteps, imagining that he would serve on the Ministry Intelligence Committee.

They also taught him that privilege is a power that comes with tremendous responsibility. Unable to watch countless innocents suffer from Alliance bigotry, Kibwe joined LOA Military Intelligence. He turned out to have a natural gift for strategy, supplementing his intelligence training. Then-Captain Magero outmanoeuvred his Alliance counterparts at nearly every turn, saving hundreds of lives and forestalling war for years.

War could be delayed, but not denied. A Colonel by then, LOA recognised Kibwe's brilliance and promoted him. Now in charge of Special Operations for a major theatre of operation, General Magero strives to protect the League and the world from the doom that seems inevitable. Between Alliance saboteurs, body snatching parasites, half-mad allies, and anomalous invaders, Kibwe has his work cut out for him.

► PERSONALITY

Kibwe is a cheerful, optimistic leader – an outlook he maintains in the face of global war, ongoing apocalyptic horror, and monsters that steal their victims' free will. He is also a stubborn, relentless commander, willing to concede ground but never the lives of those for which he is responsible. While General Magero cannot be called ruthless, he has fought wars against the Alliance, parasites, and inexplicable horrors for most of his life. He knows that when he wants to protect his people in the face of evil or madness, sometimes he must put down their enemies.

Since the hot war started two years ago, opportunities to relax are few and far between. Kibwe cherishes every one. From attending the now-rare concert to watching a sunset atop an arcology apex, the general takes time to remind himself that he fights for things worth protecting as much as against atrocities. He sees too many of those, and no matter how he tries to fight it, Kibwe feels his compassion for the enemy trickling away.

From lies about LOA's activities in neutral countries to kidnapping and enslaving psychic children, the Global Alliance's crimes have driven the general to the edge of his patience.

► ATTRIBUTES & DEFECTS

General Magero is one of the most brilliant strategists and tacticians on any world. While his once-formidable combat skills have waned, his genius has kept the larger and better-armed Global Alliance military at bay for years. His importance to the war effort makes Kibwe a vital target for Alliance capture or assassination. Service to the League takes up almost every waking hour, from operations to paperwork. His unrelenting determination is one of his most important assets, but it can get in his way when dealing with his colleagues.

Major Rosa Ramirez is both his bodyguard and his confidant. Use the Shinobi companion character (BESM4, page 247) sheet for her foundational statistics, though she is not a killer for hire. They came up through the ranks together, and each would die for the other.

► ADVENTURE HOOKS

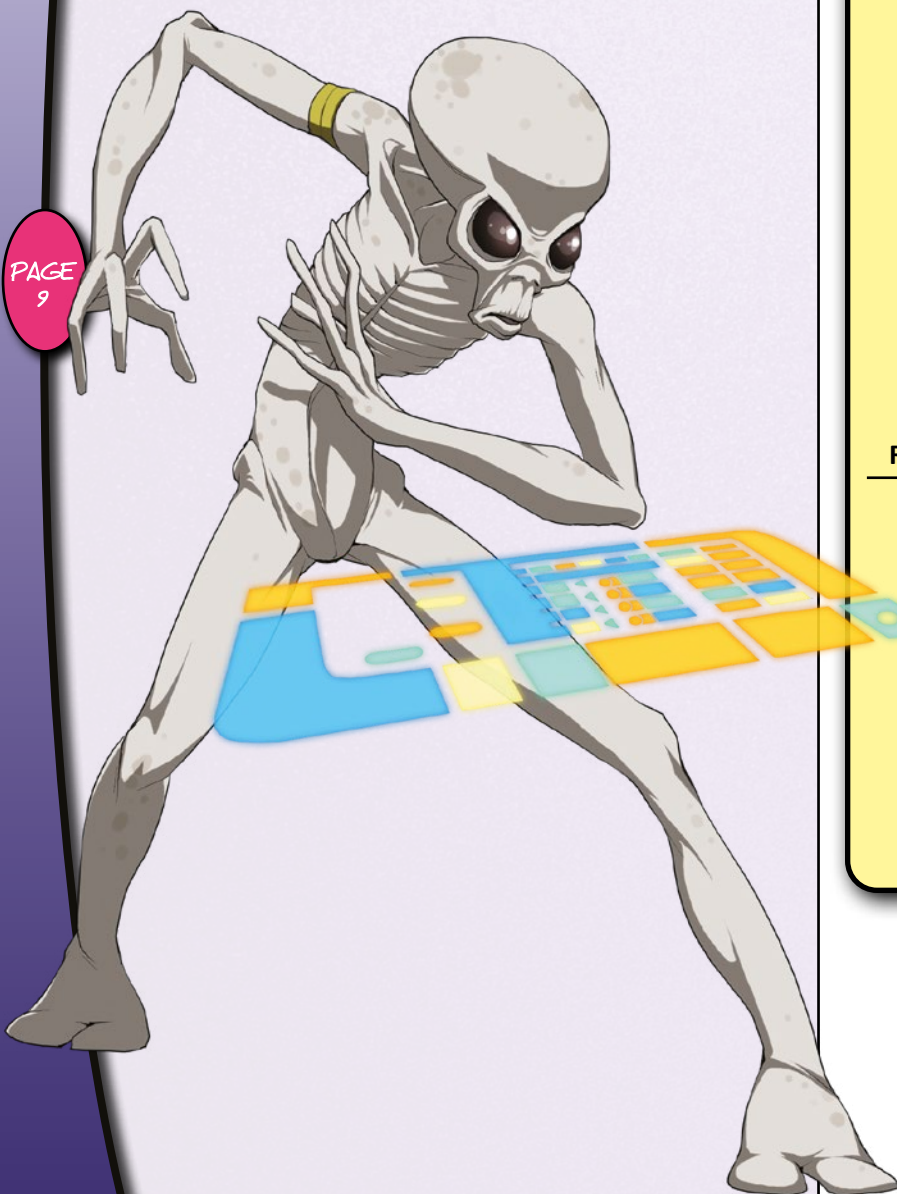
- » A powerful psychic ally, long abused by the Alliance, leaves to wage a one-person war on the enemy. General Magero orders or requests that the characters retrieve the wounded psychic, while quietly preparing other contingencies.
- » The Global Alliance sends a team to assassinate the general, including an experimental cyborg agent, a vengeful parasite, and a former psycho-slave pilot. The characters must defend Kibwe at all costs, though he is wise enough to co-operate with their efforts.
- » When a famous Alliance pilot offers to defect, Magero decides to lead the extraction team himself. The characters must ensure the survival of the pilot, the general, and themselves.

"We fight for everyone's right to exist."

ZONN

Race	Grey
Occupation	Explorer
Home World	Cathedral (Prime)
Habitat	Irligig (Space Ship)
Height	188 cm (6' 2")
Mass	59 kg (130 lb)

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ZONN

Size Rank 0: Medium

VALUE POINTS STAT

4	8	Body Stat
7	14	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value
5	Defence Combat Value
35	Health Points
60	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

3	3	Connected (Irligig Ship)
2	2	Features (Ambidexterity, Famous, Low-Light Vision, Ultrasonic Communication)
3	3	Healing
2	2	Heightened Senses (Hearing, Taste)
3 (5)	15	Mind Control (Broad: Sentient Beings +1; Concentration +1)
4	4	Mind Shield
3	3	Skill Group (Academic)
1	3	Skill Group (Scientific)
3	12	Telekinesis

RANK POINTS DEFECT

1	-1	Easily Distracted (Technology)
1	-1	Fragile
1	-2	Obligation (Irligig Crew)
1	-1	Red Tape
2	-2	Social Fault (Honour Code, Impulsive)
1	-1	Shortcoming (Body: Major – Agility)
1	-1	Shortcoming (Body: Minor – Running Speed)

70 TOTAL

► CHARACTER BACKGROUND

It is easy to meet explorers from a culture or species and assume that they come from a pathfinder people. More than one alien species believes that of humans, and some humans believe it of the interstellar elders they call greys. As a diverse sentient species themselves, greys have a wide variety of interests and personality types. They also made some grave mistakes in the early centuries of their time as an interstellar civilisation. In the modern age of Cathedral, their society examines, chooses, and trains its explorers with deliberate care.

Zonn is one such explorer, proud to continue a long cultural tradition. Growing up idolising many of their people's adventurers, Zonn threw themselves into training. They studied navigation, anthropology, diplomacy, biology, investigation, and engineering. They dedicated themselves to modern ethics, and are able to recite the Golden Disc Code of Conduct from memory. After a mere decade in the academy, Zonn graduated with honours.

Actual exploration exceeded their every dream, and each new discovery only drives Zonn to greater effort in pushing back the boundary of the unknown. They understand that the Orb Radiant is important, but it frustrates them beyond expression that half the galaxy seems obsessed with a system others have already scanned down to its component molecules. The future is out there!

► PERSONALITY

Zonn is a trailblazer in the grand grey tradition. They are familiar with, and embarrassed by, the stereotype of the callous probe-wielder, and opposes the few who exist with quiet ferocity. Their soft-spoken exuberance for their chosen path tends to surprise aliens who imagine greys as forever calm and dispassionate. Zonn loves their life and work, and wants everyone with which they travel to share in their joy.

That same exuberance tends to cause Zonn as much trouble as any dangerous cosmic phenomenon. While they can observe the pleasantries of a newly-met species during first contact, the explorer is quick to hand off negotiations to professional envoys and continue their investigations. Intellectually, Zonn understands that not everyone shares their passion for the frontier, but the reality of it is another matter. If they were a fraction less competent, jealous rivals and short-sighted politicians would have cut off their funding long ago.

Privately, Zonn favours the Galactic Trade Authority over the Fusion due to the latter being more likely to interfere with their work, but they are polite to both superpowers at all times. They see the benefits of both models and would prefer a middle-ground government, perhaps one inspired by the grey philosophy.

► ATTRIBUTES & DEFECTS

In terms of their abilities, Zonn is for the most part a typical grey. They are an intelligent psychic with a versatile suite of abilities, though they will only use their Mind Control powers as an absolute last resort. They are not the captain or owner of the Irligig – the ship on which they serve – but they are one of its highest ranking officers and lead the technical efforts to explore wondrous new worlds. Their efforts have won them some renown, though this has added to their workload. Zonn is duty-bound to serve on the Irligig, which is not a chore, and to handle post-operation debriefings, which is. Most notably for a grey, the young explorer is driven by their passion, zealous in pursuit of discovery. This lands them in trouble more than they expect, but no one who knows them are surprised.

► ADVENTURE HOOKS

- » The GTA and Fusion governments both court the grey homeworld, since they would be invaluable allies. When Zonn finds themselves embroiled in the intrigue after an offhanded comment about favouring the GTA goes public, the characters are sent to deal with the fallout.
- » Zonn runs into the characters while fleeing from pirates, who believe that the grey found something priceless during their travels. The pirates will not heed Zonn's denials. Still, what if the pirates are right, and Zonn did find something without realising its value?
- » First contact situations are always fraught with unforeseen risks, as Zonn discovers when they find a previously unknown interstellar civilisation secretly conquered by parasites. They could use some help.

*"This is unprecedented.
Fascinating!"*

NORIO OKIMOTO

Race Half-Oni
Occupation Modern Ronin
Home World Earth (Prime)
Habitat Japan, Earth
Height 175 cm (5' 9")
Mass 85 kg (187 lb)



NORIO OKIMOTO

Size Rank 0: Medium

VALUE POINTS STAT

6	12	Body Stat
4	8	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value
5	Defence Combat Value
65	Health Points
75	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Attack Mastery
3	3	Energised
1	1	Immutable
2	2	Item (Sword Cane; 4 Points)
1	4	Superstrength
1	1	Tough
8 (4)	16	Weapon: Ogre Blast (Enervation -2; Insidious -3; Range -1; Stun -1; Deplete +3)

RANK POINTS DEFECT

2	-4	Blind Fury (Extreme Discrimination)
2	-2	Magnet
2	-2	Marked (Half-Oni Forehead Mark)
2	-4	Skeleton in the Closet (Half-Oni)
3	-6	Vulnerability (Mamemaki)

40 TOTAL

► CHARACTER BACKGROUND

Norio never knew his parents. Raised by his aunt and uncle, he spent his early years as an ordinary, if robust, child. He learned all the things a normal boy would, until his tenth birthday, when the other side of his family arrived and told Norio of his true legacy. His father was an oni, and he had been born with the potential of two species. He would grow to claim great strength, vitality, and deadly magic.

From that day, Norio was conflicted, torn between the joy of his growing power and his alienation from everything he had ever known. Learning of his oni family helped at first, but he soon discovered that he was different from them as well. Humans often feared his might and recoiled from the symbol on his forehead. Oni saw him as fragile, but too swift and clever by far. The hybrid had two homes, yet at the same time, none.

In retrospect, life as a mercenary was a simple choice. Norio was a man without a place or a people, but a soldier of fortune required neither. His place became the battlefield. His people were his comrades in arms. It is not happiness, but he can call himself content.

► PERSONALITY

Norio is a lost and lonely young man wearing a mask of unflappable calm. He has spent so much time defining himself by his unique nature that he has trouble letting others accept him. It is easier to maintain an aloof façade than risk being rejected as a monster.

None of that affects his career. Norio has worked hard for most of his life to be a skilled, capable warrior, and takes pride in his abilities. He never lost the joy he takes in his superhuman might, and does not hesitate to take the forefront of any battle. It is one of the great ironies of Norio's life that the very comrades he keeps at arm's length admire and respect him.

At the same time, the young warrior has never been able to entirely quell the cauldron of oni rage within him. Most of the time, Norio clamps down on the fury with all his considerable will. Sometimes, when he only has enemies about him, the half-oni lets the beast within free. Few things in his life frighten him more than how good it feels to let that other side off the leash, or how hard it is to contain it once more.

► ATTRIBUTES & DEFECTS

Norio is a traditional half-oni, with the usual suite of powers, with the most distinction deriving from his Defects. He keeps his hybrid nature a secret from outsiders, given the interest some forces would take in him. This is complicated by the prominence of his oni mark, which he must hide with head scarves or helmets. A quirk of Norio's heritage leaves him powerless when confronted with the classic oni-banishing ritual of mamemaki, the use of roasted soy beans (known as "fortune beans") to drive away demons and bad luck. This ritual is traditional to one holiday, but it works against Norio whenever performed correctly. His Blind Fury is also unusual; rather than being moderately difficult to trigger and restrain, it is tricky to set the half-oni off, but he has trouble reining himself back in.

► ADVENTURE HOOKS

- » Powerful characters might not think that Norio is a significant threat. When he goes berserk while working for one of their enemies, they should learn otherwise. Discovering that he was set up to do so could earn the characters a potent ally if they are wise.
- » A rival has stolen Norio's sword. He approaches the characters to hire them to retrieve it. The catch is that he is hiring them to be discreet, as he does not want his squad or his family to learn that a villain has stolen the heirloom.
- » Norio goes to the characters, showing fear for the first time they have ever seen. He has fallen in love, and has no idea how to express himself. Can they help the mercenary navigate the most perilous adventure of all?

"Is your soul as strong as your steel?"

MALACHITE BASHE

Race Haud
Occupation Infiltrator
Home World Earth (Prime)
Habitat China, Earth
Height 200 cm (6' 7")
Mass 100 kg (220 lb)



PAGE
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MALACHITE BASHE

Size Rank 0: Medium

VALUE POINTS STAT

9	18	Body Stat
7	14	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

10	Attack Combat Value
9	Defence Combat Value
120	Health Points
70	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	4	Armour (AR 10)
3	3	Attack Mastery
4	4	Combat Technique (Brutal, Lethal Blow, Lightning Reflexes 2)
3	3	Connected (Haud Imperial Military)
2	2	Defence Mastery
1	4	Extra Actions
2	2	Features (Long Tongue, Longevity, Secondary Eyelids)
3	3	Heightened Senses (Smell, Taste, Vision)
3	3	Jumping
1	5	Regeneration
6 (5)	12	Resilient (Airborne Toxins, Disease, Lack of Food, Less Sleep, Poisons: Complete -1)
2	6	Skill Group (Military)
3	6	Skill Group (Technical)
6	6	Special Movement (Balance, Cat-Like, Fast, Slithering, Wall-Crawling 2)
2	8	Superstrength
1 (4)	3	Telepathy (Specific: Haud +3)
4	4	Tough
1	2	Undetectable (Infrared)
3 (2)	6	Weapon: Fangs and Claws (Penetrating -1)

RANK POINTS DEFECT

1	-2	Achilles Heel (Cold Attacks)
1	-2	Bane (Sub-Zero Temperatures)
3	-3	Marked (Haud Trapped on Earth)
2	-4	Obligated (Haud Empire)
1	-1	Unappealing

120 TOTAL

► CHARACTER BACKGROUND

It began as a simple assignment. Jade Naga, one of the empire's greatest commanders, put together a team to investigate a potential colonisation target in their proverbial back yard. Earth was not an ideal world – with too much water and not enough heat – but the local simians had extracted enough resources to make a scouting trip worth the effort.

Bashe had never been a notably ambitious haud, but the empire had raised him to be a dedicated, efficient agent. When the mission went sideways, the entire team was forced to the surface by uncertain circumstances. Commander Naga ordered them to infiltrate human institutions, so they could re-establish contact with home world. The planet was more valuable than they had imagined, the commander told them, and the humans were pitiful in their resistance.

At first, Bashe believed in Jade Naga. The simians that fancied themselves thinkers were divided and disorganised. With each failure, however, the haud agent began to doubt the strength of their position. Had the empire not sent anyone to search for them, or worse, failed in the effort? How do mere humans keep thwarting them? What happened to their observation platform in the first place? Something has gone wrong, and Bashe intends to find out why.

► PERSONALITY

Agent Bashe is in most ways the capable soldier he appears to be. Trained and conditioned to serve the empire from the day he hatched, Bashe knew nothing but service to his masters. He was rewarded for success and punished for failure. Bit by bit, however, Earth is changing him. The few humans who know of and oppose their activities frustrate the agent beyond description. While he remains ruthless and pragmatic, Bashe has recently entertained fantasies about repaying their mockery with some creative vengeance. To indulge in such fantasy would be incompetence of the highest order, yet the notion persists.

That absurd concept vies in his thoughts with another, more idiotic one: Bashe is starting to wonder if conquering the Earth is truly the ideal solution to their dilemma. During multiple engagements, human commanders have offered to help the haud forces return home. Commander Naga saw through such pathetic trickery, but Bashe wishes the humans did not seem so sincere. They might be primitive, but no sentient species

could be so foolish. He cannot fathom what madness would drive such an offer, even as they use words such as compassion and mercy.

Compassion, or cruelty? Bashe does not know which path to take, so he follows his commander ... for now.

► ATTRIBUTES & DEFECTS

Malachite Bashe is a trained, capable agent of his empire trapped on what is to him a primitive world. He uses whatever Earth armaments their team has stolen and prefers to carry a submachine gun, light body armour, and practical equipment such as a communicator, technical tools, and whatever explosives he can obtain. He is a competent if uncreative leader, capable with machinery, and studious in his rare free time. No one has yet realised that Bashe would make a better engineer than field commander – not even the haud officer himself. He is most gifted in that field, and happiest when given the chance to tinker.

► ADVENTURE HOOKS

- » A Bashe-led haud strike force steals the nuclear rods from a power plant. The characters must retrieve the deadly material, but learning what the haud intend would be ideal. Bashe is well aware that someone will pursue his team, and prepares with ruthless efficiency.
- » Driven by one defeat too many, Bashe hunts down a group of rivals to eliminate them one at a time. Whether the characters are on his list or not, they must stop the haud before he murders several heroes.
- » A wounded Malachite approaches the characters with a desperate plea. Convinced that Commander Naga's ego has overridden his good sense, he offers simple terms: a truce in exchange for getting his team home. Has Bashe changed, or is it a trap?

"Overt displays of human exceptionalism. Pathetic."

SHI-YEON NAM

Race Human
Occupation Master Thief
Home World Imago (Prime)
Habitat Neo Edo, Imago
Height 170 cm (5' 7")
Mass 59 kg (130 lb)



SHI-YEON NAM

Size Rank 0: Medium

VALUE POINTS STAT

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

VALUE DERIVED VALUE

7	Attack Combat Value
7	Defence Combat Value
50	Health Points
70	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

2	2	Features (Ambidexterity, Appearance, Eidetic Memory)
3	3	Gear (Thieving Supplies)
5	5	Heightened Awareness
3	3	Mulligan
2	2	Skill Group (Academic)
1	3	Skill Group (Adventuring)
3	6	Skill Group (Social)
3	6	Skill Group (Street)
2	4	Skill Group (Technical)
5	5	Skill Group (Occupation: Thief)

RANK POINTS DEFECT

2	-2	Fragile
1	-1	Magnet
2	-2	Nemesis (Eiji Kakuei, ONE VP of Marketing)
1	-1	Shortcoming (Body: Minor – Immune System)
1	-1	Social Fault (Overconfident)
2	-4	Wanted (World Police)

70 TOTAL

► CHARACTER BACKGROUND

Shi-yeon grew up in the sort of poverty that involved scavenging in garbage. Her parents were poor, and when they died, the sole-surviving Nam had to manage at the age of four. While other children received basic education in school, she taught herself to read, count, and pick locks. Looking back, Shi-yeon is amazed that she survived long enough for Kanna to carry her out of the literal gutter she slept in.

Kanna was a thief herself, and the first lucky break in Shi-yeon's life. The older woman took in Shi-yeon, making the child her apprentice, then something of a daughter. They became the scourge of the idle rich across Imago, making their home in Neo Edo. At last, the child was not afraid of the next day. She had hope, opportunity, even comfort.

It was that last element that drove Shi-yeon and Kanna apart. The young burglar remembered her past all too well. Kanna insisted that a criminal could have no greater weakness than sentimentality. Each raised her voice too quickly. Neither backed down. Shi-yeon left, shedding a single tear, and vanished into the night. Across Imago, her bounty rises, the corrupt rich curse her name, and the poorest of folk cheer at the sight of the legendary bandit.

► PERSONALITY

Tell her that stealing is wrong, and Shi-yeon will tell you what it's like to diagnose a cracked rib by sight. She's tended to elders living on dog food, homeless veterans with frostbite, and sick children denied medicine. The professional thief has saved lives stealing from people with too many yachts. Tell Nam Shi-yeon that she is making excuses, and she will respond that she does not want to hear yours for why infants should starve.

At the same time, the cat burglar knows that she has to care for herself as well. She has three unparalleled sets of tools, outfits ranging from paramilitary to glamorous, and multiple comfortable bolt-holes. Shi-yeon's conflict with her mentor was about generosity, not pointless sacrifice. Her favourite indulgence is music, with broad tastes ranging from classical to jazz to avant-garde, though she maintains a strict divide between business and pleasure for her hobbies.

That division extends to her demeanour. On the rare occasions someone spots her on the job, Shi-yeon exudes a fierce, mocking exuberance, all but daring her foes to catch her. By comparison, she is downright languid in her private life. As far as Imago's Robin Hood is concerned, between her traumatic childhood and her unrelenting work ethic, she earns her down time.

► ATTRIBUTES & DEFECTS

Shi-yeon is a highly-trained infiltrator and thief, capable of getting into and out of nearly any facility on Imago. She does not have the same level of Wealth that most other Master Thieves do, since she donates most of her take to the needy. Her favourite target is Omniversal Nexus Entertainment, a ruthless player of a ruthless game. This has driven a Vice-President of Marketing, Eiji Kakuei, to put a large bounty on her head, so she steals from him in turn. Her charisma, confidence, and determination to avoid violence have won her a following, resulting in many wanted suitors, and a few unwanted ones. While fit, her traumatic childhood has weakened her in some ways, including making her less resilient than her training would otherwise indicate.

► ADVENTURE HOOKS

- » During a daring theft from a Fault Zone gang, Shi-yeon stumbles across a Neomorph trafficking plot. Though capable of taking care of herself, she has no experience with dismantling conspiracies. Can the characters work with an unabashed burglar to oppose such villainy?
- » Like many dashing thieves before her, Shi-yeon has a romantic streak she cannot deny in spite of her fiercest efforts. When she takes a liking to one of the characters, she alternates between daring them to chase her and appearing for last-minute rescues.
- » When the World Police arrest Kanna, "someone" donates large sums to the infamous thief's defence. When the Fault Zone gang Demon Void targets her for death – or worse – Shi-yeon turns to the player characters, willing to turn herself in if they can save her mentor.

"Give me three minutes, and those pliers"

"IMPOSSIBLE" IVAN TSARYOV

Race	Human (Modified)
Occupation	Pirate
Home World	Cathedral (Prime)
Habitat	White Whale (Space Ship)
Height	180 cm (5' 11")
Mass	80 kg (176 lb)



IVAN TSARYOV

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
7	14	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

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

LEVEL POINTS ATTRIBUTE

2	2	Attack Mastery
2	2	Combat Technique (Brutal, Lethal Blow)
3	3	Connected (White Whale Ship)
1	1	Defence Mastery
1	1	Enemy Attack (Fusion Military)
2	2	Extra Arms
1	1	Features (Appearance)
3	3	Inspire
	10	Items (Blaster Pistol; 14 Points and Light Ceramic Armour – AR 15; 6 Points)
1	1	Mulligan
3	9	Skill Group (Adventuring)
3	6	Skill Group (Street)
1	1	Special Movement (Swinging)

RANK POINTS DEFECT

2	-2	Easily Distracted (Jewellery)
3	-3	Marked (Cyborg with Tentacles Arms)
1	-1	Nemesis (Dom Drogol, Fusion Commander)
1	-2	Wanted (Law Enforcement)

70 TOTAL

► CHARACTER BACKGROUND

As a boy, Ivan Tsaryov dreamed of swashbuckling adventures among the stars. He fancied himself a fearless hero, thwarting villains and rescuing alluring aliens. Reality crashed down on his world in what the GTA and Fusion would later describe as a skirmish. A starship crash tore his home town in half, ending Ivan's childhood when he was twelve as he lost his family, friends, and left arm. A desperate, unlicensed surgeon stitched the tentacled remains of a combatant to Ivan's shoulder, saving the boy's life but cementing his new-found cynicism.

To Ivan, there were no heroes or villains, just those fighting for power and those trampled beneath. The surgeon offered the boy a home that befit his new perspective. After he had his license revoked, the doctor found himself with a pirate crew that welcomed his outlawed skills. With nowhere else to go, Ivan joined the crew of the White Whale. Though the raiding life was hard on a boy, the rough job became easier as he grew to manhood. Ten months ago, he lost his right arm ensuring victory against his nemesis, Fusion Commander Drogol. He earned an artificial replacement, a place as first officer, his epithet, and a new ambition. Impossible Ivan will be the most feared and famous pirate captain in the galaxy.

► PERSONALITY

Ivan knows that he has slowly turned into the sort of villain he once dreamed of overcoming, but he no longer cares. At the same time, some of his old fantasies of dashing style remain. He is an honourable foe, chivalrous and merciful to targets who surrender, daring in strategy, cunning in battle. Charismatic and mysterious, Ivan wins over crew mates with a ready grin and a razor wit. He knows that he is a brilliant leader, and few question it.

All the same, Ivan is a hardened criminal. He leads raiding parties, eliminates security forces, takes hostages without hesitation, and steals everything from necklaces to starships. He is loyal to his captain and crew, but is always ready to cut or gun down others who stand in his way. Ivan prefers to subdue rather than kill, but after a lifetime of piracy, views that preference the way a civilian might choose a favourite food over something bland. On a good day, Ivan digs into chicken marsala, but if broccoli is all he has, he eats broccoli.

Ivan is also well aware of his limitations. He is an excellent combatant, leader, and thief, and little else. Perhaps he dreams of writing his legend in the stars because that is the only ambition he has left.

► ATTRIBUTES & DEFECTS

Ivan is a cunning, capable pirate with basic weaponry, a taste for jewellery, and replacements for both his arms. His Combat Techniques both come from his replacement limbs, as does his Special Movement. By manipulating his tentacle arms, he can swing over his foes with ease. While he is happy to raid from any wealthy targets, Ivan has had enough encounters with Fusion forces that he knows their tactics without thinking. That has also earned him the enmity of Dom Drogol, a fierce and unrelenting pirate hunter who has watched the White Whale slip away enough times for their confrontations to become personal.

► ADVENTURE HOOKS

- » The characters find themselves imperilled when the White Whale's forces board the ship they were travelling on to claim its treasures. Whether they fight or flee, Impossible Ivan hunts them at every turn, alternating between mockery and respect for their skills.
- » An old friend shoves a golden ferret statue into a character's hands, then vanishes. Three days later, Ivan starts chasing them, having captured the friend. He neither threatens the friend nor offers a trade for the golden ferret. Something is clearly odd about the whole situation.
- » Characters with their own spaceship come across a derelict vessel transmitting a distress signal. Scans reveal that its crewmembers are in stasis pods. Ivan and the White Whale lie in wait, ready to strike the moment the characters are divided.

"This is the part where you surrender."

HACHIRO MORI

Race	Human
Occupation	Samurai
Home World	Earth (Prime)
Habitat	Japan, Earth
Height	183 cm (6' 0")
Mass	82 kg (181 lb)



HACHIRO MORI

Size Rank 0: Medium

VALUE POINTS STAT

6	12	Body Stat
6	12	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value (Sword 14)
6	Defence Combat Value (Ranged 10, Sword 14; +2 with Wakizashi)
80	Health Points
60	Energy Points
5	Damage Multiplier (Sword 9)

LEVEL POINTS ATTRIBUTE

4	4	Combat Technique (Blind Fighting, Judge Opponent, Lethal Blow, Lightning Reflexes)
1	4	Extra Actions
1	1	Gear (Family Heirlooms)
4	4	Heightened Awareness
3	3	Inspire
	5	Item (Katana: Weapon 5 (4) – Multidimensional -1; 10 Points)
	5	Item (Wakizashi: Combat Technique 2 [Deflection, Reflection], Defence Mastery 2, Weapon 3; 10 Points)
3 (4)	9	Massive Damage (Focussed: Sword +1)
4	4	Melee Attack (Sword)
4	4	Melee Defence (Sword)
2	2	Ranged Defence (Personal)
2	6	Skill Group (Adventuring)
2	2	Skill Group (Artistic)
2	2	Skill Group (Domestic)
2	4	Skill Group (Social)
1	1	Special Movement (Zen Direction)
2	2	Tough

RANK POINTS DEFECT

2	-2	Marked (Scars covering entire back)
1	-1	Nemesis (Unholy Creatures)
1	-1	Social Fault (Bushido Code)
2	-4	Wanted (Supernatural Enemies)

90 TOTAL

► CHARACTER BACKGROUND

Hachiro comes from a long line of samurai, one that has survived war, purges, and the end of their legal status in Japan. In spite of the many upheavals the Mori have faced in the last two centuries, they have preserved the skills and traditions they treasure. This has required that the family change in some ways, and the Moris have no delusions of murdering common folk who trouble them. Instead, they focus on using their incredible abilities to defend Japan from the many strange threats facing it. They preserve what is best in their culture while accepting that some changes are necessary.

Hachiro himself is the eldest of his generation. While he indulged in adventurous fantasy as a young boy, he soon came to understand the fierce dedication necessary to become a true bushi. He learned combat and etiquette, survival and the arts. His father, Ichihiro, taught him that some threats to their homeland are better faced with blades than bullets. A fierce yet noble avenging spirit taught Hachiro that not all supernatural beings are threats. Encounters with a noble thief, a witch girl, and a half-demon blade master have left him with a handful of contacts, countless questions, and an epithet: "Wanderer." He is at peace.

► PERSONALITY

Hachiro looks like a man out of time. In some ways, he acts like one. The urban samurai wanders Japan, treating others with a formal courtesy notable even in his homeland. On occasion, some rival or foe makes the mistake of thinking him a deluded anachronism. They confuse style with substance to their sorrow. The Wanderer is well aware of the age in which he lives. He uses internet searches as readily as ancient wisdom when tracking supernatural horrors. His sword is one with his soul, yet he carries a pistol when one is practical. Hachiro takes pleasure in wearing traditional samurai garb, and owns several tailored business suits.

His ancient ethos shines through when it comes to his personal life. Hachiro prides himself on his knowledge of literature, specialising in Japanese tales but familiar with great works from around the world. When travelling, his favourite indulgence is a portable sand garden, though he also takes his tea very seriously. Much to his frustration, most critics consider his ink painting boring, though tasteful. Hachiro's most notable deviation from his classical art style is a love of heavy metal music, again favouring his homeland.

He even worked as a roadie for one popular group for a few months, protecting them from an angry spirit until he could bring it peace.

► ATTRIBUTES & DEFECTS

Hachiro is a samurai. He is a modern samurai – more educated on the modern world and its foibles than most – but when it comes to his capabilities, he is a swordsman, an artist, and a sentinel who protects humanity from supernatural dangers. Through a lifetime of training, the Wanderer has learned to infuse his katana with the power to strike intangible foes and imbue his wakizashi with preternatural defences. The scars on his back are his great shame, though they are not marks of cowardice – at least, not his. The forces of darkness know of Hachiro, and in addition to the mundane killers they send after him, there is always at least one unholy creature stalking him at any time.

► ADVENTURE HOOKS

- » The Wanderer has many enemies. After one loses to him by daylight, the villain hires assassins to kill him in darkness. Hachiro is humble enough to admit that he can only handle so many enemies at once, and seeks out the characters for assistance.
- » The Wanderer has many friends. One goes to the characters to arrange a surprise for the hero: a chance to meet his favourite metal band. There is just one complication: it turns out that an evil sorcerer summoned the spirit he placated while a roadie, and the sorcerer is targeting metal bands for his own reasons. Awkward.
- » The Wanderer has many fans. A group of zealous, would-be acolytes decide to follow in his footsteps, but all lack his lifetime of training. As he can only help one at a time, he asks the characters to rescue those he cannot.

"Consider a life's value carefully. It may be yours."

KOTOMI SAKIMOTO

Race Human
Occupation Sentai Member
Home World Earth (Prime)
Habitat Japan, Earth
Height 180 cm (5' 11")
Mass 80 kg (176 lb)

KOTOMI SAKIMOTO

Size Rank 0: Medium

VALUE POINTS STAT

6	12	Body Stat
7	14	Mind Stat
9	18	Soul Stat

VALUE DERIVED VALUE

7	Attack Combat Value (Team 9)
7	Defence Combat Value (Team 9)
75	Health Points
80	Energy Points
5	Damage Multiplier (Team and Sword 8)

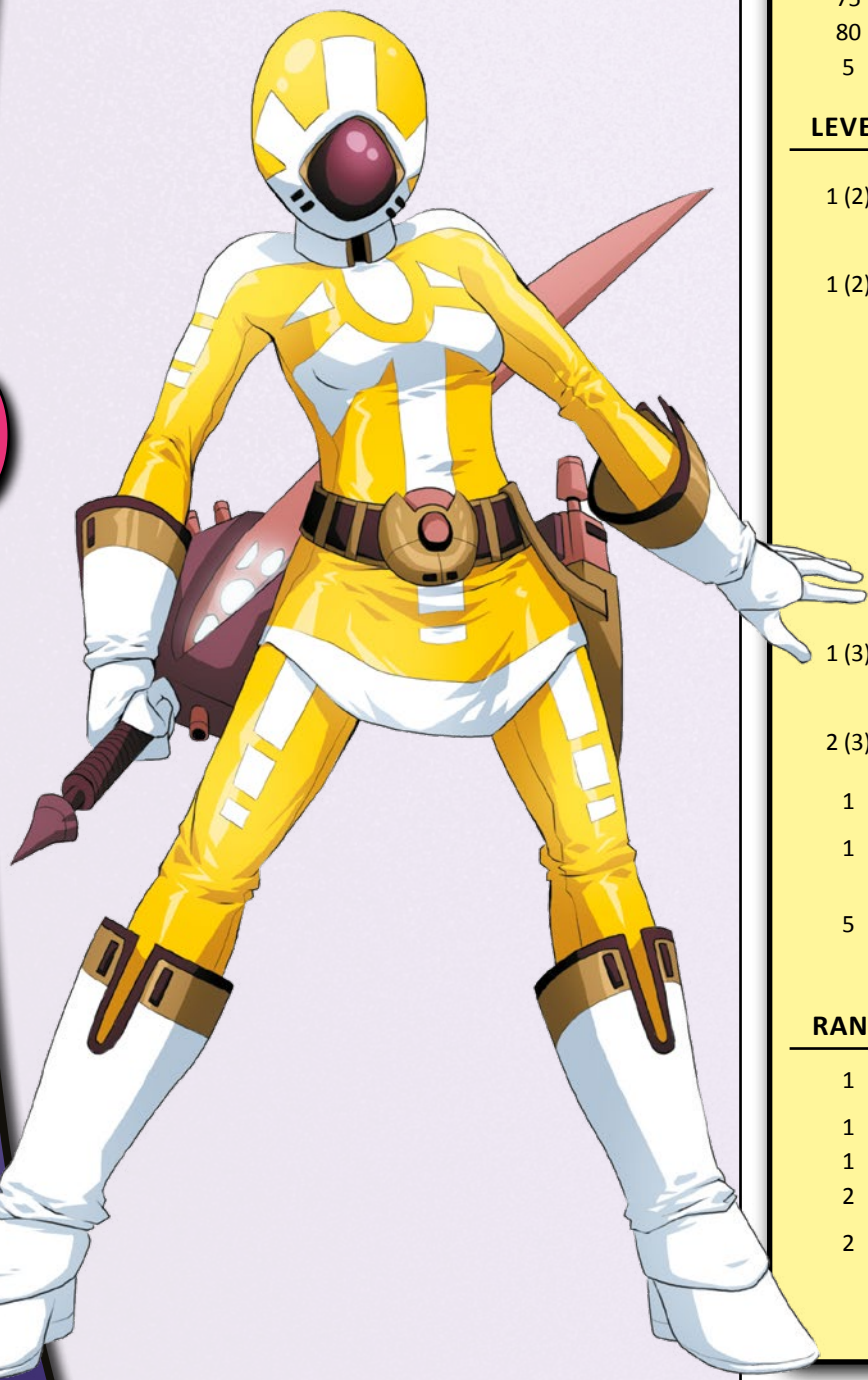
LEVEL POINTS ATTRIBUTE

1 (2)	1	Attack Mastery (Environmental: Near Teammates +1)
1 (2)	1	Defence Mastery (Environmental: Near Teammates +1)
	4	Item (Sentai Blaster: Weapon 4 (2) – Range -2; 8 Points)
	3	Item (Sentai Defence Suit: Armour 3 [AR 15]; 6 Points)
	5	Item (Sentai Robot Guardian V – Shared Mecha Contribution; 10 Points)
	3	Item (Sentai Sword: Weapon 3; 6 Points)
1 (3)	3	Massive Damage (Environmental: Near Teammates +1; Focussed: Sword +1)
2 (3)	2	Mulligan (Environmental: Near Teammates +1)
1	1	Sixth Sense (Danger to Teammates)
1	3	Skill Group (Adventuring)
5	10	Weapon: Combined Attack (Piercing -1; Range -1; Stun -1; Assisted: Teammates +2; Emotional +1)

RANK POINTS DEFECT

1	-1	Conditional Ownership (Sentai Gear)
1	-1	Nemesis (Destroyer Yellow)
1	-2	Obligated (Guardian Sentai V)
2	-2	Phobia (Spiders)
2	-4	Skeleton in the Closet (Secret Identity)

70 TOTAL



► CHARACTER BACKGROUND

Kotomi never thought she was special, but she always dreamed of it. Her days were filled with study and martial arts training and singing lessons. She crammed MMO adventures and urban exploration and fan fiction into the personal time she could claim. Through the fantasy, she found a wonderful reality in the friends she made. Together, they dreamed of changing the world. Pretending to be colourful heroes doing battle with clay-like monsters reinforced their determination to oppose pollution and exploitation, rather than distracting them from it.

When creatures from beyond the universe tried to invade Earth through their home town, a weird old man calling himself Karemon granted the five friends powers right out of a television adventure show. He claimed to be infusing them with powers they could understand, but that they would discover their true potential when the time was right. They defeated the monsters, certain that the true potential Karemon had spoken of was their friendship.

Since then, all five members of Guardian Sentai V (pronounced "vee") remain vigilant, protecting the world from threats they had once only imagined. Kotomi wonders on occasion if she should have been careful what she wished for, but the rest of the time, it really is everything from her dreams.

► PERSONALITY

Kotomi has always been an overachiever, but no matter how much she tries to keep her life orderly, being an honour student, martial artist, singer, and sentai hero is a lot for anyone to juggle. It may be the primary reason she supports the idea of secret identities, even as she hates lying to her parents about running off before tests or recitals. She and her Blue Sentai teammate have managed to avoid being seen as unreliable thanks to their shared studious determination, but the other three have not. This only puts more pressure on the loyal heroine to help her friends keep up.

For all the drama, turmoil, and mortal danger in her life, Kotomi loves being a sentai hero. She has had three separate chances to pass on her uniform, and never once considered it. Every time she endures an all-night study session to catch up before an exam, she thinks of the grateful faces of the children her team has saved from monster attacks. It is enough.

In spite of her heroics, Kotomi does not understand how important she is to her team. In her mind, Red is their fearless leader, Blue is the genius, Black is the cool one, Pink is the charming one, and Kotomi is the other one. Her teammates are wise enough to recognise how untrue this is. Kotomi is their rock, the one they all depend on. She could stand to hear that a little more.

► ATTRIBUTES & DEFECTS

Kotomi is a dedicated heroine, an excellent student, and a team player down to her marrow. She avidly maintains her secret identity as well as those of her teammates. Having a normal life is indispensable to the heroes, but it is even more important to hide from their vile counterparts, Destroyer Sentai Z. Destroyer Yellow has a particular hatred for Kotomi for reasons she cannot fathom. Karemon remains supportive, if aloof, but monitors their progress and insists that if the Guardians mean to keep their equipment, they must continue to protect Earth from the invaders. After she and her team were nearly devoured by spider-demons, Kotomi has developed a terrible fear of arachnids that she struggles to overcome.

► ADVENTURE HOOKS

- » When spider-monsters capture her teammates, Kotomi is the only one left to face this new, terrible threat. Too smart to face it alone, she looks for backup, and finds the player characters.
- » Guardian Sentai V is a team of amazing, gifted heroes. They are also a team of teenagers trying to make it through school. When signs of a major attack coincide with a crucial upcoming exam, Kotomi seeks out the characters for help.
- » After a mission ends in spectacular failure, Kotomi's self-esteem issues sabotage her resolve. She turns in her transformation belt, certain the team is better off without her. Instead, they immediately start unravelling. Someone needs to get them to talk to each other.

"If we stand together, we can triumph!"

IRIS WALKER

Race	Skeleton Key
Occupation	Hero
Home World	Earth (Prime)
Habitat	Japan, Earth
Height	170 cm (5' 7")
Mass	55 kg (121 lb)



IRIS WALKER

Size Rank 0: Medium

VALUE POINTS STAT

5	10	Body Stat
7	14	Mind Stat
9	18	Soul Stat

VALUE DERIVED VALUE

8	Attack Combat Value
8	Defence Combat Value
70	Health Points
130	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

1	1	Attack Mastery
4	4	Combat Technique (Blind Fighting, Blind Shooting, Lightning Reflexes, Portable Armoury)
1	1	Defence Mastery
7 (6)	70	Dynamic Powers (Major: Travel -1)
5	5	Energised
	5	Item (Paralysis Pistol: Weapon 5 (-1) – Range -3; Incapacitating -4; Unreliable +1; 10 Points)
	5	Item (Magic Sword: Weapon 5 (4) – Accurate -1; Drain: Body -1; Hands +1; 10 Points)
3	3	Mulligan
4	4	Pocket Dimension
8	16	Portal (7 Prime World Linkages + Pocket Dimension)
4 (3)	8	Reincarnation (Difficult to Stop -1)
6 (1)	6	Sixth Sense (World Gates; Area -5)
3	9	Skill Group (Adventuring)
1	1	Skill Group (Artistic)
6	6	Unique Attribute (Can Destroy World Gates)
1	3	Wealth

RANK POINTS DEFECT

1	-1	Marked (Infinity symbol on forehead using Dynamic Powers)
1	-2	Skeleton in the Closet (Skeleton Key)
2	-4	Vulnerability (Energy Drain)
1	-2	Wanted (Key Hunters)

180 TOTAL

► CHARACTER BACKGROUND

Twelve years ago, Iris was a transfer student from Britain visiting Japan to study in her mother's homeland. She stayed with her cousin, got into J-pop, developed a reputation as a weirdo, and had the time of her life. It all came to an end when an infinity symbol burst to blazing life on her brow, actual demons captured her, and she escaped an eternity of servitude by centimetres. As Iris puts it, she started running and never stopped.

Since then, she has been across the Multiverse and seen things she never imagined possible. Iris has danced among the fairies in Aradia, fought robot-piloting racists on Enid, rescued an elven prince from a cruel enchantress on Ikaris, joined a Meteor Ball team on Imago, liberated twin plasma birds from space pirates over Cathedral, and become the friendly opponent of a surprisingly urbane Archfiend from Bazaroth.

Through a resulting network of favours earned and friendships forged, Iris managed to return home. Her cover story of being kidnapped and embroiled in a gang war is true enough to manage, and she makes a nice living as the world's best courier. It lets her travel and adventure, doing anything that strikes her fancy. She cannot wait to find out what happens next.

► PERSONALITY

Iris went through a rough patch in her early days as a heroine, but came out of it strong, confident, and self-assured. She makes alliances easily, but she takes her time with true friendship. She must worry about treachery and captivity at every moment – such is the life of a skeleton key. Iris does not let it taint her love of life, though she has been betrayed often enough to be smart about her relationships. To combat her occasional loneliness, Iris drowns the solitude in exploration.

Embracing her powers has given her a wanderlust that sometimes overwhelms her. Her ability to go anywhere she wants, experience new and amazing things more or less at will, can drive her to occasional bouts of recklessness. Since it is nearly as easy for her to escape trouble as find it, Iris can feel invincible at times.

Like any true hero, her greatest weakness is also one of her strengths. Iris can evade almost any threat, but she cannot rescue others on a whim. This skeleton key does not look for the easy way out when innocent people are in danger, and her courage has made her a legend across the Multiverse. Consequently, ruthless foes can force Iris into a confrontation that can overwhelm even her extraordinary capabilities.

► ATTRIBUTES & DEFECTS

There is no such thing as an ordinary skeleton key, but Iris is one of the most powerful and versatile of her kind. Not only has she pushed her Dynamic Power to its limits in strength, she has expanded it to include all notions of travel, granting her all manner of additional tricks of speed, movement, and force. She has a particular fondness for her double-palm blast, but is creative and adaptable after a dozen years of adventure. She has also expanded her Pocket Dimension, which has become a comfortable home thanks to her Wealth. Most of the Multiverse players knows of her existence, but her nature is still a secret on Earth, and she wants to keep it that way. Her Vulnerability to attacks or effects that drain her Energy Points is a metaphysical scar from an encounter with the Wormwood Blight on Aradia.

► ADVENTURE HOOKS

- » Having an Archfiend for both friend and foe is interesting enough for a dozen lifetimes. Irony strikes with terrible force when Iris is threatened for this – not by another demon, but by an old friend, an Asrai crusader gone too far. Stunned by this betrayal, she uses her powers to find allies.
- » Where do skeleton keys come from? Iris has been one long enough to want answers, but she also knows better than to poke around the darkest corners of the Multiverse alone.
- » Not all skeleton keys are as heroic as Iris. When a rival goes from unscrupulous to evil, she must protect the Multiverse from him. That means helping the player characters when the rival decides they are a threat.

"Visit six impossible worlds before breakfast? Easy."

ELEMAS

Race	Slime
Occupation	Con Artist
Home World	Noinard (Beyondar)
Habitat	Japan, Earth
Height	60 cm (2' 0")
Mass	10 kg (22 lb)

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ELEMAS

Size Rank -1: Small

VALUE POINTS STAT

4	8	Body Stat
5	10	Mind Stat
7	14	Soul Stat

VALUE DERIVED VALUE

5	Attack Combat Value (Ranged 6)
5	Defence Combat Value (Ranged 7)
35	Health Points
60	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

4	4	Elasticity
1	1	Features (Appearance: Cute, Slippery)
1	1	Mulligan
1	5	Regeneration
1	1	Ranged Attack (All)
2	2	Ranged Defence (All)
3	6	Skill Group (Social)
6	6	Special Movement (Balance, Cat-Like, Fast 2, Light-Footed, Slithering)
1 (4)	3	Telepathy (Specific: Telepaths +3)
1	2	Unique Attribute (Small, Light, and Unobtrusive)

RANK POINTS DEFECT

2	-2	Fragile
3	-9	Impaired Manipulation
1	-3	Impaired Speech
1	-1	Magnet
1	-1	Social Fault (Greedy)
1	-2	Unique Defect (-10 Strength Damage)
1	-1	Unique Defect (Leaves Slime Trail)
1	-6	Unique Defect (Lifting Capacity ÷5)
1	-1	Unique Defect (÷2 Running Speed)
1	-4	Unique Defect (Suffers 10 Extra Damage from all Attacks)
1	-1	Unique Defect (÷2 Thrown Weapon Distance)
1	-2	Wanted (Various Criminals)

30 TOTAL

► CHARACTER BACKGROUND

Elemas is not sure how he ended up on this strange planet with its boxy cities and plain countrysides. Rainbows never sing. All the dragons hide. Why, not a single waterfall goes up. Earth does have its advantages, of course. Humans are such accommodating beings, and most of them have never seen a slime before. They think he is the most adorable thing they have ever seen. If only more of them could understand him.

If Elemas is honest with himself, borrowing those herbs from a faerie sorceress might have something to do with his predicament. How was he to know they were priceless mandrake strips? The sorceress should have understood that. After all, if he had known, Elemas would have sold the strips, not eaten them.

The trip to Earth had been frightening. His inability to return home was downright terrifying. It was fortunate that he could learn Terran languages with relative ease; if he could only speak in gurgles, he could still write in slime trail. Unpleasant people think him simple, and decent ones want to help him. Getting what he needs is almost easy. Getting what he wants, that is harder. If only he could avoid caring about the nicer humans. Things are so much simpler when he looks out for himself.

► PERSONALITY

While Elemas is not quite a coward, he prizes his comfort and well-being above most other concerns. To his dismay, when good people befriend him, their kindness awakens his otherwise-slumbering conscience. The rest of the time, he is a surprisingly skilled con-slime given that he lacks both hands and vocal cords. Before he was a slime out of water, Elemas made a decent living among his own as a grifter. Adjusting to his new reality took time, but he has learned to take advantage of human reactions to his appearance. Nothing satisfies him more than when Elemas gives a cute warble and a grin, and people fall over themselves to defend or provide for him.

At the same time, Elemas has a tendency to grow attached to the nicest of the humans who take care of him. To the slime's mind, they tend to be the most gullible, and could use a cunning ally to look out for them. Not that it should ever be Elemas, of course. He would never stick his goo out for a mark. He just makes sure that no one else hurts his meal tickets until he can find some other sucker to watch their backs. Elemas has better things to do, he tells himself, almost believing it.

► ATTRIBUTES & DEFECTS

Elemas is a charming, adorable creature who knows how to use his natural allure to his advantage. Silent and swift thanks to his slime heritage, he can get into and out of places no human can. He is quick to do so when he thinks there is profit or opportunity in places only he can reach. This gets him in trouble often, which is enough for unsavoury characters to have grudges against Elemas, but he always finds a way to escape. He cannot do much in most fights, and tries to avoid them, staying behind his allies when possible. Somehow, he always ends up around people who want to help him, and it frustrates him how often he ends up helping them instead.

► ADVENTURE HOOKS

- » The characters wake up one morning to find a blue drop of semi-solid goo outside wherever they are staying, a slime trail behind him stating "please help me." Mob enforcers follow, determined to bring the creature back with them.
- » Elemas decides the characters need his help. For all his good intentions, the con artist's idea of help involves infuriating their enemies, scamming their allies, and looking as cute as possible to avoid being turned into a puddle.
- » A half-meter-tall faerie sorceress appears out of thin air, looking for an ocean blue creature she calls a "slime." Elemas does his best to avoid her, but the sorceress is not there for revenge. Something followed the grifter. Something dangerous.

"I'll be right behind you!"

ELOISE LEBLANC

Race Human
Occupation Tech Genius
Home World Imago (Prime)
Habitat Kwalur, Imago
Height 140 cm (4' 7")
Mass 45 kg (100 lb)



ELOISE LEBLANC

Size Rank 0: Medium

VALUE POINTS STAT

3	6	Body Stat
10	20	Mind Stat
6	12	Soul Stat

VALUE DERIVED VALUE

6	Attack Combat Value
6	Defence Combat Value
45	Health Points
80	Energy Points
5	Damage Multiplier

LEVEL POINTS ATTRIBUTE

5	5	Gear (Various Equipment)
2	2	Features (Attractive: Cute, Eidetic Memory, Lightning Calculator, Speed Reading)
3		Item (Flight Boots: Flight 2 (3) – Skim +1; 6 Points)
4		Item (Holo-Display: Projection 3 (2) – Few Projections -1; 9 Points)
1		Item (Observation Drone: Supersense 2 (3) – Ultravision; Detectable: Sight & Hearing +1; 2 Points)
12		Item (Resistor Ray: Nullify: Technology 5 (3) – Multiple Attributes -2; 25 Points)
2	2	Mulligan
4 (6)	40	Power Flux (Primal: Super Inventor -2; Activation +2; Equipment: Workbench +2)
1	2	Skill Group (Business)
6	12	Skill Group (Technical)
1	3	Wealth

RANK POINTS DEFECT

1	-2	Hounded
1	-1	Shortcoming (Soul: Major – Charisma)
1	-1	Social Fault (Shy)

120 TOTAL

► CHARACTER BACKGROUND

Given Imago's extreme urbanisation, it is easy to forget that countrysides are a necessary part of their civilisation. Farmland, wilderness, ecosystems of all kinds – they are vital parts of life on any world. All sorts of people live in the wider world, and most feel more at home in quiet lands than the cacophony of Imago cities. For those who never fit in out there, the emptiness can be maddening.

Eloise never thought she could be sane. Her mind was filled with ideas, numbers, patterns, and wonders, yet the only things she had were grass, cows, and silence. It was her first exploration of the family tractor that changed her mind, and she turned it into a farm maintenance robot. Her parents wanted to support her, loving their daughter even as her creation frightened them, and they managed to arrange a Monad scholarship for her.

Even at MST, Eloise stands out. Her brilliance drew attention from the day she arrived, and the prodigy blossomed in a place where her gifts were welcomed and understood. Eloise is happier now than she has ever been. Even so, she is still young for the school, and her ability with machines does not help her with making friends. She would love to have a few of those.

► PERSONALITY

Eloise's work, and her passion for it, are her life. She defines herself by her ability to coax the most amazing wonders out of scraps and wire, and now that she has access to Monad's resources, the possibilities stretch out before her in ways she could never have imagined. Eloise throws herself into her studies, yet spends half her free time tinkering with ideas of her own. In some ways, it is paradise.

In others, she is more alone than ever. The young genius felt alone in her home town, but there, she was so obvious an outlier that, to Eloise, her inability to connect with her neighbours came from definable data points. At Monad, she knows people who can be described with a reasonable degree of accuracy as peers. To her dismay, Eloise has found that rather than facilitating friendship, the narrow gap in capability has meant that making friends is hard. Her brilliance and youth wound the egos of students accustomed to being the smartest people in the room, and she still has trouble recognising when she has surpassed one of her colleagues until well after she has done so. Her loneliness has reached the point where she has begun to consider making friends quite literally.

► ATTRIBUTES & DEFECTS

Eloise is a true genius, capable of doing more with less than most of her peers. Her Power Flux has reduced limitations, allowing her to create in minutes what would take other inventors hours, and her workspace fits in a van. Though shy and verbally clumsy, still small and physically unimpressive, she may be the single most brilliant engineer on all of Imago. Eloise can change her gear any time she wishes, but Eloise prefers to travel with equipment that grants her mobility, observation, and information aides (her holo-display). She built the Resistor Ray to shut down failed experiments, but it has value in the field as well.

► ADVENTURE HOOKS

- » Someone as gifted as Eloise was always going to attract attention from the conglomerates. Most of the competition for her is honourable, but one corporation appears to be playing dirty. Eloise's parents look for people to watch out for their daughter.
- » Eloise's first attempt at a synthetic friend goes poorly. M.A.T.E. has adaptive systems that let it evolve in physical ways as well as psychological, but it has decided that friendship is not logical. The inventor decides to find help in terminating her project.
- » At last, Eloise has a true friend. He is kind, funny, artistic, in many ways the perfect complement to the brilliant introvert. This also makes him the perfect leverage for one of the crime families that rule the Imago underworld. Eloise is smart enough to look for backup.

"You want lasers with that? Lasers do make everything better."

HIROKO DATE

Race	Yurei (Formerly Human)
Occupation	Avenger
Home World	Earth (Prime)
Habitat	Japan, Earth
Height	150 cm (5' 0")
Mass	—

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HIROKO DATE

Size Rank 0: Medium

VALUE POINTS STAT

8	16	Body Stat
5	10	Mind Stat
5	10	Soul Stat

VALUE DERIVED VALUE

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

LEVEL POINTS ATTRIBUTE

1 (5)	3	Change State (Incorporeal; Maximum +3; Semi-Permanent +1)
3	3	Combat Technique (Brutal, Lethal Blow, Lightning Reflexes)
1	3	Flight
1	1	Healing
2	2	Mind Shield
6 (5)	12	Reincarnation (Difficult to Stop -1)
10 (5)	20	Resilient (Ageing, Airborne Toxins, Disease, Lack of Air, Poisons; All Complete -5)
2	2	Skill Group (Domestic)
2	2	Special Movement (Fast, Zen Direction)
6 (-1)	12	Weapon: Deadly Touch (Drain: Soul -3; Psychic -4)

RANK POINTS DEFECT

2	-2	Marked (Shrouded in Mist)
1	-2	Unique Defect: Compulsion (Hunt those who are violent and cruel)
1	-2	Wanted (Hunters of the Supernatural)

90 TOTAL

► CHARACTER BACKGROUND

Hiroko was a good woman once. She was the dutiful wife of a hard-working man in a time when such things were the greatest virtues. Hers was a life of toil, but it was also simple and rewarding. She had a comfortable home, good friends, and three beautiful children. It all died when an unexpected battle tore through her village. Soldiers cut down her husband for shielding her with his body. Hiroko did not watch her friends or children die, but she heard their screams. At last, the soldiers granted her a grain of mercy, lopping off her head as the sun rose. The village died with her.

Yet Hiroko did not rest. She could not. The soldiers razed another village before she caught up to them, but she found their camp the following night. Unlike her targets, she did not enjoy their screams of fear or whimpers of despair, but the life she pulled from their cruel bodies quelled the howling fury that haunted her new existence. It permitted her to rest for a time. When bandits rode through the camp she haunted, intent on victimising another defenceless town, that roused Hiroko again. This began a cycle centuries old, one that continues to the modern day.

► PERSONALITY

In spite of her belief to the contrary, Hiroko is not evil. Though she will avenge the innocent, she always tries to protect them first. That does not make her kind or merciful. It remains her driving impulse to hunt and kill callous warriors who slaughter civilians without remorse, or worse, who target them for cruel sport. She kills them in turn, without hesitation or remorse of her own. Hiroko lacks the power to kill large numbers at a time, but targeting the worst for terrifying spectral vengeance is sufficient to scare off most well-armed bullies.

This drive defines Hiroko, but it is not all that remains to her. She has existed for centuries, and longs to move on. No priest or shrine maiden has been able to exorcise her, even with her cooperation. In the meantime, Hiroko finds what solace she can in traditional Japanese arts, from classical music to art and plays. Most modern entertainment confuses her, though she enjoys historical dramas if they are made with respect. She is drawn most strongly to protect children and musicians. Though she is not known to historians, occult experts are familiar with her, and she enjoys her infamy among the most vicious gangs.

► ATTRIBUTES & DEFECTS

Hiroko is powerful for a yurei. She can force herself to be solid for longer than most of her kind, and the blades she makes of her fingers are not for show, as her Combat Techniques indicate. Her hunt for the brutal and cruel is more than a desire, but rather a supernatural compulsion she can only deny with considerable effort. Her Zen Direction leads Hiroko to her targets, and she can move with amazing speed once on the ground, striking with swift and merciless force. For all her drive to hunt the guilty, enough of the kind woman she was in life remains that she still cares for the innocent. Once the threat of evil is past, she heals those she can, tending to those in need with the few skills she remembers across the centuries.

► ADVENTURE HOOKS

- » The characters come across a scene out of a horror movie, with a spectral figure carving through screaming gangsters. An injured couple cowers nearby, fearing both sides. Will the characters do something? Should they?
- » Hiroko's senses are supernatural, not perfect. Someone has put her on the scent of an innocent, a friend of the player characters, and they must convince Hiroko to stop, one way or another.
- » An exorcist believes she has found the information needed to allow Hiroko to rest at long last. Travel to her old home proves helpful, but dangerous. Slaying her is easier, but she might never truly know peace if the characters use violence. What will they do?

"You cannot save one who is already dead."