

Card Captor Sakura

A Big Eyes, Small Mouth Adaptation

by Ewen "Blackbird" Cluney

Introduction

When this seal is broken, disaster will come to this world...

Cardcaptor Sakura is a fun, cute, and insanely popular series by CLAMP, with about 11 manga volumes so far, plus an anime series, a movie, and more merchandise than you can shake a magic wand at. What follows is an adaptation of stuff from the series into *Big Eyes, Small Mouth*. For the most part, it has two sections; details on the Clow Cards, and stats and info for the characters from the series. This will initially only cover the first story arc, and only the manga (the first 6 volumes; it's what I have access to right now).

Thanks to: Assorted CCS webmasters, notably Rabi, Ruby, and Ann the Sakuranomiko. Manga translators; Fuu-chan, Kittyhawk, and Ann the Sakuranomiko. CardCaptor ML people who answered my questions; Meghan, KSaintTail, OceaLily, and Bonita Kelso.

The Clow Cards

The Clow is a book containing a collection of mystical cards created long ago by a powerful wizard named Clow Reed. Each card is in some ways a living thing, and when not contained or controlled the cards can act on their own, using their powers to cause chaos. The cards are neither good nor evil, but rather they are alien to we humans, acting more as forces of nature, acting simply because they *are* rather than out of any particular motivation. Because of their chaotic nature, Clow Reed sealed them in the Book of the Clow, and placed the guardian beast Cerberus (Keruberosu) on the cover.

One who possesses these cards can make use of their incredible magical powers. Further, they can be used for fortune-telling, though one must have a decent number of them (at least 10 for a simple reading) in order to do so. They are used much like the tarot cards they resemble, and in the hands of a Card Captor or similar magic user (especially with the likes of Cerberus to interpret) the foretellings of the cards are virtually infallible, though not necessarily very clear.

Clow Reed

Clow Reed was of mixed heritage -- his father was English, his mother Chinese, both families gifted with an affinity for magic -- and he combined aspects of Western and Eastern magic in order to create the Clow Cards. Clow was a phenomenal spellcaster, and few could learn to use his new form of magic.

The Li family represents Clow's Chinese side, a line of famous warriors, they currently reside in Hong Kong and still practice magic as in days of old.

Card Captor

Should the Cards become lost or endangered, Cerberus is charged with the recruitment of a Card Captor -- a human (who must have some magical potential) who can be granted the Key of Seals to recapture the Clow Cards. Cerberus may grant the Key to any candidate he feels worthy. A Card Captor can use the Key to make Clow Cards revert to their card form and gains the ability to sense the magical energy of the cards. In order to keep a card under control, the Card Captor must write her name

on the card (in roman characters); otherwise the card can manifest again and resume wreaking havoc. A Card Captor's destiny is not entirely in her own hands, as many of the cards will be naturally drawn to her, especially as she comes to possess more and more cards (others don't care; it depends on their individual temperament).

The Final Trial

Inside the Book of the Clow, Clow Reed wrote "When the Clow Card's seal is broken there will be a disaster for the world. When the disaster begins, the day of eternity will come because of the heart's prayer."

Clow did not take the power he created lightly, and the essences bound in the cards are very powerful as well. A new Clow Card Master must be tested by the second Clow Guardian -- Yue, the Judgement Maker, who resides on the back cover of the book. If Yue cannot be defeated, a calamity will come about. The Card Captor and those affected by the cards will lose their memories of not only the cards, but of their most loved ones as well.

New Attribute: Clow Power (4 points/Level)

A character with this Attribute has a number of Clow Cards and the ability to use them to produce magical effects. The level of Clow Power determines the number of cards the character possesses. In the manga there are 19 Clow Cards in all, but in the TV series there are more, hence Level 6.

Clow Power is treated as a specialized form of the Magic Attribute. When a character uses a card, they must expend Energy Points as per a spell of the equivalent Magic Level (3 Energy per spell level). The available effects from a given card are reasonably fluid; each one is dedicated not to a particular effect, but to a given concept or force, and as such players have a good deal of leeway in how they use their magic. The main limit on what a given card can do is that it has a particular level (see the card descriptions below), and cannot create effects which go beyond that level.

Level 1 1-3 Clow Cards (14 Levels of Clow Cards)

Level 2 4-8 Clow Cards (28 Levels of Clow Cards)

Level 3 9-12 Clow Cards (42 Levels of Clow Cards)

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Level 4 13-16 Clow Cards (56 Levels of Clow Cards)

Level 5 16-19 Clow Cards (70 Levels of Clow Cards)

Level 6 20+ Clow Cards (84 Levels of Clow Cards)

Clow Cards Descriptions

The following is a guide to the various Clow Cards. Note that this list includes ones from both the manga and anime for completeness. *Temperament* is the sort of personality the card will exhibit if freed (cards are always easier to capture if they can be persuaded to return of their own will), *Manifestation* is how the card will appear and act if allowed to run free, and *Powers* explains what the user can do with the card.

Card Level

Each Clow Card is given a level from 1 to 6, which describes the overall power of the card, and as such determines a number of things. When the card manifests, its stats are based on the level (see below). In order to capture a card by brute force alone, one must use a card of a greater level toward which it has no particular resistance (for example, The Fiery -- Level 5 -- could be used to capture The Wood -- Level 4, though it would be a brutal and unpleasant way to do it). Finally, the level of the card is the highest level of magical effect it can be used to create (see BESM, p. xx).

Clow Card Character Stats

The following are the approximate stats of a manifested Clow Card, determined by the level of that card.

Level	Mind	Body	Sou l	Combat Value	Health	Energy
1	3	3	6	4	45	45
2	4	4	7	5	55	55
3	5	5	8	6	65	65
4	6	6	9	7	75	75
5	7	8	10	8	90	85
6	8	10	11	9	105	95

The Dark (Level 6)



Temperament: Mysterious

Manifestation: The Dark pulls victims into a dark void, where they can only see themselves and inky darkness, and nothing can be found as far as one reaches in any direction. When it chooses to be less aggressive, it will simply create more normal darkness wherever possible, as it considers light in all forms its enemy (including The Light -- though Sakura was able to change this). When taking solid form, The Dark appears as a

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tall, slender woman with long, straight black hair in a flowing black dress, wearing a crown of sorts; in this form The Dark is capable of human speech.

Powers: The Dark can be used to create darkness, ranging from that of twilight to an impenetrable blackness that only The Light can hope to break. It's most frightening power is to create a dark void into which it can banish someone.

The Earthy (Level 5)

Temperament: Aggressive

Manifestation: The Earthy lies deep within the ground, causing terrible earthquakes and reshaping the earth itself, creating pillars of rock and the like to attack or just wreak havoc. When personified, it appears as a tall, slender woman made of stone.

Powers: The Earthy can be used for any number of earth-elemental effects. This can include causing earthquakes, as well as manipulating rock and soil in any number of ways. More subtle effects can include making soil more fertile, reshaping stone, and so forth.

The Erase (Level 4)

Temperament: Playful and Mysterious

Manifestation: The Erase will hide somewhere safe in an intangible form, using its power to make people and objects vanish. If forced to reveal its form, it appears as a woman in a checkered jester's outfit. Should the card be incapacitated somehow, the effects of its magic will fade, and those it made disappear will reappear, usually with their memories of the incident gone as well.

Powers: The Erase can be used to "erase things" in a number of ways. This can include the simple erasure of writing, as well as selective elimination of memories. It can also cause people to temporarily disappear, for up to a couple of days.

The Fiery (Level 5)



Temperament: Aggressive

Manifestation: The Fiery is a powerful battle card, and as such attacks at random once unleashed. It appears as a swirling storm of pure fire, though it will sometimes reveal a humanoid form, a girl made of flames with massive fire-wings.

Powers: The Fiery can be used to create fire on a wide range of scales, ranging from lighting a candle up to and including incinerating a building.

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The Flower (Level 2)

Temperament: Friendly and playful, though sometimes spiteful. Likes parties, but hates being left out.

Manifestation: A tall slender woman with green hair in a flowing pink dress, if uncontrolled, the Flower Card will use its flower-creation ability with abandon, which can literally bury people in flower petals. It also likes to dance.

Powers: The flower card is used to create flowers. These can be of any normal type of flowers the character is reasonably familiar with, whether one at a time or raining down from the sky.

The Fly (Level 2)



Temperament: Docile

Manifestation: A light blue bird, usually small and friendly. If somehow brought to act violently it grows in size, flies about, creating a fierce wind as it flaps its wings, and shoots powerful wind blasts from its beak.

Powers: The Fly card can, of course, be used to fly. When used with the Key of Seals, the Key will grow wings so that the user can ride on it.

The Glow (Level 1)

Temperament: Gentle, Playful

Manifestation: The Glow manifests as swirling, glowing lights, like ephemeral fireflies. This is a sight that is beautiful and quite harmless. It takes on humanoid form when it wishes, appearing as a slender woman in a sort of swimsuit type garment with a highneckline and giant glowy boobballs on her chest, hear, and rear.

Powers: The Glow can be used to make little swirling lights that resemble fireflies. It's possible to alter these to look a little different, and make them move in nifty patterns or whatever if desired, but regardless the effect is always beautiful and harmless.

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The Illusion (Level 4)



Temperament: Alien

Manifestation: The Illusion appears as an amorphous blob of swirling kaleidoscope colors, but it can pick up images in the minds of humans and project those in place of its own image. If the viewer expects something in particular, more often than not they will see it.

Powers: Illusion can be used to create all manner of illusions, though those of people seem to be the most effective.

The Jump (Level 2)



Temperament: Likes to fight but not very smart

Manifestation: A furry pink *thing* with legs and ears vaguely like a rabbit. It can vary its size, and will often cause objects to jump around.

Powers: Allows the user to bounce and jump incredibly high; this manifests as ethereal wings which appear on the user's shoes.

The Light (Level 6)

Temperament: Benevolent

Manifestation: If freed, The Light will create light in any number of places. This can range from illuminating darkness, all the way up to creating a second "sun" that shines even at night. In solid form, The Light appears as a tall, slender woman with luminous, wavy hair; she wears a long, flowing white dress and a crown of sorts. In this form The Light is capable of speech.

Powers: The Light can be used to create light, its intensity ranging from that of a small candle up to that of the sun. Illumination provided by the card can negate even magical darkness (such as that created by The Dark or The Shadow) and easily blind others if of sufficient intensity.

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The Maze (Level 4)

Temperament: Alien

Manifestation: The Maze can pull unsuspecting victims into a realm of its own creation, a seemingly endless maze with nothing but smooth walls. No matter what means one uses, it's impossible to go higher than the upper edge of the maze walls; if one tries to fly the maze walls will actually grow taller as needed.

Powers: The Maze is used to throw others into a maze, just as it will do at random when uncontrolled. The user can set the parameters for the maze thus created, making it larger or smaller, easier or more difficult (or nearly impossible) to escape.

The Mirror (Level 4)

Temperament: Mischevous (to the point of being dangerous)

Manifestation: The Mirror card can imitate a specific person, and tends to go and do mischief in that person's name. In its own form it appears as a girl dressed in an elaborate, flowing kimono. She has a circular mirror on her head and chest, and ephemeral wings. The Mirror is one of the most human of all the Clow Cards, capable of speech and possessing a measure of humanlike emotions as a result of reflecting humanity.

Powers: The Mirror's main use is to create a "reflection" of a given person -- that is, a magical duplicate that looks and sounds just like them. A reflection created in this manner has the same stats as the person imitated, but cannot copy special powers. The Mirror can also be used to affect actual mirrors, creating illusory alterations in what is reflected and so forth.

The Shadow (Level 4)



Temperament: Aggressive, deceptive

Manifestation: The Shadow is usually unseen, concealed in shadows which it can collect and manipulate, either by affecting objects as though what cast the shadow were actually there, or by using amorphous tendrils of shadow-stuff. Strong light will negate these shadows, revealing its normal manifestation, a black robe with an unseen form inside.

Powers: The Shadow gives the user a quasi-elemental control over shadows. Shadows can be taken, altered, used to manipulate objects, and so forth.

The Shield (Level 4)

Temperament: Defensive, Protective, Nice

Manifestation: Because it is made to protect "special things," The Shield will usually find such objects and use its power to prevent anyone from getting to them.

Powers: The main use of the shield is to create a magical barrier to protect against attacks, magical or otherwise. This can absorb up to 15 points of damage per 3 Energy put into it, to a maximum of 12.

The Sword (Level 3)

Temperament: Aggressive

Manifestation: The Sword can alter its size somewhat, and even reduce itself to a tiny brooch pin. When worn by an unsuspecting victim it can possess them, manifesting the actual sword to attack others.

Powers: The Sword allows for the creation of an actual magical sword of exceptional quality and unnatural sharpness, usually an ornate fencing sword. At full power it can easily cut through rock or metal. Further, the magic provides the user with the skill necessary to use the sword thus created effectively.

The Thunder (Level 4)

Temperament: Aggressive

Manifestation: The Thunder is likely to manifest in the clouds during a lightning storm of its own creation, throwing lightning bolts down at random. When it solidifies somewhat, it appears as a vaguely feline beast made of pure crackling electricity.

Powers: The Thunder can call forth or eliminate storms, create thunderclaps or call down lightning bolts, and so forth.

The Watery (Level 5)



Temperament: Aggressive

Manifestation: The Watery is, naturally, at home in water, even if that's as small as a swimming pool or aquarium. Being such an aggressive card, it will attack at random. Against victims who are underwater, it simply creates a small but powerful whirlpool to hold them under until they drown, but it is perfectly capable of attacking with streams of water and such. While usually formless, it can take on a semi-humanoid form, of a girl with great fluid wings and flowing hair, made entirely of water.

Powers: Watery has a number of functions. It can be used to attack, firing streams of water at an opponent, to create a bubble by which one can go underwater and still breathe, to manipulate water in different ways (clearing it out, making it rain, etc.), and so forth.

The Windy (Level 5)



Temperament: Kind, gentle and friendly

Manifestation: If freed, the Windy will manifest by creating unusual patterns of wind throughout a given area. These will usually be harmless unless it becomes agitated, in which case anything up to a hurricane is possible. In more whimsical moods it can deliberately use its wind to knock over objects, scatter papers, and knock people down. When it takes on a solid form it appears as a tall, slender woman made out of flowing, shimmering yellowish air, solidified just enough to have a definite shape.

Powers: The Windy can be used to control and manipulate wind. This includes the creation or cessation of wind, as well as using directed wind and/or the Windy's manifestation to contain or disable opponents. Despite its gentle nature, Windy, as one of the four element cards, is among the most powerful.

The Wood (Level 4)



Temperament: Gentle

Manifestation: The Wood manifests as an ever growing series of branches; it doesn't seek to hurt anyone, only to grow and find water and sunlight.

Powers: The Wood is a quasi-elemental force, and it can be used to create a number of objects out of wood, which can in turn be used for a number of purposes. This can include vines to entangle, trees for shade, cages to contain, and so forth. It can also be used to manipulate existing wooden objects, though its power is greater over actual living wood.

New Character Attribute

Presence Sense (1 point/Level)

This is the ability to sense unnatural "presences" around oneself. It is possessed by psychics, those who can use magic, and a select few other people who are gifted with this ability for no known reason. The character can feel the presence of ghosts, the use of magic, Clow Cards, and other "phenomena" around them.

Relevant Attribute: Soul

Level 1 A limited, flaky sense of the supernatural.

Level 2 A faint but unmistakable sense.

Level 3 The character's intuitions are vague but usually correct.

Level 4 The character can discern some specifics and is nearly always correct.

Level 5 Most anything will be noticed by the character.

Level 6 Nothing escapes the character's razor-sharp sixth sense

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Characters

Sakura Kinomoto

Birthday: April 1
Blood Type: A
Favorite Subjects: physical education, music
Least Favorite Subject: math
Extracurricular Activities: cheerleading
Favorite Colors: pink, white
Favorite Flower: Cherry blossoms
Favorite Foods: Rice omelets, noodles
Least Favorite Food: Konnyaku (taro root curd)
Best Recipe: Pancakes
Top of Wish List: A new school bag

Stats: Mind 4, Body 4, Soul 6

Attributes: Animal Guardian (Kero-chan) 3/4, Clow Power, Combat Mastery 1, Cuteness 4, Energy Bonus 2, Item of Power (Key of Seals) 2, Presence Sense 2

Defects: Ageism 1, Attack Restriction 2 (Loved Ones), Attack Words 2, Easily Distracted (Penguins, Yukito, etc.) 2

Attribute/Defect Notes:

Animal Guardian (Kero Chan): Kero-chan is considered Level 3 until Sakura gets the Fiery; once he can take on his true form he counts as a Level 4 Animal Guardian.

Clow Power: The level of Clow Power steadily rise during the series, to 5 by the time the first story arc ends.

Item of Power (Key of Seals): The Key of Seals is a magical item which usually looks like a little key pendant, but which can be turned into a baton that can be used to invoke the magic of the Clow Cards or to turn cards back into their card form.

Presence Sense: The level of Presence Sense likewise steadily rises to 5.

Skills: Acrobatics (Cheerleading) 3, Athletics 3, Cooking 1, Rollerblading 3

Derived Values: Combat Value 5/4, Health Points 50, Energy Points 70

Appearance: A 10-year-old Japanese girl with short brown hair (sometimes done up in pigtails) and green eyes. Her clothes vary, though for school she wears a uniform, with the addition of roller blades and knee and elbow pads on the way there. At Tomoyo's insistence, she wears an incredible variety of costumes when out after Clow Cards -- never the same one twice, though all are fanciful and elaborate.

Personality: Sakura is a cheerful, energetic girl, who's very loving to the people she cares about, and helpful to everyone. She's a little timid and has trouble objecting when she's asked, and a tad naive. She really likes cute animals, especially birds.

Background: Sakura was just your average fourth-grader until the day she found a mysterious book in her father's library in the basement. The Clow. The Guardian Beast of the Clow, a cute fuzzy thing that goes by the name of Cerberus, recruited her as a Card Captor to collect all of the Clow Cards. Since then, aided by Cerberus ("Kero-chan") and her best friend Tomoyo (who videotapes her exploits, as well as providing an

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endless array of costumes), Sakura has been gradually collecting the Clow Cards.

Sakura lives with her father (Fujitaka) and older brother (Touya); her mother (Nadeshiko) passed away when she was three years old. She attends Tomoeda Elementary School and enjoys P.E. and music (not much for math, though), and is into cheerleading as well. She's often the center of attention at school despite (or more likely because of) being a little naive at times. While other students are content with observing her, Tomoyo likes to videotape Sakura whenever possible.

Quote: "That was a little scary, but at least everyone's okay."

Kero-chan

Nickname-Kero chan
Birthday-secret
Favorite Foods-Sweet things
Most disliked foods-Bitter things
Favorite thing-Video Games
Favorite Colors-Red and Orange
Favorite type of TV show-Quiz shows
Favorite Flower-Sunflowers
Thing Most Wanted Now-New Game Software
Residence-At present, Sakura's room
True Appearance-

Stats: Mind 5, Body 3, Soul 7

Attributes: Cuteness 4, *Elemental Affinity: Earth, *Elemental Affinity: Fire, Flight 1, Presence Sense 4, **Solar Power

Defects: Delicate Body 2, Easily Distracted (sweets, video games, etc.)

Attribute/Defect Notes:

Elemental Affinity: Earth/Fire: Kero-chan's power elements are Earth and Fire; he takes half damage from them, and when the Earthy and Fiery are sealed he gains the ability to take on his true form (see Cerberus, below) as well as deflect any attacks that use those elements.

Solar Power: Kero-chan is aspected to the sun; the more brightly it shines overhead, the more powerful he becomes. As such, at night he is at +1 to all die rolls and during the day he is at -1.

Skills: Clow Lore 5 (Kero-chan has extensive knowledge of the Clow Cards and how they work), Fortune Telling 5, Video Games 2

Derived Values: Combat Value 5/4, Health Points 50, Energy Points 60

Appearance: Due to limitations in his power during the day Kero-chan has taken on a form that resembles a stuffed toy, a sort of liony thing with fairy wings. He claims his true form, which he can only reveal when there is enough magic (when Sakura get one of the cards of his elements -- fire or earth), is more "studly," but Sakura has yet to see it.

Personality: Kero-chan is friendly to the point of being overbearing at times, and a tad arrogant and lazy to boot. Even so, he knows when it's important to be serious and responsible; he just takes advantage of those times when he doesn't have to.

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Background: Kero-chan is the nickname given to Cerberus, the guardian beast of the Clow Cards. He has watched over the Cards since their creation, and until needed resides on the cover of the Book of the Clow. The Book seems to have been passed around by unknowing owners all over the world before it wound up in the Kinomoto family's basement, where he awoke when Sakura opened the book, and found all the cards were gone. To fulfill his duty, he has recruited Sakura as the Card Captor, charged with the mission of collecting all of the cards. Because the Book of the Clow was stored in Osaka for a long time, Kero-chan has acquired an Osaka accent (a sort of "backwoods" version of Japanese that people tend to find funny for some reason). He's quickly adjusted to living with Sakura, and has developed a taste for sweets, as well as video games.

Note that Kero-chan is aspected towards the Sun, Fire, Earth, and Light; if he is incapacitated any cards relating to these things are weakened (become one level lower).

Quote: "Whaddaya' mean? There's no way y'all can do it with *that* card!"

Cerberus (True Form)

Mistress: Sakura Kinomoto

Birthday: A secret

Symbol: The Sun

Affiliation: Positive, Yang (Light)

Eyes: Gold

Body: Orangish gold

Magic System: Western Magic

Favorite Food: Sweet things

Favorite Thing: Loud Fun

Least Favorite Thing: Being Sad or Lonely

Other form: White winged orange stuffed animal

Stats: Mind 5, Body 6, Soul 8

Attributes: *Elemental Affinity, Flight 3, *Solar Power

*See Kero-chan for descriptions of these.

Defects:

Skills: Clow Lore 5, Fortune Telling 5

Derived Values: Combat Value, Health Points, Energy Points

Appearance: A massive predatory cat with yellow-orange fur and great white feathered wings. He has a silvery armor-thing over his head and chest, inset with large red gems.

Personality: Same old Kero-chan...

Background: This is Cerberus' true form, more fearsome and powerful by far, though inside he's really the same old Kero-chan.

Quote: "Whater' ya' starin' at! It's me!"

Tomoyo Daidouji

Birthday: September 3

Blood Type: A

Favorite Subjects: music, Japanese

Least Favorite Subjects: none

Extracurricular Activities: choir

Favorite colors: beige, white

Favorite flowers: lily magnolia, cherry blossoms

Favorite Food: buckwheat noodles, sushi

Least Favorite Foods: bell peppers

Best Recipe: Italian food

Top of Wish List: a new video editing machine

Stats: Mind 5, Body 2, Soul 4

Attributes: Ageism 1, Cuteness 3, Personal Gear 1, Wealthy 2

Defects: Delicate Body 2, Easily Distracted (Sakura)

Skills: Fashion Design 4, Photography 4, Sewing 3, Singing 3, Video Recording & Editing 4

Derived Values: Combat Value 3/1, Health Points 30, Energy Points 45

Appearance: A delicate 10-year-old girl with long black hair and blue eyes. She wears the usual uniform at school, but otherwise favors long dresses. Of course, her wardrobe is vast and she may turn up wearing just about anything imaginable.

Personality: Tomoyo is friendly and reliable, though a little eccentric. She has a passion for photographing and videotaping Sakura, which may reflect deeper feelings.

Background: Tomoyo is Sakura's best friend, and the daughter of a wealthy toy company executive. Despite living with such wealth, she is a friendly and caring person -- if a bit odd at times. She has a passion for photography and video taping, and her favorite subject is none other than Sakura Kinomoto. With her extensive allowance she was already into video editing and fashion design, and when she learned that Sakura had become the Card Captor, she took it upon herself to provide costumes worthy of a real magical girl and to capture Sakura's heroic deeds on video. She also provides occasional gadgets from her mothers company besides, which has thus far included such things as cell phones, radios, and the like.

Quote: "It's so wonderful! The cute Sakura becomes the valiant Card Captor at night, bravely defending the town against the evil Clow Cards!"

Shaoran Li

Birthday: July 13th

Bloodtype: O

Favorite Classes: Gym and Math

Worst Class: Japanese

Club: None

Favorite Color: Green

Favorite Flower: Peony

Favorite Food: Tenshin and Chocolate

Worst Food: Konnyaku

Best Recipe: None

Wish: Clow's Magic

Stats: Mind 4, Body 4, Soul 5

Attributes: Ageism 1, Cuteness 4, Energy Bonus 2, *Item of Power: Ranshinban 1, **Item of Power: Magic Sword 2, Magic 3, Presence Sense 3

Defects: Attack Words 1, Easily Distracted (Yukito)

Attribute/Defect Notes:

Item of Power: Ranshinban: Li's compass is a thing with the Eight Trigrams and a yin-yang symbol in the center, which can be used to detect Clow Cards. When activated a beam of light shoots from the compass to the nearest card.

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Item of Power: Magic Sword: Li's sword serves as a focus for his magic, and can similarly be used to activate Clow Cards.

Magic: Especially considering his age, Shaoran is a very powerful magic user. His spells most often use ofuda, specially prepared "wards" consisting of magical symbols carefully inscribed on paper. He can also focus magic through his sword. His preferred method of attack is to fire off a lightning bolt from his sword.

Skills: Acrobatics 3, Athletics 3, Melee Attack 3, Melee Defense 3, Unarmed Attack 3, Unarmed Defense 3

Derived Values: Combat Value 4/3, Health Points 45, Energy Points 65

Appearance: A 10-year-old Chinese kid with messy brown hair. Shaoran wears the usual Tomoeda uniform at school, and a variety of western-style clothes for casual purposes. For battle he has an ornate Chinese-style robe in green, accessorized with matching shoes and a hat, not to mention his sword (a typical kung fu sword, scaled down a little bit).

Personality: Shaoran is rough and prideful, but actually a pretty nice guy at heart. He's also easily embarrassed.

Background: Shaoran (or more properly, Shao-Lang, which means "small wolf") is a member of the Li family, an ancient lineage of warriors and sorcerers. He is one of the family's most promising sorcerers, and he has come to Japan armed with what power and knowledge he's gained so far in the hopes of capturing the lost Clow Cards. When he learns that Sakura has begun collecting them he starts by trying to take them from her, but ends up helping her. He falls in love with Yukito at first sight, and although he's unlikely to admit it, may have feelings for Sakura too.

Quote: "I sense something from her... I don't know what it is, but you should stay away."

Kaho Mizuki

Birthday: February 11th

Occupation: Elementary School Teacher

Favorite Food: Sake

Worst Food: Marshmallow

Favorite Thing: Walks

Favorite Color: Kinari

Favorite Flower: Tsukimisou

Best Recipe: Can't make anything

Worst Thing: Memorizing streets

Hobby: Collecting Children's Artifacts

Special Talent: Not remembering Streets

Stats: Mind 5, Body 4, Soul 7

Attributes: Appearance 4, *Item of Power: Moon Bell 3, Presence Sense 4, Supernatural Training 4

Defects:

Attribute/Defect Notes:

Item of Power: Moon Bell: The "Moon Bell" is a magical item, a metal object in a crescent moon shape with a handle in the middle and the moon kanji on the front, as well as numerous multi-colored ribbons attached. It can be used to deflect magical attacks (much like the Shield card), as well as to project magical force from itself, making the bell itself an

effective weapon against magical creatures and structures (20 damage).

Skills: Clow Lore 2, Mathematics 4, Shinto 3, Teaching 4

Derived Values: Combat Value 5/3, Health Points 55, Energy Points 60

Appearance: A tall, slender woman with long reddish hair. She has a large wardrobe, ranging from stylish western clothes for school to any number of casual outfits, to the standard miko outfit she wears when working at her family's shrine (red hakama and white top).

Personality:

Background: Kaho is a school teacher, currently acting as a long-term substitute math teacher at Tomoeda Elementary School. She's also trained a priestess at her family's shrine, and still carries out the duties of that post. Among these is, when the time is right, to deliver the moon bell to the one who Clow Reed predicted would become the new Clow Card Master (which she does at the end of Vol. 6).

Kaho also dated Touya for a while when they were both younger, but left to study abroad without telling him until the day before.

Quote: "I still have a small role to fulfill."

Fujitaka Kinomoto (Sakura's Father)

Birthday: March 1st

Occupation: College Professor

Favorite Foods: Sweet things and Menrui

Worst Food: None

Favorite Thing: Video Games

Favorite Colors: White, Ivory and Brown

Favorite Flowers: Nadeshiko, Peach, and Cherry

Best Recipe: Snacks

Specialty: Remembering People's faces

Hobby: Cooking

Wish: Nothing

Stats: Mind 7, Body 4, Soul 4

Attributes: Appearance 3

Defects:

Skills: Archaeology 4, Athletics 3, Cooking 3, Teaching 4

Derived Values: Combat Value 5/3, Health Points 40, Energy Points 55

Appearance: A tall, slim, broad-shouldered man with short, dark hair. He nearly always wears conservative wester-style clothes and glasses.

Personality: Friendly, kind, good-natured, paternal.

Background: Fujitaka is an archaeology professor at a university, and the single father of Sakura and Touya, since his wife Nadeshiko passed away when she was only 27. They'd married when he was 27 and she only 16, despite some objections from members of Nadeshiko's family (notably Sonomi), and were very happy. He still thinks of her a lot and dedicates himself to being a good father to their two children.

Quote: "Good morning Sakura! You're certainly energetic today!"

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Nadeshiko Kinomoto (Sakura's Mother)

Birthday: May 20th
Occupation: Model
Favorite Foods: Sweet things and Black Tea
Worst Food: None
Favorite Thing: Sunshine
Favorite Color: White
Favorite Flowers: Wisteria, Peach and Cherry
Best Recipe: None
Bad At: Remembering People's faces
Hobby: Naps
Specialty: Can sleep anywhere

"I would love to see her... but I'm happier to know that she is in the beautiful place above the sky."

-- Sakura

Sakura's mother, Nadeshiko, passed away when she was only three years old, but she is far from forgotten. The rest of the family holds her in their hearts, Sakura especially; although she knows her mother mainly through stories that her father and brother tell, she loves her mother very much, and speaks to her photograph regularly. For that matter, Touya used to see the apparition of Nadeshiko sometimes when he was younger. Though he promised her not to cry, Fujitaka thinks about her a great deal.

Nadeshiko was 16, still in high school, when she married Fujitaka -- then a 27-year-old novice teacher. She was a model in junior high and high school, and Fujitaka has plenty of photos of her, some even clipped from magazines.

Touya Kinomoto (Sakura's Older Brother)

Birthday: February 29
Blood Type: O
Favorite Subject: chemistry
Least Favorite Subject: none
Extracurricular Activities: soccer
Favorite Color: blue
Favorite Flower: peach blossoms
Favorite Food: steak
Least Favorite Food: ganmodoki {tofu-based fried dish}
Most Adept Recipe: rice omelet, fried noodles
Top of Wish List: a new pair of sneakers

Stats: Mind 4, Body 5, Soul 5

Attributes: Appearance 4, Presence Sense 4

Defects:

Skills: Cooking 2, Driving (Motorcycle) 1, Singing 1, Soccer 3, Unarmed Attack 2, Unarmed Defense 2

Derived Values: Combat Value 4/2, Health Points 50, Energy Points 45

Appearance: A tall, slender, broad-shouldered teenager with short black hair. He wears his uniform to school (azure jacket, black pants, tie), but goes for athletic type stuff on his own time (T-shirts with jeans or shorts, usually), or whatever is required for one of his many part-time jobs.

Personality: Even though he acts mean and teases her a lot, Touya actually loves his little sister, and is more than willing to protect her if the need arises (which it has, on occasion). That

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still doesn't prevent him from embarrassing her in front of Yukito (though she typically responds by stomping on his foot).

It's been hinted that he's sensitive to "things" -- unnatural presences -- like his mother, and he can occasionally sense such things (including Clow Cards) though he rarely knows exactly what he's sensing.

Background: Touya is a second-year student at Seijou High School. He lives with his sister Sakura and father Fujitaka, and hangs out with his friend Yukito a lot of the time. Touya is into athletics, especially soccer, and when not in school he's often working one of an endless succession of part-time jobs.

Quote: "If it isn't the little monster."

Yukito Tsukishiro

Birthday: December 25th
Bloodtype: AB
Favorite Subject: Math
Worst Subject: None
Club: None
Favorite Color: White
Favorite Flower: Yukiwariso
Favorite Food: Anything
Worst Food: None
Best Recipe: Curry, Shakyu
Wish: A new lunch box

Stats: Mind 5, Body 4, Soul 8

Attributes: Strong Soul 3

Defects: Bottomless Stomach 1, Marked 1 (white hair)

Skills: Athletics 2, Barber 1, Math 2

Derived Values: Combat Value 5/3, Health Points 60, Energy Points 65

Appearance: A slender teenaged guy, deceptively delicate looking, with medium-length pale hair. He wears glasses and at school the standard uniform.

Personality: Yukito is friendly and kind to everyone, and generally a very cheerful and pleasant person, if at times a little naive.

Background: Yukito is Touya's best friend and they spend a lot of time together. He lives with his grandparents, not too far from the Kinomoto family's place, and usually rides with Touya to school. Although he eats a *whole* lot -- three times more than Touya, who is himself an active and growing teenager -- Yukito is slim and surprisingly athletic. Although not part of any club, he's been known to help out with a number of them, and has played with several of the school's sports teams when asked.

What he doesn't know is that he's actually Yue's alternate identity (see below).

Quote: "Sakura-chan, you're certainly energetic today, aren't you?"

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Yue

Mistress: Sakura Kinomoto
Birthday: A secret (Different from Yukito's)
Symbol: The Moon
Affiliation: Concealment (Dark)
Eyes: Purpleish silver
Hair: Silver
Magic System: Oriental Magic
Favorite Food: Doesn't Eat
Favorite Thing: To sleep
Least Favorite Thing: To be bothered
Secret Identity: Yukito Tsukishiro

Stats: Mind 5, Body 6, Soul 9

Attributes: Appearance 6, *Elemental Affinity: Wind, *Elemental Affinity: Wood, Flight 2, **Lunar Power, Magic 5, Presence Sense 5

Defects: Marked 2 (white hair, angel wings, etc.)

Attribute/Defect Notes:

Elemental Affinity: Wind/Wood: Yue is aspected to the "elements" of Wind and Wood. As such, attacks directed against him simply reflect back at him.

Lunar Power: Yue is also linked to the moon, and as such the brighter the moon the more powerful he becomes. During a new moon he is at +2 to all die rolls, during a crescent moon +1 but during a gibbous moon he's at -1, and during full moon -2.

Skills: Clow Lore 4

Derived Values: Combat Value, Health Points, Energy Points

Appearance: A tall, lithe man with long white hair tied into a ponytail when it gets halfway down his back and great white feathered wings. He wears a white Chinese-style tunic with a blue gem at the throat, a long white coat with yellow and blue trim, belted at the waist with a white sash, and white breeches that end in "shoes" that leave his toes exposed. Showing apparent disdain for the ground, he constantly hovers.

Personality: Yue is calm, rational, and direct. He wants only to fulfill his purpose and go back to sleep with a minimum of difficulty.

Background: Yue is another guardian of the Clow, Cerberus' opposite, named for the Chinese word for the moon. Like Cerberus, he can only reveal his true form when enough of the Clow Cards have been collected. However, his mortal form is Tsukishiro Yukito. Yukito has no knowledge or memory of this or anything that happens while Yue takes over. His purpose is to test the one who would become the new Clow Card Master. In order to take control of the cards, he must be defeated in magical combat.

Note that Yue is aspected towards the Moon, Wind, Wood, and Darkness; if he is incapacitated any cards relating to these things are weakened (become one level lower).

Quote: "Very well. The trial continues."

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Other Characters

Chiharu: Mihara Chiharu is one of Sakura's classmates (a girl with pigtails). She's been friends with Takashi (see below) since kindergarten, and never takes his fibbing seriously. She's also in the cheerleading club, and likes stuffed animals.

Kimura-sensei: Kimura Yukie is a teacher at Tomoeda Elementary School.

Midori Makiko

Naoko: Yanagisawa Naoko is another of Sakura's classmates. Naoko has medium, straight hair and wears glasses. Not much for P.E. apart from cheerleading. Likes ghost stories.

Rika: Another one of Sakura's classmates, Rika is a quiet, polite girl has short hair. She also has a crush on Terada-sensei.

Sonomi Daidouji: Tomoyo's mother Sonomi is a wealthy executive who works a toy company. She is very busy and while well-meaning has little time for her daughter. She also happens to be Nadeshiko's cousin, and cared very deeply for her (ever since kindergarten), such that she still harbors a great deal of resentment towards Fujitaka for taking "her" Nadeshiko away.

Takashi: Yamazaki Takashi is one of Sakura's classmates, a boy with short black hair. His most notable trait is that he's constantly telling the most outrageous stories he can come up with, just to see if anyone will believe him. Takashi is also Shaoran's friend.

Terada-sensei: Terada Yoshiyuki is a teacher at Tomoeda Elementary School, and in love with Rika.

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CCS Links

Ann's Shrine to Card Captor Sakura

<http://sakura.dreamhost.com/>

Card Captor Cynical

<http://www.strawberrykisses.com/fenya/Anime/CardCaptor/>

Card Captor Sakura And Company

<http://www.geocities.com/Tokyo/Towers/9347/ccs/>

Rabi's Card Captor Sakura Page

<http://oldcrows.net/~rabi/CCS/>

Release! A Card Captor Sakura Site

<http://scroll.to/sakura>

Sakura's Clow Cards

<http://www.geocities.com/Tokyo/Dojo/9291/CCS.html>