

VOLUME #4

# BESM

ROLE-PLAYING GAME

FOURTH EDITION

## DRAMATIS PERSONAE



A COLLECTION OF 15 BACKGROUND CHARACTERS

VOLUME #4



# BESM

ROLE-PLAYING GAME

FOURTH EDITION

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

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

**Volume #4** 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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**Written by Peter Flanagan**

BESM and the Tri-Stat System Created and Written by Mark MacKinnon

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## ANNA JOHNSTON

**Race** Human  
**Occupation** Adventurer  
**Home World** Earth (Prime)  
**Habitat** Europe, Earth  
**Height** 173 cm (5' 8")  
**Mass** 63 kg (139 lb)



### ANNA JOHNSTON

Size Rank 0: Medium

VALUE	POINTS	STAT
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7	14	Body Stat
6	12	Mind Stat
5	10	Soul Stat

VALUE	DERIVED VALUE
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7	Attack Combat Value (Knife 9)
7	Defence Combat Value (Ranged 9, Knife 9)
60	Health Points
55	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
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1	1	Attack Mastery
1	1	Combat Technique (Blind Fighting)
1	1	Defence Mastery
3	3	Gear (Adventuring Supplies)
1	1	Heightened Awareness
1	1	Melee Attack (Knife)
1	1	Melee Defence (Knife)
1	1	Ranged Defence (Personal)
3	3	Skill Group (Academic)
3	9	Skill Group (Adventuring)
1	2	Skill Group (Social)
1	2	Skill Group (Street)
1	3	Wealth

RANK	POINTS	DEFECT
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1	-1	Easily Distracted (Ancient Artefacts)
1	-1	Marked (Scar On Back)
1	-1	Nemesis (Emily Belford)
1	-1	Phobia (Sharks)
1	-1	Social Fault (Thrill-Seeker)

<b>60</b>	<b>TOTAL</b>
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## ► CHARACTER BACKGROUND

America does not have nobility. Yet some families have all the power of any feudal lord thanks to wealth, privilege, and connection. With their ancestors counting amongst the first US oil barons, the Johnstons of Lacross, Texas qualify with ease. Anna Johnston grew up immersed in money and power, yet also facing equally impressive expectations. She excelled in both academic and athletic fields, but was less enthusiastic about her family's lobbying efforts. Her concerns proved more real than she imagined when Anna discovered that her family once sold artefacts they found while excavating on archaeological digs. The Johnstons used their wealth to hide connections to the global smuggling community; exposing her family's exploitation led to a slap on their collective wrist.

Anna decided to take matters into her own hands, and learned to track down and recover stolen cultural treasures. Her first adventure led her to clash with the mercenary archaeologist, Emily Belford. Anna narrowly escaped the violent encounter with a priceless Christian relic – and she had never felt so alive! What began as penance for her family's actions has become her purpose. The Johnstons distanced themselves from Anna, but a combination of inheritance and reward allowed her to act independently. Now, she scours the world, looking for historical wrongs to right and dangers to face. Her name might not yet be synonymous with adventure, but Anna has time.

## ► PERSONALITY

Anna is a moral, driven adrenaline addict, who is forever seeking the next ancient wrong to right. Nothing thrills her more than winning desperate car chases along winding mountain roads, escaping fantastic death traps, or rescuing handsome locals in distress. Even her fear of sharks only propels her to greater heroic efforts.

For all her love of wild exploits, Anna only ever endangers herself. She fights to protect the artefacts she seeks, as well as innocents caught in the crossfire, and even rival security officers who are just doing their jobs. Anna is well aware that her love of danger is unusual and her daily life is a normal person's nightmare. She avoids long-term romantic entanglements, but is fond of every "boy of the week" she helps (and she takes threats to them poorly).

While Anna knows that supernatural wonders exist, in her experience they are rare and extraordinary finds. Most of her adventures revolve around cultural or historical relics that have no ties to abnormal powers. This makes her sceptical regarding claims about magic wands or lamps with genies, but she is entirely reasonable once shown proof of such effects. Such claims make her grumpy, though, since her rival, Emily Belford, specialises in such artefacts.

## ► ATTRIBUTES & DEFECTS

Anna is in many ways a typical adventurer. She is more accustomed to combat situations than most adventurers, though, with plenty of experience dodging bullets and fighting in unlit caverns. Her Wealth gives her the freedom to choose her own causes and allows her to determine Gear composition based on the needs of a particular crusade.

Emily appears in adventures more often than her Point cost implies, but the two are on almost friendly terms. Neither seeks to inflict actual harm the other, especially after a handcuffed Anna was traumatised fighting a shark to save Emily's life. Both women are obsessive and competitive, with Emily's mercenary nature clashing against Anna's altruistic impulses.

## ► ADVENTURE HOOKS

- » Anna approaches the characters to ask for their help. Emily is after the Pair Dadeni, the Welsh Cauldron of Rebirth. While Anna doubts it is magical or even real, Emily's employers are even shadier than usual.
- » While researching Norse runes, Anna stumbles across a Neo-Nazi occult conspiracy to resurrect Heinrich Himmler, a notorious leading member of Germany's Nazi Party. The group knows just enough sorcery to be dangerous, and have more than enough firepower to provide Anna with much-needed backup.
- » Agents of the Imperial Family approach the characters with a dire situation: someone has stolen the legendary Kusanagi! It has real and terrifying powers, which is why the family keeps it hidden. Anna is already trying to retrieve it, which worries them as well since Anna should not know it even exists, let alone that it was stolen.

*"I am going to return this. Please, do try to stop me."*

## KYOKO KONNO

Race	Human
Occupation	Blood Mage; Key
Home World	Enid (Prime)
Habitat	Akronia, Enid and Japan, Earth
Height	165 cm (5' 5")
Mass	59 kg (130 lb)



## KYOKO KONNO

Size Rank 0: Medium

VALUE	POINTS	STAT
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5	10	Body Stat
6	12	Mind Stat
7	14	Soul Stat

VALUE	DERIVED VALUE
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7	Attack Combat Value
7	Defence Combat Value
60	Health Points
65	Energy Points
5	Damage Multiplier

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

1	1	Attack Mastery
1	1	Connected (Enid Underground Railroad)
1	1	Defence Mastery
2 (3)	20	Dynamic Powers (Major: Bood Magic -1; Backlash +1; Consumable: Blood +1)
	3	Item: Athame Ceremonial Blade (Weapon 3; 6 Points)
	4	Item: Pentagram (Force Field 2; 8 Points)
2	4	Portal (Earth to Enid, Enid to Earth)
1	2	Skill Group (Social)
2	4	Skill Group (Street)
1	3	Wealth

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

2	-4	Achilles Heel (Fire/Heat)
1	-2	Ism (Blood Mage)
1	-1	Marked (Infinity Symbol on Forehead)
1	-2	Skeleton in the Closet (Helping Underground Railroad)

<b>70</b>	<b>TOTAL</b>
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## ► CHARACTER BACKGROUND

Kyoko was born in Akronia, heart of the Global Alliance on Enid. She was a bright but otherwise unremarkable child, accepting Alliance propaganda about psychics right up to the day she started having visions. Terrified, she hid what she saw, doing as much research on psychic powers as she dared. The Alliance nearly caught her all the same, young and inexperienced as she was, but she accidentally tore a hole in the Multiverse and ended up on a completely different world! It was a place of relative peace, with primitive technology but an environment still somewhat intact. Kyoko had made her first trip to Earth. It would not be her last.

She learned how to unlock her magical abilities on the strange world, then returned to Enid to clear her name. Kyoko set herself up on both worlds as a biologist specialising in the properties of blood, healing people on Earth while tracking criminals on Enid. Though seen as odd for her witch-like trappings, leaders on both worlds find her talents invaluable. Most psychics on Enid loathe her for hunting their kind, but a few know that she has one exception to her pragmatic rules. When the Alliance hunts an innocent psychic, Kyoko is the ultimate bolt hole for the Underground Railroad, transporting them beyond Akronia's reach.

## ► PERSONALITY

The blood mage Kyoko maintains a ruthless front, sometimes going so far as to act like a wicked witch out of a fairy tale. Kyoko is genuine about looking out for herself, but she is not the laughing villain she pretends to be. She still remembers the terror of the Alliance's oppressive agenda, and cannot abide the thought of innocent people spending their lives in slave pods. At the same time, her blood magic does not register on psi detectors, and she is scrupulous about keeping psychic blood samples in sealed containers to avoid contaminating her future magic casting.

Her life on Earth is quite different, though she maintains the same basic image. There, she is more of a creepy doctor than a dreaded huntress. She can cure, heal, or restore almost any bodily harm – for the right price. Not as popular as she might otherwise be due to her desire for blood donations, Kyoko does not mind the fear she engenders. After all, if the people on Earth wanted her too much, how could she maintain her life on Enid? She maintains a handful of friendships on both worlds, but Enid is her home. Now that she has a

life of success and security there, Kyoko intends to keep it ... even if she has to take a few risks to silence her conscience.

## ► ATTRIBUTES & DEFECTS

Kyoko is a Key who wields blood magic. She has become quite experienced in staying alive through difficult circumstances. Her Skeleton in the Closet is ranked low because she can flee to Earth and live comfortably with her Wealth. Her Blood Magic is an example of how Dynamic Powers can be modified beyond Enhancements and Limiters. Though not reflected in the write-up, the GM can provide a minor or major edge to her Dynamic Power rolls depending on the strength and amount of blood available to her magic. Her Achilles Heel is a side effect of working with blood too frequently.

## ► ADVENTURE HOOKS

- » The Alliance is tracking a League psycho-frame ace named Violet Dewar, hoping to defeat both the legendary pilot and her mad, powerful lover. Kyoko succeeds locating them both where all others have failed. The League asks the characters to sabotage Dewar's equipment, but when they arrive, Kyoko is only willing to accommodate them if they can limit their damage to the psycho-frame for some reason.
- » On Earth, a group of committed alien invaders known as the Haud take an interest in the strange biologist. The characters are ordered or hired to investigate, only to discover that Kyoko is more elusive than the reptiles.
- » Any Key is valuable in the struggle over the fate of the Cosmic Web. Though both Aradia and Bazaroth classify Kyoko as a "lesser" Key (ie. unable to destroy her gate) she would be a valuable asset to either side. Either an asrai, human agency, or Kyoko herself turns to the characters for help in the face of such interest.

*"I can fix that with just a small donation."*

## HIKARI IZUMI

Race	Homo Psyche
Occupation	Bounty Hunter
Home World	Earth (Prime)
Habitat	Japan, Earth
Height	160 cm (5' 3")
Mass	50 kg (110 lb)



## HIKARI IZUMI

Size Rank 0: Medium

### VALUE POINTS STAT

6	12	Body Stat
7	14	Mind Stat
8	16	Soul Stat

### VALUE DERIVED VALUE

7	Attack Combat Value (Telekinesis 11)
7	Defence Combat Value (Ranged 11)
70	Health Points
125	Energy Points
5	Damage Multiplier

### LEVEL POINTS ATTRIBUTE

2	2	Control Environment (Cold, Heat)
2	2	Connected (Psychic Assault Corps)
5	5	Energised
1 (3)	3	Flight (Concentration +1; Deplete +1)
1 (3)	1	Healing (Concentration +1; Deplete +1)
	1	Item: Psi Harness (Unique: Removes Concentration and Deplete from Flight - 3 Points; Conditional Ownership -1 Point; 2 Points)
	4	Item: Pside-Arm (Unique: Removes Concentration and Deplete from Telekinesis - 3 Points; Weapon 3; Conditional Ownership -1 Point; 8 Points)
	5	Item: Psi Suit (Force Field 3 (5); Detectable: Astral, Magic, Psychic +2; Conditional Ownership -1 Point; 11 Points)
2	2	Ranged Attack (Telekinesis)
2	2	Ranged Defence (Personal)
1	3	Skill Group (Adventuring)
2 (3)	2	Sixth Sense (Emotions, Psionics; Deplete +1)
3 (5)	12	Telekinesis (Concentration +1; Deplete +1)
1 (4)	3	Telepathy (Concentration +1; Deplete +1; Unpredictable +1)
5 (3)	10	Unaffected (Source: Psionics; All Attributes -3; Deplete +1)

### RANK POINTS DEFECT

1	-1	Marked (Psi symbol on neck)
2	-2	Nemesis (Tomoe Katsuno)
1	-2	Obligated (Psychic Assault Corps)
2	-2	Significant Other (Roy Edwards)
1	-2	Skeleton in the Closet (Psychic Bounty Hunter)

**90 TOTAL**

## ► CHARACTER BACKGROUND

Hikari Izumi was born different. She knew it from the moment she learned to keep her room warm in the winter and cool in the summer. Her parents explained what homo psyche were, and warned her not to tell anyone else. Her childhood was otherwise normal, since using her gifts for significant lengths of time was exhausting. Hikari made friends, struggled with homework, had crushes, grew beyond crushes, and immersed herself in fandom. Her favourite stories were always about strange heroes outside the system, in schools or hidden lairs where they protected their people and world from extremists and supremacists.

Not long after she graduated, Hikari sensed a psychic battle nearby. She literally flew to investigate, only to find a cackling villain (who wouldn't seem out of place in a magical girl anime series!) kidnapping the most beautiful young man she had ever seen. Several black-clad agents were trying to rescue him and Hikari intervened on their behalf. Though she barely survived, Hikari and the team pulled off the rescue. The villain was Tomoe Katsuno, self-styled queen of psychics. The man was Roy Edwards, genius inventor for the Psychic Assault Corps. She soon learned that the Corps defends the Earth from evils beyond our universe. Hikari had accidentally auditioned for the most important job in the world and passed quite easily. She nearly turned them down, but Roy turned his exquisite, pleading blue eyes on her, and she had to say yes.

## ► PERSONALITY

Hikari is torn between the sheer ecstasy of being a psychic superhero and endless frustration at her inexperience. Working for "The Man" does not help her feel better about her new duties, but every mission PAC has assigned her has been for an unquestionably good cause. The gear they have provided for her is amazing, and her beloved Roy even made a magical girl suit for her. On the other hand, aside from a meagre stipend, they pay Hikari by the assignment, like some kind of bounty hunter. She wonders if she is a superhero or a gig-economy psychic.

If the Psychic Assault Corps is good at one thing, it's keeping the secret world hidden from outsiders. As far as the public knows, Hikari is in fact a bounty hunter. Was she spotted wearing her outfit in a fight? She was on her way to a convention, and PAC creates one for the purpose. Tomoe tracked her down and threw a car at her? That was a five-car pileup, nothing to do with

Hikari. Did she rescue Roy from a spider demon on a bullet train? It was an impromptu web video shoot by an aspiring director. She would admire the whole thing if it did not terrify her.

## ► ATTRIBUTES & DEFECTS

Hikari is a homo psyche with astounding telekinetic power and a host of amazing devices – all provided, with strings, by the Psychic Assault Corps. Thanks to her Items, she can use her Flight and Telekinesis Attributes instantly, without needing to spend Energy Points. Her Force Field is potent, but can be seen, heard, and felt by astral, psychic, or magical senses; consequently, she only activates it once engaged with the enemy. The powerful Tomoe has become her arch-enemy, while Hikari has found love with the brilliant armourer Roy. Her psi symbol mark remains a mystery, hinting at the limitless potential of this new heroine.

## ► ADVENTURE HOOKS

- » The characters get caught up in a parasite incursion coming through a mysterious gate. Hikari arrives to help drive them back, but disappears with the invaders when the gate closes. The Psychic Assault Corps would very much like the characters to help retrieve their agent.
- » An Archfiend takes an unusual approach to dealing with Hikari: he makes her a better offer. The PAC wants the characters to find evidence of the demon's duplicity, but what if he is sincere?
- » Tomoe successfully kidnaps Roy while Hikari is hunting other rogues. Tomoe wants to leave nothing to chance, recruiting a band of psychic criminals to make sure she can brainwash him to their cause before Hikari rescues him. Hikari needs backup immediately.

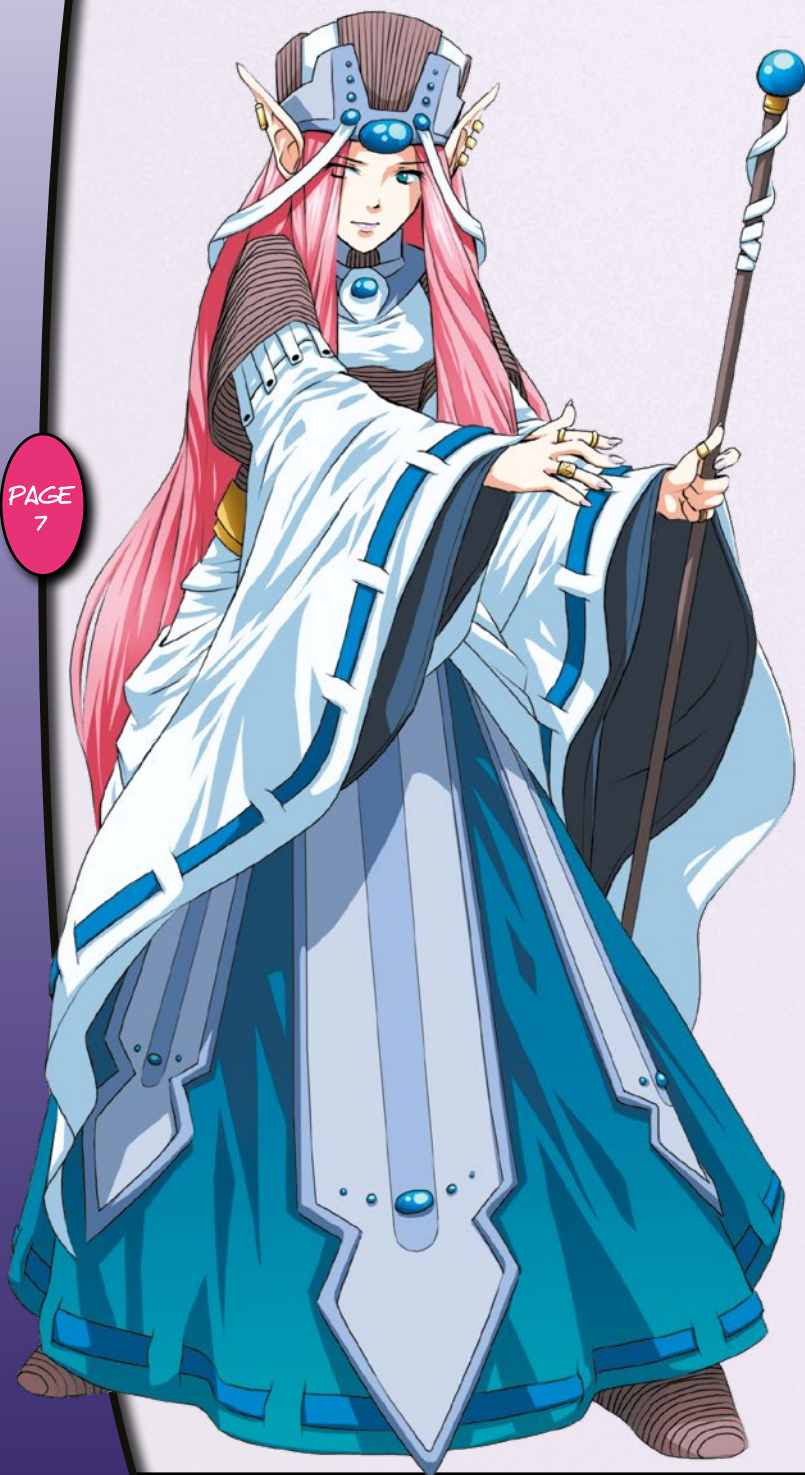
*"You cannot escape. This is the end!"*



## LOTHINORA

Race	Elf
Occupation	Cleric
Home World	Ikaris (Prime)
Habitat	Shards of Azar, Ikaris
Height	170 cm (5' 7")
Mass	57 kg (126 lb)

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## LOTHINORA

Size Rank 0: Medium

VALUE	POINTS	STAT
7	14	Body Stat
7	14	Mind Stat
10	20	Soul Stat

VALUE	DERIVED VALUE
8	Attack Combat Value (Staff 10)
10	Defence Combat Value
85	Health Points
85	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
7	7	Connected (Sky Heart Fellowship)
2	2	Defence Mastery
2 (3)	2	Exorcism (Deplete +1)
3	3	Features (Appearance 3, Famous, Foreign Language 4, Longevity)
5 (6)	5	Healing (Deplete +1)
2	2	Heightened Senses (Sight, Hearing)
	12	Item: Sky Heart Staff (Power Flux – Minor: Protection 2, Weapon 2; 24 Points)
6	6	Immutable
6	6	Inspire
1	1	Melee Attack (Staff)
4	4	Mulligan
4	40	Power Flux (Primal: Divine Magic -2; Deplete +1; Emotional: Faith +1)
1 (2)	5	Regeneration (Energy Points; Emotional: Faith +1)
1 (6)	2	Reincarnation (Potent -6; Activation +3; Concentration +2; Deplete +2; Emotional: Faith +1; Imbue +3)
5	5	Skill Group (Academic)
5	5	Skill Group (Occupation: Priest)
5	10	Skill Group (Social)

RANK	POINTS	DEFECT
1	-2	Hounded (Supplicants)
2	-2	Nemesis (Archmage Kavilan)
2	-4	Obligated (Sky Heart Gods)
1	-1	Significant Other (Canenthian)
3	-6	Vulnerability (Blood Iron)

**150 TOTAL**

## ► CHARACTER BACKGROUND

The Sky Heart Fellowship is one of the largest and most influential elven communities in the Shards of Azar. They are neither the wealthiest group, nor do they have the strongest military, but few tribes can rival the Fellowship's religious influence. The core of that worship is Lothinora, high priestess of the Sky Heart faith. Fostered with her brother Canenthian in keeping with the creed, Lothinora grew up cherished by her adoptive family and immersed in the ways of the Fellowship. At first, she seemed deaf to the will of the gods, and she ran away in a fit of youthful defiance.

Lothinora soon found herself alone and lost in the Dragon Spine Mountains, and the young elf thought her folly would cost her life. While wandering bewildered in those lonely peaks, she had a vision. Lothinora could abandon her home to live amongst the humans, leaving her people behind and claiming great magical might. Alternatively, she could return to the Fellowship, and would be chosen to channel the power of the gods. She decided to return, and woke from the vision with a fantastical staff in her hands and the route home in her mind. Lothinora became the religion's leader in a handful of decades – a position she has held for that last three centuries. She has never regretted her choice.

## ► PERSONALITY

Lothinora is a treasure of the elven people, and is renowned for her calm demeanour and gentle nature. She can fight if she must, but prefers words to combat or spells. The priestess shares her inner peace with a generous zeal that wins over the most cynical visitors. Cruel beings instinctively loathe her on sight, however, and Lothinora's vast patience wears thin in the face of such villainy. She is most in her element serving those in need. This usually involves helping her own people, but the cleric is happy to aid anyone in distress.

Lothinora's faith is the centre of her life, but she is more than a conduit for divine will. Sky Heart doctrine calls on its priests to understand their magic through arcane study as well as religious faith. Lothinora has always loved to learn, and takes time to visit as many libraries as she can. She also indulges in tales of hopeless romance stories when the opportunity arises. Her faith's teachings do not require Lothinora to seek wrongs to right, though she aids those afflicted by villainy all the same simply because she can. That is how she came to have a powerful archmage for an enemy.

## ► ATTRIBUTES & DEFECTS

Lothinora is a strong and versatile priestess with access to divine magic and a few abilities all her own. Her Healing, Exorcism and Inspire Attributes come from training, as does her skill in combat. The priestess is Obligated to her gods, who grant her Immutable protection, Mulligan luck, energy Regeneration, and the gift of Reincarnation. The gods can remove all of these gifts in the unlikely event that Lothinora should prove unworthy. Her popularity results in supplicants constantly seeking her out, while her heroism made both Lothinora and her brother an enemy of the Archmage Kavilan. A hint of faerie heritage echoes in Sky Heart elves, and Lothinora has a weaknesses to Blood Iron – a cruel metal quenched in the blood of sentient.

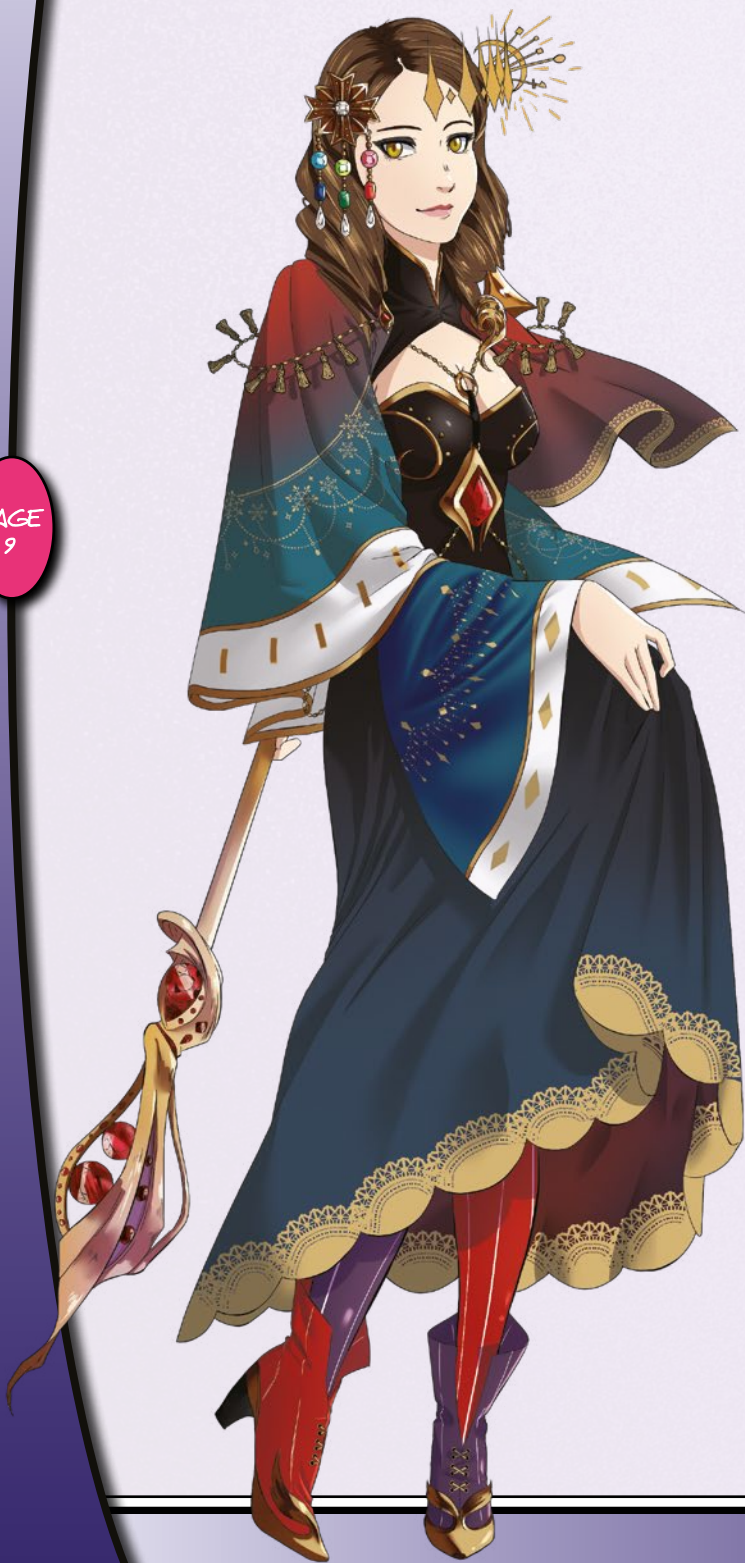
## ► ADVENTURE HOOKS

- » If a character dies, Lothinora could be the group's best hope to bring their friend back to life. The surviving characters will have to protect Lothinora from their enemies as well as hers, however.
- » When Lothinora disappears on one of her library pilgrimages across the lands, the desperate Fellowship offers its services as a reward to any who can find her. The characters will have to deal with rival mercenaries, a fiery brother in a panic, a scheming archmage, and the living grimoire that entranced the high priestess.
- » Blood Iron can only be made through a vile, unspeakable process. When several swords appear on the black market, Lothinora turns to the characters to find the source of the weapons and shut it down.

*"Relax. You will feel better soon."*

## LORI LYNN

Race	Human
Occupation	Crystal Mystic
Home World	Earth (Prime)
Habitat	North America, Earth
Height	178 cm (5' 10")
Mass	68 kg (150 lb)



## LORI LYNN

Size Rank 0: Medium

### VALUE POINTS STAT

5	10	Body Stat
8	16	Mind Stat
9	18	Soul Stat

### VALUE DERIVED VALUE

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

### LEVEL POINTS ATTRIBUTE

4	4	Combat Technique (Blind Fighting, Blind Shooting, Deflection, Reflection)
3	3	Defence Mastery
1	1	Features (Appearance, Famous – Supernatural Being)
	3	Item: Amber Half-Crown (Regeneration 1, Sixth Sense: Danger 1; 6 Points)
	2	Item: Crystal Rod (Weapon 2; 4 Points)
	2	Item: Onyx Necklace (Superstrength 1; 4 Points)
	5	Item: Rose Cross Hairpin (Immutable 5, Mind Shield 5; 10 Points)
	4	Item: Ruby Bodice (Armour 4 [AR 20]; 8 Points)
4 (6)	40	Power Flux (Primal: Enchantment -2; Activation +3; Equipment: Crystals +1)
6 (3)	12	Resilient (Ageing, Lack of Air, Lack of Food and Water; All Complete -3)
4	4	Skill Group (Artistic)
1	1	Sixth Sense (Magic)
1 (4)	1	Supersense: Spirits (Concentration +3)

### RANK POINTS DEFECT

2	-4	Cursed (Hunted by Dark Powers)
1	-1	Easily Distracted (Magical Wonders)
1	-1	Nemesis (The Nameless Fiend)

**120 TOTAL**

## ► CHARACTER BACKGROUND

Lindsey Lynn was born into poverty, with a body that felt wrong, amongst people who saw her as a delusional boy. In spite of it all, she was grateful for her one gift: Lindsey had the ability to see and hear things no one else could. No one would teach her how to apply talents that they thought were hallucinations, and so she taught herself.

When things seemed hopeless, it was the crystals that saved her. The first was a simple piece of quartz that sang to her of secrets. She learned to enchant the crystals, using them to grant herself power, make her body right, and at last free herself from the cruel slum that once felt inescapable. She changed her name to Lori, set up a New Age shop where she could offer crystals and insight, and started her life anew.

That life has been a wild adventure ever since. Her mystic talents, generous nature, and flamboyant style brings trouble to her door more often than she thought possible. She has been doomed to immortality, picketed by extremists, hunted by unnatural forces, and mocked for crying by her kidnappers. She has also seen a living heaven, made friends in a diamond castle, and healed lost aliens. Lori did not survive this long by giving up, and so she continues on and takes strength knowing that she does good.

## ► PERSONALITY

Lori is a sensitive mystic, approaching the world with heartfelt emotion ranging from joyful serenity to melodramatic crying that can send streams of tears through the air. It is this very sensitivity that has turned her into one of Earth's most powerful heroes. She wears several crystal wonders of her own creation to ensure that she is ready for any threat. Fear does not make Lori a coward; to the contrary, it drives her to prepare. When awful things arise to threaten the world she loves – and they inevitably will! – she is ready to face them all.

To Lori's mind, adventure is a small part of her life. She spends most of her days advising and helping people. She prefers to use her mystic arts to gain insights that help her to steer her clients in the healthiest directions. Sometimes, they also need healing, protection, or rescue, and she can do all those things as well. In her free time, Lori nudges the world's fate towards a more positive outcome. Most of her hobbies are considered normal – fitness, reading, dating, and travel – but she spends a noticeable amount of time just enjoying the flow of magic through the world. To Lori, magic sings

in crystal and dances as light. No matter how ugly life may become, she can never forget that the universe is made of beauty.

## ► ATTRIBUTES & DEFECTS

Lori is a powerful seer and enchantress with an arsenal of imbued crystals to shield her from basic threats. She has protection from physical, mental, and transformation attacks, a crown of healing and warning, and a necklace of strength. Her Crystal Rod is a useful weapon, but it also holds crystals that she can use for her Power Flux when in the field. Lori's Curse differs from Wanted in that it draws creatures to covet her artefacts and skills, but does not involve their direct interest in her. That is reserved for the Nameless Fiend, a horror from the Cosmic Web. These threats to her life and freedom have taught her to fight defensively. Her fame is amongst other beings of magic, representing contacts and friends made during her adventures.

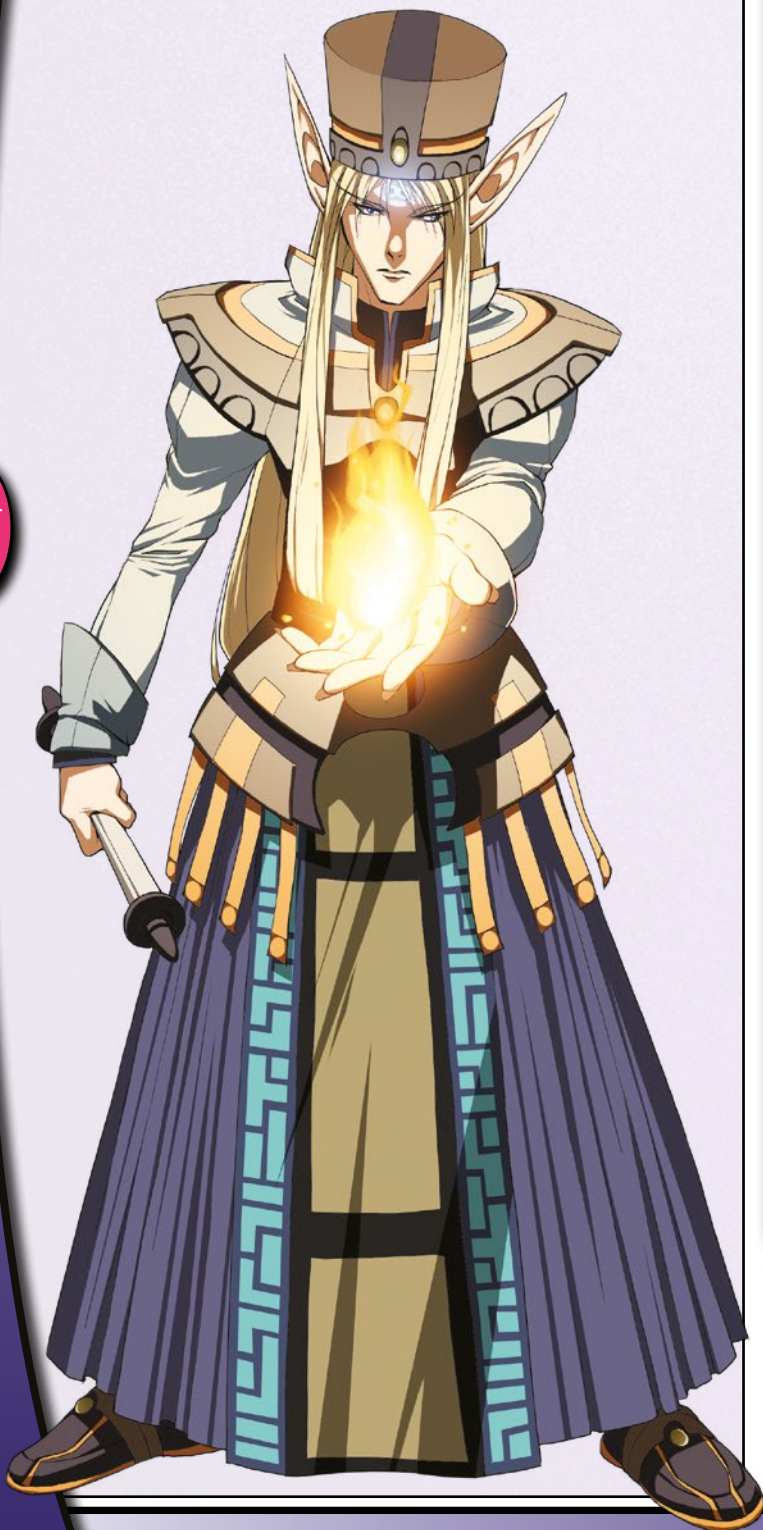
## ► ADVENTURE HOOKS

- » The Nameless Fiend is as capable of subtle scheming as it is of terrible force. Cruel whispers turn Lori's neighbours against her, and she needs help in clearing her name. The mystic would be a valuable ally to any group of adventurers, especially those with magical entanglements.
- » Lori seeks out the characters, having foreseen an attack on them by their enemies through the use of her Power Flux. She is able to help, but her Curse brings a new threat down on the group. She offers her services to make up for the trouble.
- » Someone has stolen a large benitoite gemstone from Lori, who hoped to enchant it with telekinetic qualities. If the characters can retrieve it, she will reward them, but the demons who took it wanted to lure Lori into a trap. The characters will make acceptable substitute victims.

*"You will understand when you hear them sing."*

## CANENTHIAN

Race	Elf
Occupation	Fire Elementalist
Home World	Ikaris (Prime)
Habitat	Shards of Azar, Ikaris
Height	185 cm (6' 1")
Mass	75 kg (165 lb)



## CANENTHIAN

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 (Ranged Fire 11)
9	Defence Combat Value
80	Health Points
70	Energy Points
5	Damage Multiplier (Fire Magic 7)

### LEVEL POINTS ATTRIBUTE

1	1	Combat Technique (Judge Opponent)
3	3	Connected (Sky Heart Fellowship)
2	2	Defence Mastery
2 (3)	20	Dynamic Powers (Minor: Fire Magic; Backlash +1)
1	1	Features (Appearance, Longevity)
2	2	Heightened Senses (Sight, Hearing)
	2	Item: Sky Mail (Armour 2 [AR 10]; 4 Points)
1 (2)	3	Massive Damage (Focussed: Fire Magic +1)
2	2	Ranged Attack (Fire Magic)
1	5	Regeneration
2	6	Skill Group (Military)
1	1	Tough

### RANK POINTS DEFECT

1	-2	Achilles Heel (Blood Iron)
1	-1	Easily Distracted (Good Fights)
2	-2	Nemesis (Archmage Kavilan)
1	-2	Obligated (Sky Heart Fellowship)
1	-1	Significant Other (Lothinora)
2	-2	Social Fault (Easily Angered, Fierce Devotion)

**80 TOTAL**

## ► CHARACTER BACKGROUND

A kind family fostered Canenthian and his famous sister Lothinora to the Sky Heart Fellowship as an infant. Like her, he embraced his place in the Fellowship from childhood. Unlike her, he never had much interest in the religious aspects of their new family. He had a gift for magic from an early age, though, and embraced the flames that danced at his command. Though Sky Heart belief teaches elves to resist violence, even they sometimes need champions. Canenthian embraced his role as a hero of the elven people and staunch defender of their allies.

He endured several days of terror when his sister fled in shame, and he searched for her with tireless devotion. Canenthian was ecstatic when he learned that she had been chosen by the gods. They would forge a new future for the Fellowship and their people together. They have differed on the specifics ever since, but they agree on their most important goals: they want to see Ikaris thrive, and the elven people find acceptance in that better world. While Lothinora tends to their people, Canenthian travels with a small group of allies, seeking out injustice and burning it down. He prioritises elves in need, but does not hesitate to aid any good people threatened by the cruel and powerful.

## ► PERSONALITY

Most folk of Ikaris, even other elves, find Canenthian strange. Elves may be passionate, but they are supposed to be reserved and aloof. The fire wizard sees no need to hide who and what he is. When he finds himself in a situation that calls for courage and direct action, Canenthian is happy to use both. Hot-blooded and relentless, the elf embodies many of the stereotypes that surround fire wizards – most of which stand in direct contrast to those regarding elves. He fights with fierce glee, mourns with overwhelming depth, and loves with unreserved passion. A hero could not ask for a more loyal friend.

Enemies sometimes mistake his ferocity for stupidity. Canenthian likes it when they do that. He is a clever, insightful strategist, capable of leading warriors into combat and disrupting battle lines. For all his emotional honesty and love of conflict, Canenthian is still an elf, and he applies his intellect with as much passion as he does his magic. Though it may appear otherwise at times, the elementalists loves knowledge, art, and nature as much as any Sky Heart devotee. He can spend days enjoying any one of them, embracing joy or peace with a serenity that is alien to shorter-lived species.

## ► ATTRIBUTES & DEFECTS

Canenthian is a blazing force of nature in the form of an elf. He has training, armour, friends, and a blessing of regeneration, but his design revolves around the fire within him. That fire is a formidable weapon under normal circumstances, and Canenthian is capable of using it for a variety of impressive effects. When his loved ones are threatened, or cruel forces wield their power to oppress the innocent, that fire rages and turns him into a demigod of wrathful flame. His mystical power leaves him with a weakness to Blood Iron and has earned him the enmity of an archmage.

## ► ADVENTURE HOOKS

- » The fire elementalists has been kidnapped by the cruel Archmage Kavilan. Rescuing the elf earns a reward from the Fellowship, Canenthian's undying gratitude, and a new vengeful enemy archmage.
- » When a Legate hires the characters to retrieve a stolen scroll, they trace it to Canenthian. He responds with fire and fury. If someone can get him to stop and talk, though, Canenthian will explain that the elven-language scroll belongs to the Fellowship. He will be glad to help the characters talk to the Legate about this.
- » Tournaments are a popular way for mages to display their prowess. When Canenthian claims victory during one, several bitter sorcerers team up to teach him a lesson. This triggers Canenthian's full power. The Fellowship asks the characters to intervene, both to calm Canenthian's fury and protect him from reprisals.

*"Harm my friends and you will burn!"*

## AIKO MATSUDA

<b>Race</b>	Half-Asrai
<b>Occupation</b>	Student
<b>Home World</b>	Earth (Prime)
<b>Habitat</b>	Japan, Earth
<b>Height</b>	150 cm (4' 11")
<b>Mass</b>	42 kg (93 lb)



## AIKO MATSUDA

Size Rank 0: Medium

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

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

LEVEL	POINTS	ATTRIBUTE
1	1	Alternate Identity (Human Appearance)
1	10	Dynamic Powers (Major: Natural Magic -1; Concentration +1)
1	1	Features (Appearance, Longevity)
1	3	Flight
1	1	Mulligan
1	1	Sixth Sense (Danger)
2	2	Skill Group (Academic)

RANK	POINTS	DEFECT
1	-1	Nemesis (Motoko Akamatsu)
1	-1	Shortcoming (Soul: Minor – Composure)
3	-6	Skeleton in the Closet (Human-Asrai Hybrid)
1	-1	Social Fault (Stubborn)

**40 TOTAL**

## ► CHARACTER BACKGROUND

Aiko has always known she was special. Her mother was a living angel from another world who had guided a magical girl team when she was young. Her father had been a masked ally of that same group of heroes. They had largely retired to a quiet life, running a marketing firm together and raising their daughter in the suburbs outside Yokohama. Aiko did not display any unusual abilities during her early years, aside from a bit of luck when she needed it most. She became a studious child to compensate, and was a dedicated academic before she was a teenager.

When one of her mother's old enemies attacked them on Aiko's 14th birthday, Aiko sprouted wings and gained magical powers. Neither were much help in the fight, given Aiko's inexperience, but she was able to heal the injured and clean up much of the mess afterwards. The half-asrai thought it was the best day of her life – but in the year since, her powers have been of limited use. Applying her magic takes concentration that makes it difficult to wield in dangerous situations, and her former best friend Motoko hates her for keeping secrets. Aiko also has no significant combat training. The whole situation has turned Aiko into a flustered wreck.

## ► PERSONALITY

Aiko is a bright, dedicated girl on the cusp of womanhood who recently learned to be careful what she wishes for. At last, she has come into her asrai birthright – but instead of becoming the start of a life for which she once dreamed, it made a mess of the one she built for herself. Her studies have become erratic and she has lost friends to her secret. She also now jumps at every suspicious shadow. More than ever, Aiko is grateful for her understanding parents, who give her all the support she needs.

At the same time, Aiko loves the magic she has. With a moment to focus, she can heal the sick and bring life to barren land. The sensation of nature around her is a balm when mundane fears threaten to overwhelm her. Flight is every bit as wondrous as the stories say. Her problem is that she wants to be awesome right now, and overcoming her limitations is going to take time and patience. Worst of all, she has good reason to keep her nature secret: her mother's enemies believe that a human-asrai hybrid could be more powerful than either species alone, and they want that potential for themselves. No matter how badly she wants to reconcile with Motoko, she mustn't endanger the people she loves.

## ► ATTRIBUTES & DEFECTS

Aiko is a teenager with a fraction of her asrai potential. Thanks to an enchantment her mother placed on Aiko when she was born, the teenager can change from a normal, attractive Japanese girl into a winged angelic figure. In that form, she can fly as quickly as she can run. She can use her nature magic in either form, though she must concentrate to direct its power. Her fears and frustrations have left her with little composure, and Aiko tends to unravel in tense social situations. This has not helped her broken relationship with her childhood friend Motoko, who has become her high school rival.

## ► ADVENTURE HOOKS

- » Demons arrive in Yokohama searching for a winged healer who helped the injured after their last incursion. The characters are ordered or hired to deal with the invaders. In the process, they meet an excitable teenager who insists on following them, refusing to take no for an answer.
- » A villain from a generation past returns to Yokohama, mad and broken and seeking revenge. Aiko's parents tell her to stay home while they deal with their old foe. Instead, she goes looking for backup and encounters the characters.
- » A supernatural alliance comes looking for the mysterious young angel, and mistakes Motoko for the heroine. Can the characters protect the rivals, stop a conspiracy of woe, and bring old friends back together? (Motoko can become Aiko's Significant Other to maintain Defect Point balance if the characters succeed reuniting the friends.)

*"The situation is under contro - what the heck?"*



## KINA TENAM

Race	Half-Dragon
Occupation	Investigator
Home World	Imago (Prime)
Habitat	Meridian, Imago
Height	165 cm (5' 5")
Mass	75 kg (165 lb)



## KINA TENAM

Size Rank 0: Medium

VALUE	POINTS	STAT
5	10	Body Stat
7	14	Mind Stat
4	8	Soul Stat

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

LEVEL	POINTS	ATTRIBUTE
2	4	Armour (AR 10)
1	10	Dynamic Powers (Primal: Magic -2; Backlash +1; Detectable: Sight/Hearing +1)
5	15	Immunity (Heat)
1	1	Immutable
2	6	Flight
1	3	Skill Group (Detective)
1	4	Superstrength
1	1	Tough
2	4	Weapon: Fire Breath (Continuing -1; Range -1; Deplete +2)

RANK	POINTS	DEFECT
1	-2	Ism ("Mutant")
2	-2	Marked (Half-Dragon)
1	-1	Social Fault (Insatiable Curiosity)
1	-3	Special Requirement (Magical Energy)
1	-2	Weak Point (Between Wings)

**70 TOTAL**

## ► CHARACTER BACKGROUND

Born on the post-warfare Prime World of Imago, Kina had an idyllic childhood. She thought her biggest problems were keeping her grades up to join the World Police and confronting her mother Tamata's apparent addiction to the VR MMO, Ikarion. On Kina's 16th birthday, the truth came out in a spectacular, literal fashion: Tamata emerged from the family VR set with an actual demon howling behind her! Though the ensuing fight scattered her terrified friends, Kina discovered her lineage that day. Tamata suddenly turned into a dragon, which simultaneously triggered leathery wings to sprout from the teenager's back as well. The demon attack was brutal and horrifying, and was the most amazing thing that ever happened to Kina.

Tamata explained her origins as a dragon from Ikaris and the nature of the Cosmic Web. Kina, eager to become a detective, had already worked out the dangers of being a half-dragon before Tamata finished her explanation. Her life goals changed and grew with the revelation, and the half-dragon resolved to police the Cosmic Web itself. Within the next three years, Kina's initiated herself in magic, met a handful of fascinating adventurers, and learned just how far she has to go before she can claim to defend the Web. Encounters with Bazaroth's demon agents and Enid's Global Alliance slavers have left her with a hunger to oppose both.

## ► PERSONALITY

Due to her energetic and inquisitive nature, Kina is routinely mistaken for being impulsive. Kina grew up expecting to have to outwit Imago's powerful criminals. Unless she needs to rescue innocents immediately, she thinks her way through her problems. Sure, she has awesome dragon powers and the arts of a sorcerous initiate, but some of her opponents can blow up buildings! Kina loves unearthing secrets and working out puzzles. To her, a fight is a problem to solve, not a chance to use a new martial arts technique.

Kina is a proud half-dragon. Growing up "normal" was half the reason Kina wanted to solve mysteries and uncover hidden wonders. She loves being one of those hidden wonders, and anyone who mocks her for it is lucky to get away with a cold dismissal.

Though she tries to hide it, encountering the Web-spanning evils of the demon lords and Global Alliance sobered Kina. While she can enjoy racing a thief to a trove of lore or a priceless artefact, when villains take

people rather than things Kina is all business. She's met Bane mutants and former psycho-slaves. As far as she is concerned, any such victim is one too many.

## ► ATTRIBUTES & DEFECTS

For all Kina's draconic powers, it's her keen intellect, acute perception, and quick wit that sets her apart. Her talent with only Level 1 Dynamic Powers is a perfect example of this. Kina never enters a situation with spells blazing, and prefers to use observation and deduction to best apply her sorcery.

Kina has some of her mother's resilience, but also has the traditional soft spot in her armour. She needs magical energy to remain active. While Kina can use her Attribute to satisfy this need, counter-magic can render her powerless over time. Curiosity, though, is her true bane. Kina does not leap at every unanswered question, but genuine mysteries gnaw at her.

## ► ADVENTURE HOOKS

- » Kina shows up to help the characters drive off hellspawn, but her real interest concerns a demon lord that hunts the heroes. She will have to know everything about them to work it out. They might want to escape Kina before she's done!
- » A character's enemy frames the group, and Kina gives chase. Her resilience, cunning, and versatility make her a constant hindrance, but convincing her of the truth can earn the heroes a valuable ally.
- » Dragon hunters from Ikaris are attacking Kina. She can handle them in a fight, but they keep contaminating her crime scenes. She would normally investigate this herself, but Kina is on the trail of a powerful Imago crime boss. Characters who help Kina would earn her gratitude, or gold if they prefer.

*"I have just the spell for -  
oops."*

## CLAUDETTE VALENTINE

**Race** Nekojin  
**Occupation** Covert Operator  
**Home World** Cathedral (Prime)  
**Habitat** Cathedral  
**Height** 175 cm (5' 9")  
**Mass** 67 kg (148 lb)



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### CLAUDETTE VALENTINE

Size Rank 0: Medium

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

VALUE	DERIVED VALUE
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10	Attack Combat Value
10	Defence Combat Value
65	Health Points
70	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
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3	3	Attack Mastery
3	3	Combat Technique (Judge Opponent, Lightning Reflexes 2)
4 (3)	4	Connected (Galactic Sanitation Department; Significant -1)
3	3	Defence Mastery
2	2	Features (Ambidexterity, Appearance: Cute, Low-Light Vision, Retractable Claws)
4	4	Gear (GSD Equipment)
1	1	Heightened Senses (Hearing)
	6	Item (Shield Rings: Force Field 3; 12 Points)
2	2	Mulligan
2	6	Skill Group (Military)
2	2	Special Movement (Cat-Like, Wall Bouncing)
1 (2)	2	Weapon: Claws (Non-Penetrating +1)

RANK	POINTS	DEFECT
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1	-1	Easily Distracted (Things that Distract Cats)
3	-3	Marked (Cathedral Nekojin)
1	-1	Red Tape (GSD)
1	-1	Significant Other (Amanda Grey)
1	-1	Significant Other (Harold Swann)
1	-1	Social Fault (Blunt)
1	-2	Wanted (Shanura Pirates)

<b>70</b>	<b>TOTAL</b>
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## ► CHARACTER BACKGROUND

Claudette's first memory is another child laughing at her name. A starhunter pirate clan claiming to be a heroic resistance forced her to crawl through pipes and vents to spy during raids if she wanted to eat. Self-styled Pirate Queen Shanura personally warned Claudette that she would only survive if she were useful. Her one friend was fellow orphan Amanda Grey, and the two were inseparable after the first time they beat a group of older bullies together. When Shanura thrashed Claudette badly enough to put her in sick bay on her sixteenth birthday, and Amanda responded with "be more careful", Claudette decided that enough was enough and it was time to go.

She fled with stolen shield rings, surviving by her wits on Cathedral for five years. Her back-alley exploits earned the attention of the Galactic Sanitation Department, who offered her a better life if she would steal and hunt for them. Claudette gave them a chance, and became happy and fulfilled for the first time in her life. She found purpose fighting her former masters, and even fell in love with the handsome analyst, Harold Swann. That was when a tearful Amanda suddenly came back into her life to beg forgiveness, admitting that the pirates had been evil and manipulative. Claudette's life has been interesting ever since.

## ► PERSONALITY

Loyalty and passion are everything to Claudette. The two impulses clash at times, but they are just as likely to drive her in the same direction. They made Amanda the centre of her life for ten years, then drove the two apart when Claudette realised that the human would not see the starhunters for what they are. Loyalty made her a devoted ally when she worked with a gang or neighbourhood, but her hunger for freedom kept her from putting down roots. When the GSD proved they would have her back, Claudette became one of their most devoted agents and racked up an impressive string of successes. The GSD just wish she would take better care of her equipment!

Those twin emotions have begun to tear her apart. She is happy with Harold, and her heart feels safe with him for the first time in her life. He understands what she does and supports her both in practical and emotional ways, but her heart stops every time an enemy targets the fragile genius. Meanwhile, Amanda has become a regular Authority peace officer. While Amanda is desperate to atone for not believing Claudette, she does

not approve of the GSD's irregular methods and wants a better life for her dear friend. Sparks fly every time they meet, igniting an ardour Claudette does not feel with dear, safe Harold.

## ► ATTRIBUTES & DEFECTS

Claudette is a brilliant, capable, and highly trained nekojin operative. She is a master of combat, stealth, infiltration, and elimination, and is extremely capable with any sort of weapon or none at all. For all her impressive agility and stolen Force Field Item, her greatest weapon is her mind. She can analyse a foe or target, discern weaknesses, and requisition the right Gear for the job. Claudette is not one for charm, however. Nekojin are rare even on Cathedral, which leaves her unmistakable and does not help her avoid Shanura's revenge squads. Her greatest problem is having two Significant Others. Either one alone can complicate an adventure, but when both attachments are involved, it can be enough to drive a cat girl mad with fury ... or worry ... or both.

## ► ADVENTURE HOOKS

- » When the Galactic Sanitation Department asks the characters to retrieve stolen operative lists, Claudette is their liaison. She is clever and rude, and willing to stand between them and blaster fire.
- » Shanura's forces kidnap Harold and lure Amanda's squad into a trap at the same time. Claudette is brilliant, but cannot be in two places at once. She needs help immediately, and GSD channels will take too long – so the characters will have to do.
- » A small ship crewed entirely by nekojin approaches the characters, searching for a kitten lost in a pirate raid over two decades ago. They all wear adjustable Shield Rings like Claudette's, and indicate that the kitten's most striking feature was her lavender hair. Now all the characters have to do is find a GSD master of stealth.

*"Surrender! Or not.  
I could do with some fun."*

## ARASYNUS

<b>Race</b>	Satyr
<b>Occupation</b>	Child
<b>Home World</b>	Ikaris (Prime)
<b>Habitat</b>	Land of Seven Stars, Ikaris
<b>Height</b>	145 cm (4' 9")
<b>Mass</b>	40 kg (88 lb)



## ARASYNUS

Size Rank 0: Medium

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

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

LEVEL	POINTS	ATTRIBUTE
1	1	Features (Appearance: Cute, Longevity)
1	1	Jumping
1	3	Skill Group (Adventuring)
1	1	Special Movement (Fast)

RANK	POINTS	DEFECT
1	-1	Easily Distracted (Things that distract children)
1	-2	Ism (Child)
2	-2	Marked (Satyr Legs)
1	-1	Social Fault (Impulsive)

**30 TOTAL**

## ► CHARACTER BACKGROUND

There are a handful of widespread species on Ikaris, but several others have small pockets of territory. One such species is satyr-kind, who survive in isolated mountainous regions. Their natural speed, agility, and leaping prowess allow them to thrive in peace where other folk would struggle. While they are a fun-loving people, most satyrs have learned to keep to themselves to avoid conflict with goblins and humans. Arasynus is a notable and troublesome exception. This child has already picked up some adventuring experience thanks to his inability to contain his curiosity.

Born during the strife between Tezra's assassination and Tenrai's ascension, Arasynus was drawn to conflict from the moment he was old enough to help. He plays pranks on ruffians and brutes, humiliating them and leading them away from their victims. Sometimes, the satyr would mistake guards for brutes and thieves for victims, but he marked those down as learning experiences. In the wake of Tenrai's peace, the united Seven Stars look upon such pranks less kindly than they once did. Arasynus has not seen much difference, but his tribe has. Unfortunately, their efforts to rein in the exuberant child have only made him more determined to get out and have fun at the expense of mean people.

## ► PERSONALITY

Arasynus is a reckless yet noble child. He enjoys exploring, making friends, and playing pranks on those who think too highly of themselves. To his credit, Arasynus handles jokes at his expense well, accepting them as part of the game. He views most adults as big and clumsy, most humans as slow and ill-tempered, and most children as his extended family. The satyr can come across as naive, and there are still things about life he does not understand. Living through Ghoul Pirate invasions and Manticore People raids has given Arasynus a harsh education about life on Ikaris.

Rather than souring the boy, however, the trials he has endured have only made Arasynus more determined to bring joy and play into the lives of others. He loves to find new playmates and hates bullies who scare them. With his speed and skill, he has always managed to elude real threats. Intellectually, Arasynus understands that he is young and untrained. Sooner or later, his luck will run out. His problem is that he never thinks that his current adventure will be that day. The satyr sees a crying child or a smirking adult, and he just acts, confident that he can deal with the consequences later.

## ► ATTRIBUTES & DEFECTS

Arasynus is a satyr child who has attracted enough trouble to learn some adventuring skills, such as climbing, wilderness survival, and stealth. True to his kind, Arasynus is faster than most other beings of similar build, and he can leap farther than any normal human. His entire adventuring style is built around these traits, as he has not yet trained in combat, nor have his horns or hooves hardened enough to serve as Weapons. Impulsive and easily bored, the dismissal of adults only drives him further into adventure, and mortal danger. If caught or cornered, Arasynus has no significant way to defend himself.

## ► ADVENTURE HOOKS

- » After an easy fight, the characters find themselves harried by Arasynus, who has mistaken them for bullies. If they are not cruel to him, it is easy to explain the misunderstanding once they catch the boy. That proves easier said than done.
- » Upset by their initial misunderstanding, Arasynus decides to make up for giving the characters trouble by helping them out. The satyr is an effective distraction against irritable foes, but he is still a child with no real experience with fighting.
- » The satyr tribe approaches the characters, joined by elves and frantic with concern. The boy's luck has, at last, run out. Arasynus rescued three elven children from Ghoul Pirates, but infuriated them and was captured in the process. If the characters can rescue him, both groups will reward them.

*"That was fun!"*

## KINTARA GREEN-WING

<b>Race</b>	Human
<b>Occupation</b>	Shaman
<b>Home World</b>	Ikaris (Prime)
<b>Habitat</b>	Land of Seven Stars, Ikaris
<b>Height</b>	170 cm (5' 7")
<b>Mass</b>	62 kg (137 lb)



### KINTARA GREEN-WING

Size Rank 0: Medium

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

VALUE	DERIVED VALUE
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6	Attack Combat Value
8	Defence Combat Value
65	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
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4	4	Combat Technique (Blind Fighting, Brutal, Judge Opponent, Lethal Blow)
3	3	Connected (Wyvern Riders)
2	2	Defence Mastery
1	1	Heightened Senses (Hearing)
2 (5)	2	Healing (Activation +1; Emotional +1; Environmental: Native +1)
1 (6)	10	Power Flux (Minor: Protection; Activation +2; Emotional +1; Environmental: Native +1; Imbue +1)
1	2	Skill Group (Social)
2 (1)	2	Sixth Sense (Spirits; Range -1)
1 (3)	3	Telepathy (Narrow Category: Winged Animals +2)

RANK	POINTS	DEFECT
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2	-2	Marked (Spirit Tattoos)
2	-4	Obligated (Wyvern Rider Spirits)
2	-6	Sensory Impairment (Blind)
1	-3	Special Requirement (Spirit Energy)

<b>50</b>	<b>TOTAL</b>
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## ► CHARACTER BACKGROUND

To the outside world, Kintara was born blind. To the Wyvern Riders, she was born with the gift of spirit sight – one for which she paid a well-known price. The Secret Ones have been as much her family as the incarnate nomads of her tribe for as long as she can remember. They taught her to drink from the wellsprings of the spirit world when she fell ill as a child, and showed her the secret arts once she was older. She learned how to become one with things that fly, how to coax a nomad's spirit to heal its body, and how to shield the greatest warriors of her tribe.

The collapse of the Northern League tasked Kintara as never before, requiring her to care for her people while madness reigned throughout the Seven Stars. When Tenrai the Conqueror emerged to restore order, Kintara saw the hope of her people in his crusade. She earned her epithet during the Battle of Fallingstar Mountain, riding an emerald-scaled wyvern to bolster her people in their most desperate moments. Kintara is now dedicated to serving the Celestial Warlord, and ensures that his warriors are hale and loyal, and guided by the spirits. Whether they are threatened by vicious gangs (Ghoul Pirates, Manticore Nomads), or city-born schemers, Kintara is there to protect her people.

## ► PERSONALITY

To outsiders, Kintara seems a wild, untamed figure, made of passion and magic. The image is not entirely false, for passion runs deep within the healer, but her dances, songs, and markings are all part of her conversations with the nomad spirits. Kintara is a serene, thoughtful soul who also happens to love what she does and who she is. Her tribe is her life, and she has dedicated herself to its service for as long as she can remember. Where others might feel manipulated by destiny or inhuman powers, Kintara is grateful to have been born with a purpose that fulfils her.

Much of that joy comes from her bond with the Secret Ones. She has received impressions of sight from enough wyverns and falcons to understand that she lacks a sense that others have, but she cannot imagine her life without the spirit folk. Kintara thinks nothing of speaking to beings that no one else can see or hear. The nomads understand what she is, and she has long since ceased to care what ignorant outsiders think of her gift. That will change if Tenrai the Conqueror recruits her for his court. Kintara's devotion to the hero of the Seven Stars is absolute, and she would even learn the ways of the Northern League for the Warlord.

## ► ATTRIBUTES & DEFECTS

Kintara is an eminently capable blind shaman. Her Power Flux, Healing, and Telepath Attributes make her a priceless leader amongst the Wyvern Riders, but it is her Sixth Sense that defines her. All of her supernatural abilities work through that awareness to some degree. By contrast, her Combat Techniques, Defence Mastery, and Heightened Sense come from training and dedication. Beloved by her people, much of her power and authority comes from the favour of the spirits. Her Environment is where the Secret Ones have influence; if they withdraw their blessings, Kintara will struggle merely to survive.

## ► ADVENTURE HOOKS

- » The Wyvern Riders approach the characters for their assistance. Word has arrived that Tenrai may be considering Kintara as a potential queen, and she will need people who understand city ways. The shaman's heart overflows with hope, but is the message real?
- » Kintara is guided by the spirits to seek out the characters. They need her help to accomplish their mission, which in turn will help the Celestial Warlord. Spirit blessings allow Kintara to aid the characters, but do the Secret Ones have their best interest at heart?
- » If the characters oppose the Warlord or Wyvern Riders, Kintara becomes one of their greatest enemies. She strengthens their foes, spies on them with birds, and joins attacks atop a wyvern that is one with her. What are they willing to do against a noble rival who only fights to defend her people?

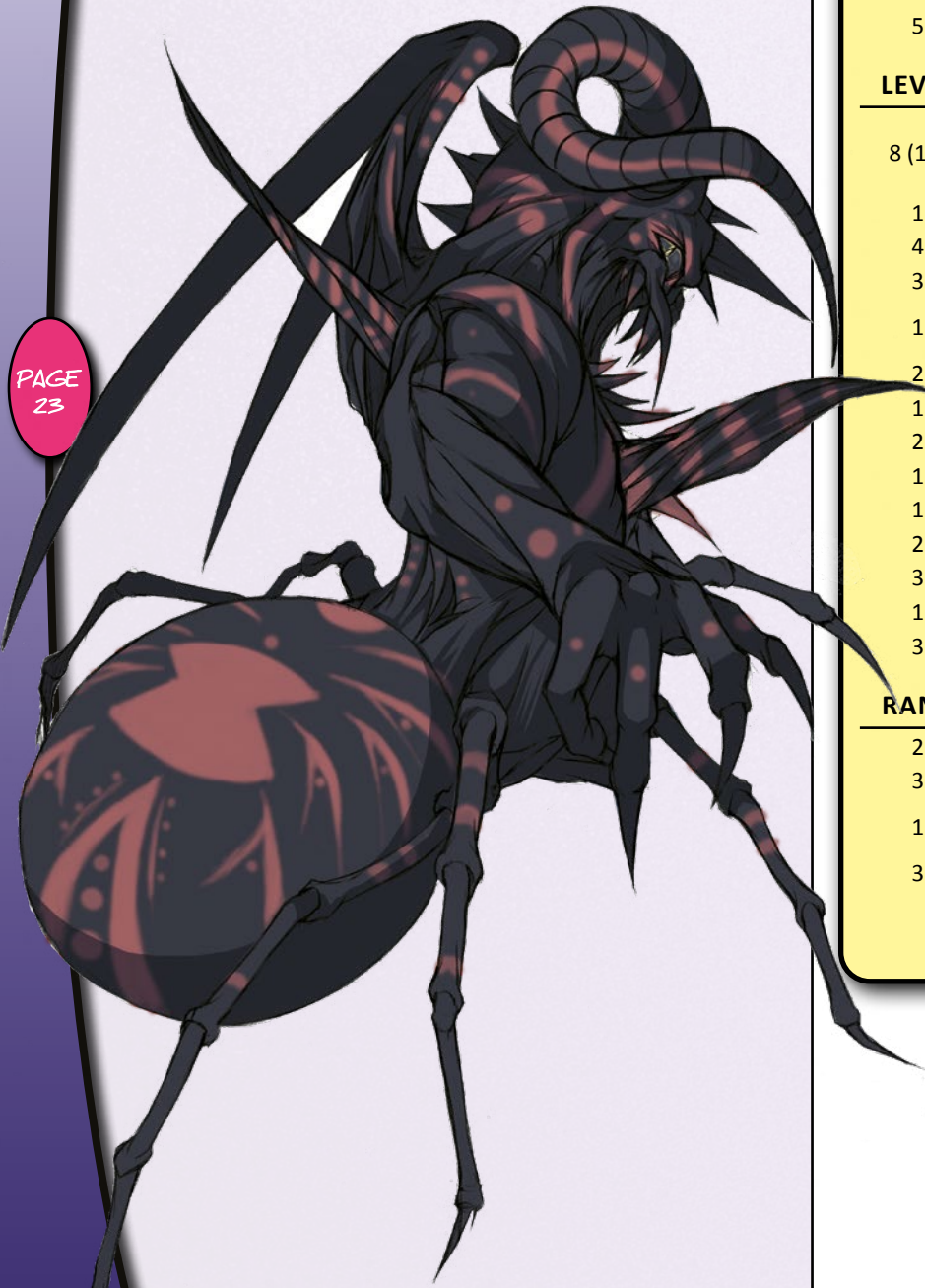
*"The Warlord has pleased our spirits. Will you?"*



## REIKO YATSUKA

<b>Race</b>	Spider Demon
<b>Occupation</b>	Gang Leader
<b>Home World</b>	Imago (Prime)
<b>Habitat</b>	Neo Edo, Imago
<b>Height</b>	178 cm (5' 10")
<b>Mass</b>	57 kg (126 lb) – 90 kg in Hybrid Form

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## REIKO YATSUKA

Size Rank 0: Medium

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

VALUE	DERIVED VALUE
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8	Attack Combat Value (Unarmed 10)
10	Defence Combat Value
100	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
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8 (10)	32	Alternate Form (Spider Hybrid; Activation +2 – see BESM4, page 51)
1	1	Attack Mastery
4	4	Connected (Diamond Web)
3	3	Defence Mastery
1	1	Features (Appearance, Light Sleeper)
2	2	Immutable
1	1	Melee Attack (Unarmed)
2	2	Mind Shield
1	2	Resilient (Ageing)
1	1	Sixth Sense (Goodness)
2	2	Skill Group (Academic)
3	6	Skill Group (Street)
1	4	Superstrength
3	3	Tough

RANK	POINTS	DEFECT
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2	-4	Ism (Frightening “Mutant”)
3	-3	Marked (Imago Spider Demon)
1	-3	Special Requirement (Feeds on Life Energy)
3	-6	Wanted (GEO, Typhon)

**90 TOTAL**

## ► CHARACTER BACKGROUND

In her dreams, Reiko sees lakes of fire and fields of stone. There, packs of beings like herself hunt anything they can bind in their webs, while monsters of snow or flame hunt them in turn. Then she wakes, and remembers that there is no one like her. Imago's fault zones are the only world she has ever known. Most Xyconal mutants, powerful as they are, fear Reiko's life-stealing fangs and inhuman strength. She was attacked frequently enough in her youth that she rarely needed to hunt to survive. When she reached adulthood, there were enough other freaks who admired her more than they feared her. This facilitated Reiko forming her own gang, the Diamond Web.

For the last five years, Reiko has been the terror of Neo Edo. Diamond Web's power grows with each successful raid, and she believes that its power will soon rival that of fault zone gangs like Demon Void. It remains a cold and empty life, warmed only by the few members of her Web she dares to trust. Reiko is filled with resentment for a world that hates her for existing, and she lashes out to take what she wants. Though she is unable to imagine a significantly better life, Reiko longs for one all the same.

## ► PERSONALITY

Reiko is a spider demon with no true understanding of her nature or heritage. Sent to Imago by a clan who wanted her to be safe from their enemies, she has found that safety only through blood and terror. Reiko has trouble trusting normal humans after a lifetime of mistreatment for being a mutant. It is dangerous to treat her like a victim, though. Reiko learned to survive at a young age, and she has become truly adept at violence for one so young.

For all her ruthless fury, Reiko is more than just blood and death. She is an intelligent and inquisitive woman who longs to learn of her true origins. Given Typhon's history, she suspects that they created her, but also knows better than to make assumptions. It would be a stretch to say that she has a noble streak, but Reiko has learned that her strange awareness allows her to sense decency, and she prefers to avoid harming good people. Sometimes this results in friction within the Diamond Web, but she takes care of her people, and so they tolerate her quirks. Reiko does not hesitate to drink traitors dry, though. Betrayal has been a harsh teacher, and she has learned its lessons well.

## ► ATTRIBUTES & DEFECTS

As a spider demon, Reiko is not welcome on any world – even Bazaroth. Imago can understand her as a mutant, but she remains a frightening mutant who hungers for living prey. Surviving in the fault zones has taught her to fight well and sleep lightly, despite her resistance to nearly all forms of harm or control, her ability to transform, and her formidable strength. Reiko has made it a point to educate herself on traditional leadership techniques, which helps her command the Diamond Web gang. Though beautiful in her humanoid form, Reiko is unmistakable in either shape and is a mythical figure of terror for area residents. GEO wants to bring Reiko in and rehabilitate her, while Typhon wants to replicate her.

## ► ADVENTURE HOOKS

- » Anyone could become a victim of Diamond Web. Wealthy characters will make enticing targets, though if any are particularly good people, Reiko will demand that the gang members not harm them. That could result in more curiosity than violence.
- » When Typhon's latest effort to retrieve Reiko ends with a team in body bags, they try to recruit the characters. The corporation is desperate enough to make a generous offer reinforced by a subtle threat, and the characters will make both a powerful ally and a dangerous enemy regardless of their choice.
- » A massive neomorph with the appearance of a classic Bazaroth demon appears in the Neo Edo fault zone, hunting members of the Diamond Web. GEO approaches the characters for support, hoping they can either stop the giant neomorph or convince Reiko to turn herself in.

*"I have no parlour, and you are not welcome here."*

## MURPHY GARRISON

<b>Race</b>	Human
<b>Occupation</b>	Wizard; Teacher
<b>Home World</b>	Earth (Prime)
<b>Habitat</b>	North America, Earth
<b>Height</b>	185 cm (6' 1")
<b>Mass</b>	80 kg (176 lb)



## MURPHY GARRISON

Size Rank 0: Medium

### VALUE POINTS STAT

3	6	Body Stat
11	22	Mind Stat
10	20	Soul Stat

### VALUE DERIVED VALUE

8	Attack Combat Value (Wizardry 12)
8	Defence Combat Value (Personal 12)
45	Health Points
105	Energy Points
5	Damage Multiplier

### LEVEL POINTS ATTRIBUTE

5	5	Connected (Northern Diamond Academy)
2	2	Combat Technique (Deflection, Reflection)
6	60	Dynamic Powers (Primal: Magic -2; Backlash +1; Detectable: Astral/Ethereal +1)
2	2	Ranged Attack (Wizardry)
2	2	Ranged Defence (Personal)
4	4	Skill Group (Academic)
1	3	Skill Group (Adventuring)
1	3	Wealth

### RANK POINTS DEFECT

2	-2	Fragile
2	-2	Nemesis (Peter Bates)
1	-1	Nightmares (Battle of White Sun Castle)
1	-2	Obligated (Northern Diamond Academy)
1	-1	Red Tape
1	-1	Social Fault (Eccentric)

**120 TOTAL**

## ► CHARACTER BACKGROUND

Murphy was born in 1901 at a time when science and technology were ascendant. He had no idea that he came from a long magical tradition, since his mother Dorothy was one of the early stage illusionists and avoided the wizard community. He learned both of real magic and why his mother avoided it when an actual demon attacked them before a performance that would have made Dorothy famous. Murphy devoted the rest of his life to wizardry and defending people from evil magic, becoming one of Earth's greatest heroes. He discovered something that shocked him, however: there were no formal schools of wizardry in North America.

In 1946, after helping defeat the Black Sun Society of Nazi wizards, Murphy travelled to the Yukon in the far north of Canada. There, he conjured a castle of diamond and white oak and founded the Northern Diamond Academy. For decades, he was content to preside over a renaissance of magical education. Things changed once he took in twin prodigies, Brian and Peter Bates. They were his pride and joy, until Peter turned to necromancy to save the lives of Brian and Brian's girlfriend, Aya. Death magic seduced the older twin, devastating Murphy. The elder wizard withdrew from active duty after the Battle of White Sun Castle, where he led a team that thwarted Peter's effort to become an undead immortal at the cost of Brian's life.

## ► PERSONALITY

Magic has defined Murphy's entire life. His mother ran from it, he embraced it, and it changed his students in countless ways. Most of his apprentices have matured into good people, using wizardry to make the world a better place through methods both grand and subtle. Some have been minor disappointments, but only Peter broke his heart. One desperate spell to save those he loved led to Peter's obsession, but even enthralled by death magic there was enough good in Peter for him to deliver his infant nephew Nicholas to the Academy. (Murphy hates it when others call his school "the Garrison".)

Young wizards are now his life. Slow, weak, and tired after the Battle of White Sun Castle, Murphy ceased his use of age-restoring spells and now embraces his elder status. He indulges in eccentric tastes like dressing in classic wizard robes, waving his staff around like his powers reside within it, and summoning pens through his beard. Murphy has dedicated himself to teaching those who will succeed him and preparing them for the

dangers to come. Enemies who underestimate the old wizard for that receive an unpleasant surprise. He is still a capable magical combatant, who can transform entire buildings, summon elemental titans, and turn attacks back on his assailants.

## ► ATTRIBUTES & DEFECTS

Murphy is a genius with a handful of abilities, but with his Dynamic Powers, he is capable of seemingly anything. Experience and enlightenment has allowed the wizard to transcend the need for wands, books, incantations, and gestures. He is so powerful, however, that his rare failures can rebound on him, and every esoteric plane reverberates with his might. Although he is Headmaster of the Academy, the teachers also share ownership of the school, which makes him moderately wealthy. He still teaches using his Academic Skill Group. Sometimes, he hands off those duties due to paperwork or nightmares from his confrontation with Peter Bates, who remains Murphy's enemy.

## ► ADVENTURE HOOKS

- » Ghosts arise to haunt the Academy. Peter Bates is the obvious culprit, but the invasion does not match his usual methods. The spirits are mischievous and troublesome, stealing books and hiding equipment, but do no real harm. Who can get to the bottom of this mystery?
- » Someone has stolen Murphy's staff. It is a harmless prop, used to distract villains for exactly this purpose, but this could be the first stage in a larger assault. Murphy calls on the characters to hunt down the thieves before they cause real damage.
- » Working at the Northern Diamond Academy is always an adventure. Whether spending a semester teaching wards, providing security in the face of dread sorcery, or joining the staff as full-time members, characters who become part of Murphy's vision will never lack for excitement.

*"Another one who wants to meddle in my affairs. They never learn."*

## NICHOLAS "NICK" BATES

<b>Race</b>	Human
<b>Occupation</b>	Wizard's Apprentice
<b>Home World</b>	Earth (Prime)
<b>Habitat</b>	North America, Earth
<b>Height</b>	150 cm (4' 11")
<b>Mass</b>	43 kg (95 lb)



## NICHOLAS BATES

Size Rank 0: Medium

VALUE	POINTS	STAT
3	6	Body Stat
7	14	Mind Stat
5	10	Soul Stat

VALUE	DERIVED VALUE
4	Attack Combat Value
4	Defence Combat Value
40	Health Points
60	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
1	1	Connected (Northern Diamond Academy)
1	10	Dynamic Powers (Primal: Magic -2; Detectable: Sight/Hearing +1; Equipment +1)
1	1	Features (Appearance: Cute, Speed Reading)
1	1	Gear (Wizard Tools)
1	1	Mulligan
1	1	Skill Group (Academic)

RANK	POINTS	DEFECT
1	-1	Inept Attack (All Attacks)
1	-1	Inept Defence (All Defences)
1	-2	Ism (Child, Bates Family Wizard)
1	-1	Marked (Phoenix Birthmark)
<b>40</b>		<b>TOTAL</b>

## ► CHARACTER BACKGROUND

In the northern reaches of the Yukon, near the Arctic Ocean and within sight of Alaska, there is a castle of crystal and white oak. This impossible citadel is known as the Northern Diamond Academy, and it is invisible to mundane eyes and a beacon to all who wield magic. Identical twins, Brian and Peter Bates, graduated at the top of their class twenty years ago. Fifteen years ago, they were involved in a magical duel somewhere in the Pyrenees Mountains. Twelve years ago, Peter returned to the school not with his brother, but instead with Brian's infant son, Nicholas.

Nick grew up in two worlds. He spends half his life in the city of Whitehorse, helping with a local museum and making friends. One supply closet there opens only for a select few – a hidden gate, through which Nick and others travel to the Academy to study the ancient art of wizardry. The apprentice mage has only had a child's adventures thus far, rescuing a talking dog from bullies and chasing down a wild cauldron. Nicholas has no idea of the potential within him, nor that his uncle is the villain his father fought all those years ago. He suspects that Headmaster Garrison is hiding something from him, though, and he intends to find out what.

## ► PERSONALITY

In most ways, Nicholas is a typical boy his age. He follows sports and plays video games. He has a few friends and a few rivals, and his life revolves around attending school. His academic lessons involve as much spell-casting and spirit lore as it does reading and math. While growing up immersed in magic has normalised him to wizardry in some ways, in others it has heightened his sense of wonder. The world is alive with fantastic things and amazing people – only some of which involve magic. He can get bored in class, then return home excited to play the latest Legend of Sara video game.

Nick's most striking trait might be his impatience with secrets, given his familiarity with them. While he has an intellectual understanding of the reasons why wizards keep magic secret, the frustration the apprentice feels gnaws at him. He knows that the teachers are keeping something from him and can sense mysterious powers working in the shadows. While he is also aware that others are working to defend the world against evil magic, being forbidden to help feels like a splinter he cannot reach. If Nicholas knew why he felt so connected to this darkness, he might be able to do something about it.

## ► ATTRIBUTES & DEFECTS

Nicholas is a bright, studious child growing into the first hints of a great magical destiny. His Dynamic Powers allow the student to cast low-powered spells from nearly any discipline. At his current stage of training, though, Nick still needs to use multiple tools: a wand, his spell book, gestures, and incantations. He faces the normal assumptions of any child his age (which he understands) and fears of his uncle's legacy (which he does not). The phoenix-shaped birthmark on his right shoulder has a significance that only Master Garrison comprehends ... for now. Nick's uncle is not associated with a Defect because Peter does not currently wish the boy harm.

## ► ADVENTURE HOOKS

- » The characters come across a boy looking for his dog and they help him search. There are two complications to the rescue: one, the dog states quite clearly that she does not want help; and two, a teenage sorcerer is tormenting her. When the boy challenges the sorcerer with a slender wand, the situation escalates.
- » What does that phoenix on Nick's shoulder mean? It does not radiate magic, but it is an improbable birthmark. When a young student approaches the characters looking for help, the Academy teachers ask them to drop the matter.
- » A woman with striking green eyes introduces herself to the characters as Aya Bates. Her husband Brian died years ago, but she recently learned that her son Nicholas is alive. She wants help finding him. Is she sincere, and if so, what trouble might follow the powerful enchantress into the north?

*"Magic is more than power.  
Magic is hope."*

## RISALDAVA

<b>Race</b>	Woolie
<b>Occupation</b>	Entrepreneur
<b>Home World</b>	Cathedral (Prime)
<b>Habitat</b>	Cathedral
<b>Height</b>	195 cm (6' 7")
<b>Mass</b>	140 kg (309 lb)



## RISALDAVA

Size Rank 0: Medium

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

VALUE	DERIVED VALUE
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6	Attack Combat Value (Unarmed 8)
6	Defence Combat Value
75	Health Points
65	Energy Points
5	Damage Multiplier

LEVEL	POINTS	ATTRIBUTE
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1	2	Armour (AR 5)
2	2	Combat Technique (Brutal, Lethal Blow)
2	2	Features (Homing Instinct, Pouch, Scent Glands)
1	1	Melee Attack (Unarmed)
1	2	Resilient (Intense Cold)
5	10	Skill Group (Business)
2	2	Skill Group (Domestic)
1	1	Special Movement (Swinging)
1	4	Superstrength
1	1	Tough
5	15	Wealth

RANK	POINTS	DEFECT
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3	-3	Marked (Cathedral Woolie)
1	-1	Shortcoming (Body: Major – Agility)
1	-1	Shortcoming (Body: Minor – Manual Dexterity)
2	-4	Skeleton in the Closet (Business Practices)
1	-1	Social Fault (Greedy)

<b>70</b>	<b>TOTAL</b>
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## ► CHARACTER BACKGROUND

In spite of everything that has happened, Risaldava still has fond memories of her mother telling stories of the lost woolie homeworld. In her imagination, it remains a place of vast natural wonder and unspoiled beauty. It distracted her from the years of crushing tedium hauling cargo as a chattel slave in an alien empire. Her only other outlet was the slow, cruel process of earning and saving credits in the hope of buying freedom for herself and her family. Countless others tried that tactic as well, but most failed.

Risaldava succeeded by learning to play the system and win. With everything stacked against her, she invested her meagre funds throughout her childhood and turned it into enough credits to secure freedom. Her surviving family members set out to find a path home. Initially, Risaldava stayed behind to fund their efforts since time and distance eroded her few bonds to others. The wealth that began as a tool became a fortress, and then later, her purpose. Money was safety and freedom – and even life itself. Desperation led to ruthless determination, and the woolie who once dedicated herself to liberating her family now secludes herself in a tower of steel and force. Risaldava dreams of a green homeworld; perhaps she will buy one some day.

## ► PERSONALITY

Risaldava is a greedy, dangerous investor born from horrible circumstances. She has a heart, but decades of self-reliance have taught her to hide it behind ramparts of power and security. The woolie sacrificed her childhood to free her family, and then gave away her dreams to support the hopes of others. Now, she looks after herself. She has earned the right many times over, but Risaldava overcompensates with hostile takeovers and ruthless intrigue. She avoids criminal enterprises as a rule, but she is not above breaking the occasional law or bone when it serves her purposes.

Her avarice does not come from a childish desire to keep score, however. To Risaldava, money is the only power that matters. It bought her freedom, and now protects her from slavers and ensures her comfort. The woolie is willing to spend money within reason, and pays well for loyal employees and incorruptible agents. Her few friends are either wealthy themselves, or loyal hirelings that have since moved on from her employ. Risaldava trusts slowly and is quick to defend herself, and so she cuts off those whom she believes have abandoned her. On Cathedral, there are countless ways to reduce a body to atoms should someone betray her.

## ► ATTRIBUTES & DEFECTS

Risaldava is a woolie with access to fantastic wealth and the skill to maintain it. Her Lethal Blow technique can be a fatal surprise to those who underestimate her physical abilities, but she is at her most dangerous behind a desk. Risaldava can direct almost any sort of activity without leaving a trace. She learned to do this while buying her freedom, and it has served her well when covering up unsavoury activities. Her need for credits borders on the addictive – doubly so as she is the only woolie in her social circle. No one asks who Risaldava is twice.

## ► ADVENTURE HOOKS

- » A Fusion conglomerate makes quiet offers through independent circles for plasma birds. Risaldava does not trade in sentient beings, but animals are fair game (regardless what the Xyd templars want). Characters can make a fortune on either side, if they can avoid getting killed first.
- » One of Risaldava's former owners believes that her investment in the woolie did not return adequate dividends. The characters can make a lot of money protecting Risaldava, but her response threatens to set Cathedral ablaze with a secret war.
- » Risaldava's mother returns from the edge of the galaxy, heartbroken at what has become of her daughter. She hires the characters to protect her from villains while she tries to reconnect with Risaldava. This turns out to be wise when Ghoul Pirates see a fortune in the older woolie's ransom.

*"I can make you rich. I can also crush your skull. Easy choice, is it not?"*