

— フィアト・ルクス —

ANIMA

BEYOND FANTASY

DRAMATIS PERSONAE
VOLUMEN 2



DRAMATIS PERSONAE VOLUMEN 2

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SPECIAL THANKS

To our fans, to all of you who have always supported
Anima against all odds. You are the best.

INDEX

BALTHASAR, THE MONSTER	4
KILLRAYNE, SUPREME IMPERIAL EXECUTIONER	8
ILUMINA, DARK ANGEL	12
SELINE LUNA, LADY OF NIGHTMARES	14
MATHEW GAUL, SUPREME ARCHON	18
KONRAD VON RIKKER, TOL RAUKO FIELD COMMANDER	23
ANGEL FANTASMA, DUMAH TYPE-1.000	26
HRINGHAM, KING OF THE NON-LIFE	29
VALIS UL DEL VILFAIN, PRINCESS OF THE ARIAS	34
KISHIDAN, KNIGHT OF THE ORDER OF 7TH HEAVEN	39

BALTHASSAR

THE MONSTER

Level: 10 **Category :** Natural (Natura 10)

Life Points: 210

Class: Warrior summoner

Str: 11 **Dex:** 10 **Agi:** 7 **Con:** 8 **Pow:** 13 **Int:** 11 **Wil:** 8 **Per:** 7

PhR 95 **MR** 110 **PsR** 95 **VR** 95 **DR** 75

Initiative: 120 Natural, 55 Caliburn (Two-handed sword +15)

Attack Ability: 260 Caliburn (Two-handed sword +15)

Défense Ability: 265 Caliburn (Two-handed sword +15)

Damage: 170 Caliburn (Two-handed sword +15)

Armour: Arbiter Armor (Partial Plate +15)

AT: CUT 7 IMP 7 THR 7 HEAT 5 ELEC 3 COLD 4 ENE 4

Ki Pool: 61

Ki Abilities: Use of Ki, Ki Control, Presence Extrusion, Aura Extension, Enchanced Speed, Use of Necessary Energy, Penalty Reduction, Inhumanity

MA: 15

Zeon Regeneration: 75 (105 magus armor)

Zeon: 1.010

Summon: 265 **Control:** 60

Bind: 265 **Banish:** 75

Invocations : Zvilpogghua (Primordial Monstrosity), Hemrod (Messenger of the Gods), Huggin and Munnin (Eyes of the Crow), Ethelthryth (Mistress of Names), The Seller.

Advantages and Disadvantages: Aptitude in a Subject 2 (science), Aptitude in a Subject (Alchemy), Use of Armor, Charm (deviant), Deep sleeper.

Size: 18

Regeneration: 3

Movement: 7

Fatigue: 8

Secondary Abilities: Ride 60, Composure 85, Notice 100, Search 100, *Feats of Strength* 140, Withstand pain 110, Alchemy 205, Science (Vetala) 305, History 35, Medicine 105, Memorize 45, Occult 135, *Intimidate* 75, Tactics 85, Music 30.

Note: The *Secondary Abilities* in cursive represent the ones that get a special bonus from Caliburn and his Armor.

To date, Arbiter Balthassar is probably the greatest scientific genius of the Azur Alliance, an amoral researcher in the service of Matthew Gaul that develops the majority of the largest biomagic weapons. Under the nickname of 'the Monster', he is in charge of creating living weapons for the Archon from the fortress of Seifer, as an imminent war is brewing against the Empire.

His real name is Hans Upior, from a important family of Tol Rauko. From early age, he was trained by the best in order to become a knight and thus take command of his family, but the child understood quickly that this was not his place to be.

At just twelve years old, he fled from home and started working for a group of mercenaries, where he earned enough money to be able to afford to study at the best universities of Ilmora. He quenched his thirst for knowledge, and developed theories so advanced for someone his age, that they seemed impossible. But his studies began to take on a darker shade, and soon he began secretly developing experiments that could be considered as unholy.

Before the Inquisition pursued him, young Hans fled and traveled the world, combining his work as a renowned mercenary with his research. During this time, he even spent a few months studying under the guardianship of Dr. Loctus Khan Schwarzwald, but he left when he realized that he could go mad if he kept going into the head of his strange tutor.

Over the years, he acquired a formidable and legendary reputation in the criminal world, coming to work for virtually all the hidden organizations of Gaia, including even some contracts for Samael (something very few humans have done). As payment, Hans always asked for things that could help him in his research, whether they be financial funds or more unusual things.

Ultimately, after more than two decades as a mercenary, he was captured by the Inquisition while asleep but before being questioned and executed, the future Supreme Archon Matthew Gaul intervened secretly to release him. Since then, he has been at his service, not only to pay his debt, but also because the Archon provides him with everything he needs to work. Balthassar appreciates the military structure of Gaul.

Hans is actually a Nephilim Vetala who in his life past worked as a researcher for Rah during the War of God. Sometimes traces of his past knowledge resurface, which obsesses him and feeds his scientific desire. This origin is also the reason why he feels better when he is among supernatural beings rather than humans; in some way, he perceives that his place is not among humans.

It's easy to think of Balthassar as an amoral monster, but the truth is that he is not really a bad person. Even though he has no problem acting with cruelty or killing innocent people, he only does so if he has a good reason to and never enjoys doing so. Deep down, he doesn't have much attachment to human life, on the contrary he has a genuine appreciation for supernatural creatures who serve him and for his experiments. The aspect that redeems him is that he never lies and always keeps his word, something which was instilled in him from an early age and which made a lasting impression. However, for him, his research is ahead of almost everything, and there are but few lines he dares not cross so that his creations are a success. Although he is in his fifties, Balthassar maintains his exceptional physical strength and impressive constitution.

His most unusual feature are his eyes, which have a slightly golden hue, which tends to make people nervous that meet his gaze, he usually hides them under his Arbiter Mask. He also lacks an ear and part of his face is marked by a scar, an old war wound from his time as a mercenary when he was still a teenager.

After the creation of the Alliance, Matthew promoted him to the rank of Arbiter and instructed him to oversee a project to create artificial monsters for the Azur Alliance, a job he does perfectly; he has already secretly tested several supernatural soldiers and achieved excellent results.

SCIENTIFIC MASTER

Instead of controlling supernatural creatures with summoning skills Balthassar uses other methods to ensure their vassalage. First, whenever he can, he tries to earn their loyalty by traditional means and, if he succeeds, proves himself to be a man of his word who keeps his promises. If that is not possible he doesn't hesitate to use monstrous experiments to subject creatures to his will, either by inflicting horrible suffering on them, by modifying their consciousness or even by suppressing it thanks to machines and alchemy.



MODUS OPERANDI

Balthassar is an extremely far-sighted genius and always likes to have one or two aces up his sleeve to secure the victory. However, this sometimes gets contradicted by the pleasure he experiences in flaunting his immense power and they can even be forgotten if he thinks his enemy is much lower than him. Still, he has no problem about invoking the monsters that are under his control in the event of a problem.

He usually has several creatures bound to him, that he releases to fight alongside him, which gives him vast superiority in combat and makes him a living army wherever he goes. Since his Zeon regeneration is very limited so as to maintain the links of such an army, he uses artifacts that make binding easier or simply liberates the creatures he considers the most loyal, and he binds them only when he needs them to remain hidden. The most powerful entities he has are a Ginnungaus and a Bone Collector, although his true ace is a Primeval Abomination that he personally nourished until it grew to its maximum potential. The Abomination is controlled by a supernatural system which makes it feel as if the Arbiter as a primitive entity to which it is subjected, although it is usually so uncontrolled that Balthassar prefers to use it in mass combat, because except for the Arbiter, the creature attacks all other beings indiscriminately including his allies.

Charm (deviant): The Charm Advantage of Balthassar only works on supernatural beings or inhuman races that are not common animals.

Cicada System: His knowledge of alchemy combined with his in-depth study of Vetala science allowed Balthassar to develop a unusual system that allows him to make the most out of his Nephilim nature. It is a complex set of tubes and tanks that when activated inject a mixture of human and Grendel blood specially prepared for the Arbiter, into his throat, stomach and armpits.

In the round immediately following the activation of the system, Balthassar suffers a -10 penalty to all of his actions due to pain, a feeling of drowning and change in body pressure, but immediately afterwards he enters into a state of Blood Ecstasy. Like every Vetala Nephilims, this gives him an extra point of Dexterity and a +10 bonus to all his actions, which ultimately results in a +15 to all skills based on Dexterity, including combat skills.

The problem with injecting this mixture directly into the throat and stomach, ingestion is that it causes much more addictive effects to Balthassar, for this reason the Arbiter only uses Cicada in the most dire of situations because he does not want to develop a blood addiction. At most, he can use it once or twice a year in order to avoid getting addicted.

Cicada is very difficult to install (it has to be done very carefully, but it is not very bulky, so Balthassar usually wears it under his armor without problem).

The Prince Charming: Usually, Balthassar is always accompanied by Prince Charming, a powerful supernatural entity that has escaped from the Interregnum of Theresia a long time ago, and a kind of "friendly" relationship has been created with the Arbiter.

The creature can help Balthassar in battle and his power is considerable (maybe even bigger than the Arbiter himself), but there is a rule and a price to pay to get his support; The Prince can only fight alongside Balthassar if he requests it explicitly, and when he does the Arbiter loses a year of his life.

INVOCATION

Zvilpogghua

One of the Primitive Gods locked up in the Cordillera of the Winds. Although his spirit is sealed like his peers he acquired a certain presence in dreams and has a vague consciousness.

Pact: Summoner must sacrifice countless innocent lives to somehow create a new life (this created being must necessarily have a direct link with the dead, so that its existence is born through the sacrifice). Then the summoner must then offer this new being as a receptacle for the God, who can use it as an avatar however it likes.



Usual Appearance: It usually takes the form of an entity without arms, similar to a kind of winged toad, with an extremely long neck and a face full of tentacles. As it is now only a dreamlike vision, it appears like a stinking fog.

Initial Invocation Difficulty: 320

Initial Cost: 600

Ossadagowah

Difficulty: 300 **Cost:** 450

Attack: 280 **Defense:** None

Action: Active

Effect: The tentacles of Zvilpogghua carry out five attacks, each with a base damage of 100 against the defender's Impact AT, or they make a Trapping maneuver with Strength 12.

These attacks are melee attacks that have a range of 50 meters.

Each medium or small target can only be targeted by maximum of two tentacles and, if there are not enough targets to assign, the other tentacles will attack other random targets that have not been appointed by the summoner or even the summoner itself.

Duration: Instant (Targets are trapped for 5 rounds)

Description: Part of Zvilpogghua's body manifests through a breach in reality and attacks the targets designated by the summoner with its tentacles.

EQUIPMENT

CALIBURN

Balthassar carries a powerful weapon that was given to him by the Prince Charming ; Caliburn the sword of kings, the seventh and most powerful of all the Weapons of Legend. In truth, this is not the real blade, but an existential copy of the Weapon of Legend created by Evermilion, unbeknownst to them.

The imitation of the weapon is much bigger than the original Caliburn and a little deformed, so that it is more like a two-handed sword instead of a bastard sword, for the rest it looks identical to the mythical weapon (anyone who has not seen the real one and knows the legend of Caliburn, might mistake this one with the real one). The sword is extremely powerful, but not as much as the original. Furthermore, like all weapons created by Evermilion, it looks dark and malicious and can turn against its bearer without him being aware of it.

Quality: Caliburn is considered a two-handed sword of +15 quality capable of damaging Energy. Contrary to the general rules, this bonus is also added to the magic and psychic projection of the character using it.

Unbreakable: Caliburn cannot be broken in any way known.

Power of the Soul: The weapon gives a +1 bonus to the Power attribute of the wearer.

Sovereign: The bearer of Caliburn gets an innate bonus of +40 to Intimidate rolls he makes with it.

Immunity: The wielder of Caliburn is incapable of suffering from bleeding, being in flames, or being frozen.

Attached: The wielder of Caliburn gets a +3 bonus on any opposed test to not be disarmed

General: All allies who fight alongside the wielder of Caliburn get a +10 bonus to any combat action and their Resistances. If the wielder orders to withdraw or flees the fight, they lose the bonus and apply a penalty of -20 instead. This power does not affect the wielder.

Change Fate (Notion of Use 2): Once per fight the wielder of Caliburn can re-roll an Attack or Defense roll that he performs with the sword. If the result of the second roll is a Fumble, apply a +20 to calculate the Fumble level.

Increased Resistances: The wearer of Caliburn gets a +10 bonus to all his Resistances. Unlike the general rules, this modifier is combined with any other bonus the character may have from another special object.

Avalon (Notion of Use 4): As the world's chosen one, the greatest of his heroes, the wielder of Caliburn cannot be defeated. By activating this ability, for a number of rounds equal to his Power attribute, the character cannot be negatively affected by any ability, natural or supernatural. Once this time has elapsed, the wielder of Caliburn permanently loses a point of Power and suffers a penalty of -50 to all of its actions, which recovers at a rate of 10 points per day. Avalon can only be activated once a day. Beings with Gnosis 35 or higher can ignore the immunity conferred by this ability.

Linked: Prince Charming can claim the weapon at any time, snatching it from Balthassar or whoever owns it, and have it appear in his hand.

ARBITER ARMOR : THE MONSTER

Balthassar has one of the Arbiter Armors, The Monster, one of the ancestral artifacts created to control the course of battles.

Quality: it is considered a supernatural partial plate armor of +15 quality

Magus Armor: The armor acts as a magic container which can store up to 1200 points of Zeon and increases the Zeon regeneration of its wearer by 30 points. Not having the Gift, Balthassar cannot use the Zeon stored in the armor, but he does benefits from the increased regeneration.

Monster Force (Notion of Use 1): The Armor provides its bearer a 140 in Feats of Strength or a bonus of +40 to the skill.

Mask : The Mask is considered as a full closed helmet with the same defensive attributes as the armor. In addition, it grants a Special bonus of +80 to the Arbiter's MR or PsR against effects trying to discover his identity, finally the Mask does not give a penalty on Perception rolls.

HIGH ARBITER

Clad in his Arbiter armor and mask, Balthazar has the ability to control the course of battles at will.

Limit: All High Arbiter skills only work with people who have voluntarily agreed to obey Balthassar, and who consider him their superior. Someone who doesn't really submit to him (simply pretending in order to obtain benefits) or who has a higher level than the Arbiter cannot be affected by his powers.

Motum: Balthassar can make his subordinates feel the position he wants them to be directed to. This ability allows him to show up to three different points, and is able to choose which of his men should go to which position. Motum has a radius of 1 kilometre and when active automatically consumes 1 point of KI or 5 points of Zeon every five rounds.

Opugnus: Balthassar can give a subordinate a +30 to a single offensive action. Activating this ability automatically consume 5 points of KI or 50 points of Zeon.

Creed: While the Arbitrator stays focused and does not do anything else, all his subordinates within one kilometre away get a +10 to any action directly related to combat.

Sagnis: The unique ability of the Monster Armor allows the Arbiter to choose from among his subordinates and bring them into a Berserk State, they will then uncontrollably attack anyone near them and who is not in service of Balthassar. While in this state, the affected individuals get a +20 bonus to any melee combat action, and ignore psychological states of Fear and Terror as well as the penalties caused by Pain. This ability last until an hour after the end of the fight.

KILLRAYNE

SUPREME IMPERIAL EXECUTIONER

Level: 12 **Category:** Natural (Natura 15)

Life Points: 285

Class: Technician/Weaponmaster (7 / 5)

Str: 11 **Dex:** 13 **Agi:** 11 **Con:** 11 **Pow:** 10 **Int:** 8 **Will:** 10 **Per:** 9

PhR 105 **MR** 100 **PsR** 100 **VR** 105 **DR** 105

Initiative: 145 Natural, 120 Kokidenju (Katana +15), 55 Abdalmalek (Two Handed Sword +10), 120 Solaris (Lance +10), 120 Hrotti (Hand Axe +15), 130 Vilen (Parrying Dagger +10), 120 Gaira Chain (Chain +15), 110 Drakengard (Warhammer +10)

Attack Ability: 290 Kokidenju (Katana +15) / Hrotti (Hand Axe +15) / Gaira Chain (Chain +15), 285 Abdalmalek (Two Handed Sword +10) / Solaris (Lance +10) / Vilen (Parrying Dagger +10) / Drakengard (Warhammer +10)

Defense Ability: 290 Vilen (Parrying Dagger +10), 285 Kokidenju (Katana +15) / Hrotti (Hand Axe +15) / Gaira Chain (Chain +15), 280 Abdalmalek (Two Handed Sword +10) / Solaris (Lance +10) / Drakengard (Warhammer +10)

Damage: 110 / 130 Kokidenju (Katana +15), 140 / 160 Abdalmalek (Two Handed Sword +10), 90 / 110 Solaris (Lance +10), 105 Hrotti (Hand Axe +15), 80 Vilen (Parrying Dagger +10), 85 Gaira Chain (Chain +15), 100 Drakengard (Warhammer +10)

AT: Partial Plate +10 & Armored Longcoat +15

CUT 8 IMP 6 THRU 7 HEAT 7 ELEC 7 COLD 7 ENE 0

Ki Accumulations: Str 3 Dex 6 Agi 3 Con 2 Pow 2 Will 2

Ki: Str 12 Dex 36 Agi 32 Con 12 Pow 30 Will 10 **Generic:** 132

Ki Abilities: Use of Ki, Ki Control, Ki Detection, Erudition, Presence Extrusion, Aura Extension, Use of Necessary Energy, Inhumanity

Advantages and Disadvantages: Martial Mastery 3, Ambidextrous, Slow Healer

Natural Abilities: Viking Module (Hand Axe, Warhammer, Lance, Two Handed Sword, Long Sword), Different Type Module x2 (Parrying Dagger, Chain), Ars Magnus: Ophiuchus Sigma

Size: 20

Regeneration: 4

Movement Type: 11

Fatigue: 11

Secondary Abilities: Athleticism 25, Ride 45, Swim 45, Climb 25, Jump 25, Notice 170, Search 125, Track 105, Composure 115, Feats of Strength 75, Withstand Pain 65, History 65, Medicine 55, Style 105, Intimidate 110, Leadership 110, Persuasion 110, Hide 40, Stealth 25, Poisons 55, Forging 105, Sleight of Hand 105, Ki Detection 345

The man known only as Killrayne was the former leader of the Knights of the Seventh Heaven and personal praetorian of the Sacred Holy Emperor Elias Barbados. He stood besides him during good times and bad, serving him with a limitless devotion. He possessed an unrivaled combat, being able to wipe out entire regiments by himself without getting splashed by a single drop of blood from his victims. Those few who had seen him fight thought he wasn't human. He always stood out among the rest of the order for being the only one wearing black, which made the people grant him nicknames like "The Walking Death" or "The Emperor's Reaper".

Cold and ruthless against the enemies of the Empire, during moments of his lord's madness he would execute any who would question the Emperor's words without hesitation, like an angel of death. However, in the final hours of the Breach of Heaven he faced Kisidan and suffered defeat for the first time in his life. Fatally wounded, he ended up in a deep coma that didn't seem like he would ever wake up from. Still, the praetorian refused to die.

Knowing the danger he posed to the crown, he was sent to the Nameless Island while still in a coma, where he woke up after four months. Upon discovering what had happened, an uncontrollable rage seized him, a cold homicidal anger that took away the little humanity he had left. He has no resentment towards Kisidan for killing Elias; no, he hates Elisabetta, feeling that she has brought destruction to the Empire with her ascension to the throne, and he hates himself for failing to prevent it. His hatred is the only thing that keeps him alive, the same one that drives him to escape The Nameless Island and kill the Empress with his own hands. It does not matter how long he must wait. He knows that his opportunity will arrive someday.

Currently Killrayne is a middle-aged man of around forty years old, although he retains his every single of his physical abilities. He is quite possibly the best human fighter that exists in the world. His skills do not come from gifts, divine blessings, or awakened memories of a past life. His power and skills are his and his alone, gained through dedication, suffering, and talent. He fights using seven different weapons that he carries on his back, and combines them interchangeably to perform the unique fighting style that he has created.

MODUS OPERANDI

Killrayne possesses a vast arsenal of supernatural weapons that he has collected and earned throughout his life. Initially, he began to claim them as trophies in order to remind his fallen enemies that they deserved recognition, but it wasn't long before they were being put to proper use by adapting them into his unique fighting style. Currently, the weapons that he possesses have become the basis for his fighting style, having developed a unique Major Ars Magnus for them called Ophiucus Sigma.

Possibly due to his experience or due to his innate combat senses, Killrayne is extremely proficient at measuring the risk an adversary poses to him. It only takes a few moments or even just seeing them walk for him to know whether the people in front of him are "ants" or capable fighters. Due to this, he knows how to adjust his ability enough to ensure a quick and efficient victory. However, he believes it is inconceivable that an opponent would be able to overtake him. After all, in all his life, only Kisidan has been able to best him.

When a fight is not a threat, Killrayne usually fights with only a single weapon, chosen from his arsenal to be the most appropriate each time. If the fight does prove to be a threat, he uses different combinations of weapons, carrying one in each hand (again the two that seem the most appropriate) and fights by changing one of them every attack thanks to the Vortex ability of Ophiucus Sigma.

KI TECHNIQUES

Coelo Ruinam

Killrayne has always sought absolute perfection in combat, and his Ki Techniques are the very embodiment of that principle. Rather than having a lot of techniques, the supreme praetorian has always preferred to have a few but polished ones and has refined them to do exactly as intended; instruments that perfectly fit within his unique fighting style. Coelo Ruinam is mainly characterized by using the most varied weapon combinations and always leaves behind a faint reddish trail.

Primo Poenam

Level: 1

MK: 35

Killrayne's first technique allows him to perform an incredibly fast attack charged with reddish energy that leaves behind a groove in existence which takes a few seconds to disappear. Since he can carry out this attack with any of his weapons, the execution slightly differs based on which weapon he uses; each one leaves behind a specific symbol, a kind of signature of which weapon has been used.

For game purposes, Killrayne makes an attack and applies a +50 bonus to his attack ability and increases the base damage of the weapon used by +40.

A lot of times, when finishing this technique, Killrayne uses his Vortex ability to swap weapons and store the one he used for this technique.

DEX 6 AGI 3 STR 3

Effects: +40 Damage, +50 Attack

Advantages: Reduction of Ki 1

Type: Action (Attack)

Custodius Caelum

Level: 1

MK: 30

Custodius Caelum is Killrayne's main defensive technique, because while he is a warrior who prefers to overwhelm his opponents, his martial instinct has always told him that even he must be prepared if he were to face an equal. When using this technique, Killrayne moves at full speed with his weapon wrapped in energy and, when moving to intercept an attack, other weapons made of energy appear to help defend against it. In the event that he gets to make a counterattack, he moves while the other weapons that helped him defend stay in place, executing an attack similar to Primo Poenam.

For game purposes, this technique provides Killrayne a +40 bonus to his defense, and in the case of a counterattack, adds a +40 to his attack ability.

As is the case with the previous technique, at the end of the counterattack, Killrayne stores the weapon he used in the Vortex.

DEX 6 AGI 3 STR 3

Effects: +40 Block, +40 Counterattack

Advantages: Reduction of Ki 1

Type: Action (Defense)

Carnificare Magnus

Level: 2

MK: 45

Carnificare Magnus is Killrayne's favorite technique and the only one that he allowed himself to lose a bit of effectiveness for the mere pleasure of absolute superiority when executing it gave him.

Also known as the ultimate execution technique, it allows Killrayne to decapitate someone with absolute efficiency. The people around him don't even see what has happened; heads simply go flying around them.

For game purposes, Carnificare Magnus allows Killrayne to perform an attack with a +50 bonus to his attack ability and reduces the penalty for an attack aimed at the head by 75 points. Furthermore it adds +40 to the result of Criticals caused by it.

In the rare cases where he is forced to leave his opponent alive, he uses this technique in combination with Drakengard to knock the enemy unconscious in a matter of seconds.

DEX 7 AGI 5 STR 5 POW 1

Effects: +50 Attack, +40 Critical, -75 Aiming

Advantages: Reduction of Ki 1

Type: Action (Attack)

Infinitus Telum

Level: 2

MK: 65

Infinitus Telum is quite possibly the true masterpiece of Killrayne, a technique created in a flash of absurd brilliance to combine and enhance his unique fighting style with. In anyone's hands it would be extremely powerful, but for the former Lord of the Heaven's Order, it's effectiveness is unmatched.

This technique allows Killrayne to execute five attacks in the same round, also allowing him to unsheathe or take up to four other weapons without a penalty to his ability.

For game purposes, Killrayne executes five attacks and at the end of each attack the weapon he had used for it is absorbed in the Vortex of Ophiucus Sigma. In this way he can bring the use of his Impossible Weapon almost to its limit in a single turn.

Visually his movements are a terrifying poetry because each of them flourishes with passionate symmetry, his weapons changing at all times by disappearing and new ones appearing.

Usually at the end of this technique he triggers the Absolute Liberation, making all the weapons he just used instantly reappear floating around him.

DEX 9 AGI 5 CON 3

Effects: Limited Additional Attacks +4, Additional Actions +4 (Unsheathe, Special)

Advantages: Reduction of Ki 3

Type: Action (Attack)

Pandemonium Rex Novae

Level: 3

MK: 70

Pandemonium Rex Novae is the culmination of Killrayne's fighting style, the ultimate attack created in combination with Ophiucus Sigma to destroy men or gods alike. While it does not have the same incredible effectiveness as Infinitus Telum, it is undeniable that when it comes to destructive power, Pandemonium is second to none.

Killrayne always uses this attack when he has at least four weapons stored in the Vortex (although generally, if possible, he prefers to have all seven stored). After declaring in the previous round that he is going to use Absolute Liberation, Killrayne executes this attack first, marking his enemy and granting all weapons thrown at them benefit from the bonus of a Greater Brand.

Visually, Killrayne performs an attack with weapons made of energy that causes dozens of spectral weapons to remain stuck in his opponent's body. At that point he partially turns around and all the weapons summoned with Ophiucus are thrown at his enemy, destroying them completely.

DEX 12 AGI 7 STR 7 POW 4 WILL 4 CON 4

Effects: +125 Attack, Greater Brand

Advantages: Reduction of Ki 1

Type: Action (Attack)

EQUIPMENT

Kokindenju-Yukihira (Katana)

The katana that Killrayne uses to fight is one of the seven legendary swords of the East, an unparalleled weapon that is said to cut everything.

Quality: Kokindenju-Yukihira is considered a Quality +15 katana, although it has the Resistances of a +20 katana.

Ashura (Notion of Use 2): It is said that when Kokindenju-Yukihira was forged, its creator felt so much anger in his heart that it permeated his creation giving it a bloodthirsty nature. When the user uses this sword and fights with it, after several rounds he begins to feel the same anger in his hands, unconsciously following Ashura's path. Therefore, he applies a -10 to his Attack ability, since his ability is clouded by anger and his movements become insecure, but he gets in return a bonus of +30 to the damage of the weapon. Someone who has mastered the use of Kokindenju-Yukihira can use this ability at will, choosing between using his full ability or getting the damage bonus before rolling the dice with each attack.

Spiritual Awakening (Notion of Use 2): If Kokindenju-Yukihira causes damage to a living being whose presence is not more than 20 points less than that of its bearer, the katana awakens the channeling channels of its owner granting a +1 bonus to all their Accumulations and a +10 All Action Bonus for next 5 rounds. This bonus remains active even if the sword bearer changes his weapon or loses it.

Unparalleled Edge: The blade of Kokindenju-Yukihira reduces the defender's Armour by one additional point (ie -4 if we consider its quality).



Hrotti (Hand Axe)

An axe of Northern origin that belonged to one of Holst's enemies. It is said to have been forged by the ice giants and blessed with runes by the gods themselves.

Quality: Hrotti is considered a supernatural Quality +15 hand axe.

Supernatural Weapon: Hrotti is capable of damaging energy.

The Path to its Owner (Notion of Use 2): The weapon holder can summon it to his presence, causing the weapon to return to his hands the next turn if it is not more than 150 meters from him. The weapon returns with the equivalent of Strength 14, in case someone tries to stop it. This ability can only be used by the person that Hrotti considers its legitimate and deserving owner in each generation.

Edge of Ice: Hrotti is considered an elemental weapon of ice and its user can attack Cold as a Secondary damage type if desired.

Solaris (Lance)

Solaris is an ancient Lilium weapon created with the intention of imitating legendary weapons. It is made of oak wood and has a white metal edge filled with runes.

Quality: Solaris is considered a supernatural +10 Quality lance.

Supernatural Weapon: Solaris is capable of damaging energy.

Caac (Notion of Use 2): When thrown, Solaris grants a special bonus of +20 to the Attack with the weapon and a special bonus of +40 to its damage. These bonuses are compatible with those granted by Ki techniques.

Forest Movement (Notion of Use 1): The bearer of Solaris can move through natural environments without any penalty to their movement.

Rod of Life (Notion of Use 2): Solaris grants a +15 bonus to Magic Accumulation to cast Essence spells.

Poisonous: If inflicted a wound on a living creature capable of bleeding, the target of the attack must overcome VR against 120 or suffer Weakness after 5 rounds. The effects remain active for one hour for each point that the Resistance control failed.

Abdalmalek (Two-Handed Sword)

A huge, slightly curved broadsword that belonged to an especially evil Djinn. It was created with crystallized sand, into which numerous ungodly spirits were forced.

Quality: Abdalmalek is considered a Supernatural +10 Sword.

Supernatural Weapon: Abdalmalek is capable of damaging energy.

Unholy Fate: The user of Abdalmalek may repeat an attack or defense roll he makes using the sword once per combat. Every time he uses this ability, a scar appears on his body as a reminder of what might have happened to him.

Semi-Spirit: While Abdalmalek is carried, the owner of the sword and the person on whom he places his hand on their shoulder will be able to see the supernatural.

Vilen (Parrying Dagger)

A twisted black steel blade from the days of the Yehudah Empire. Its creator or owner is unknown, and over the years it has changed ownership multiple times, ending up among the possessions of one of the assassins who tried to end the life of the previous emperor.

Quality: Vilen is considered a supernatural +10 Parrying Dagger.

Supernatural Weapon: Vilen is capable of damaging energy.

Defender: Vilen grants a +10 special to her defense ability when used to Block an attack.

Gaira Chain (Chain)

A fragment of black metal in the form of a chain linked to the dragon god of the Duk'zarist. It was combat-enabled and can be used as a weapon in a conventional way.

Quality: The Gaira Chain is considered a supernatural chain of Quality +15.

Unbreakable Trap (Notion of Use 1): If used for Trapping, the weapon uses the equivalent of Str 14 to calculate the result.

Supernatural Weapon: The Gaira Chain is capable of damaging energy and seizing intangible things.

Elemental Weapon: The Gaira Chain is considered an elemental weapon of darkness.

Barrier Destroyer: The chain doubles its damage against supernatural shields of any kind.

Seal (Notion of Use 1): If the chain is used to block a door or opening, it is considered supernaturally sealed and the entire room or building acquires the character of supernatural, whose walls cannot be crossed by intangible entities or elements. Similarly, if after having obtained a Fully Immobilized result with the Chain it is closed with some type of padlock, the target must overcome an MR against 160 or be completely sealed, unable to move and try to free itself unless it suffers an attack (in which case, they have the right to a Strength or Agility check to free themselves).

Drakengard (Warhammer)

A beautiful warhammer made from dragon bone and white steel. It belonged to Sylvain high prince who passed away during the War of God.

Quality: Drakengard is considered a Supernatural +10 Warhammer.

Supernatural Weapon: Drakengard is capable of damaging energy.

Earth Spasm (Notion of Use 3): Hitting Drakengard on the ground can cause a tremor that knocks down those within 50 meters if they do not pass an Agility check against difficulty 15 or an Acrobatics check against 240. To make use of this ability, the wearer must make a ground attack that exceeds result of 240.

Armor Break: Drakengard reduces the defender's Armour by four additional points (that is, -6 if we consider its quality).

Unconsciousness: Drakengard's blows apply a +40 bonus to the result of Critical roll performed as part of Knock Out maneuver.

Non Mortis: Drakengard's attacks cannot kill his opponent.

INTERESTING FACTS

- Killrayne has a daughter he conceived when he was just a teenager. He feels a strange mixture of emotions towards her, mostly negative, although he is secretly proud that the young woman has inherited a part of his martial talent.
- He likes mystery novels. One of the few mundane pasttimes he did in his spare time was reading detective novels and try to find out who the culprit was before the resolution of the case.
- If someone forces him to fight seriously he always whispers the same phrase "Death comes for you....So face the end of your existence." He is not even aware he does this, it happens innately.
- His devotion to Elias was a mixture of friendship and veneration for what he represented; a man who, in his eyes, had opposed an oppressive god (Lascar Giovanni) and had succeeded in overthrowing him. In his heart, Elias was the true incarnation of the Sacred Holy Empire.
- On one occasion, years ago, he encountered Adam W. Lancerot who told him that deep down, they were very similar. He never paid much attention to his words, but ever since he has been locked up on the Nameless Island they have come to mind many times.
- Since he's been locked up he has grown long hair and a beard.

OPHIUCOS SIGMA

Requirements: Attack 200+, Defence 200+, Inhumanity, Multiple Weapons (Special).

Base Weapon: Multiple Weapons

Cost: 80 DP (Special) **MK:** 70

Multiple Weapons (Special): The character must learn at least three weapons of different Classes to be able to use this Impossible Weapon.

Cost (Special): Ophiucos Sigma's DP cost is reduced by 10 for each different Weapon Class that its bearer knows at the time this Magnus is developed (up to a minimum of 10 DP). That is, the more varied and different they are, the easier it is to master.

A character who develops Ophiucos Sigma knowing how to use a Long Sword (Sword Class), Two-Handed Sword (Two-Handed Class), Two-Handed Axe (Two-Handed and Axe classes), Foil (Sword and Short Weapon Class) and Halberd (Pole and Two-Handed Class) would reduce the cost by 50 DP because of using weapons of 5 different types (Sword, Two-Handed, Axe, Short Weapon and Pole).

Ophiucos Sigma is a unique impossible weapon, a personal style created by the one who is possibly the best fighter of his generation; Killrayne, the only living human who has measured himself against gods and made them to force their hand. The Lord of the Heaven's Order started this style based on the principles of Ophiucos itself, but since he was unable to finish his training, he completed and shifted what he knew to create something unique and personal. In many ways his work is vastly inferior to the true Ophiucos, but in Killrayne's hands it may even be superior.

The core of Ophiucos Sigma is based on using very different weapons that complement each other. Through a refined martial skill and his enormous internal energies, the fighter is chaining attacks and preparing his weapons so that, when the time comes, they can be unleashed without even needing to touch them; At his command, they can lunge and destroy his enemies independently.

Unlike with the original Ophiucos, weapons do not disappear from reality while not in combat, and their wearer must somehow carry them. The user must existentially link the weapons that he wants to use with Ophiucos Sigma to him, to do this it is necessary to bathe them in his blood and spend at least 50 Ki points on each of them.

Damage: Base Damage of weapons is the same as the damage they already had independently used with one hand.

Quality: Weapons maintain the same quality bonus that they previously had.

Vortex: The principle behind Ophiucos Sigma is based on the fact that whenever its user makes an attack, if he wishes so at the end of his offensive action he can choose to withdraw said weapon from reality and temporarily store it in a kind of existential vortex linked to his own essence. However, there are two requirements for storing a weapon in this way. First, regardless of whether it hits or not, it can only be done after performing a full ability attack aimed at damaging an opponent; He cannot simply feint in the air with the aim of storing weapons. Second, each weapon must be of a different type; It is not possible to store two weapons of the same type (for example, two swords), even if they are slightly different. Storing a weapon in a vortex has an automatic cost of one Ki point. It is only possible to store a maximum of seven weapons, and these cannot remain inside the vortex for more than twenty rounds.

Automatic Unsheathing: Immediately after storing a weapon in the vortex, another of the weapons linked to Ophiucos Sigma manifests itself in the character's hand, without applying any penalty for unsheathing. Visually, it just looks like the weapon has changed shape into a different one.

Combination with Multiple Attacks: If a character declares that he makes more than one attack, he can also store more than one weapon in the Vortex in the same turn. However, regardless of how many he store, he can only get the benefit of Automatic Unsheathing once; if he want to take out more weapons, he must draw them normally, applying the corresponding penalty to his ability.

A creature that has additional limbs and wields multiple weapons at the same time cannot make use of this ability; Since the base of the Impossible Weapon is continuous change, the creature would be limited to one weapon per round.

Advance Preparation: The character can store weapons in the vortex even when not in combat. However, by the nature of Ophiucos Sigma, doing it outside of a fight is much more complex and requires much more concentration, because only in combat does this Impossible Weapon display its full capacity.

Preparation is a Complete Action, so the character cannot do any additional active action a turn in which he prepares a weapon in the Vortex. Additionally, it is only possible to save one weapon per round and doing so costs one Ki point per weapon and one additional point for each subsequent round that remains in the vortex. Regardless of the Ki invested, weapons cannot remain in the vortex for more than 5 minutes.

Absolute Liberation: Once character has three or more weapons stored in his existential Vortex, he can declare that he wants to release them at any time. As he do so, weapons appear around him (including one that was prepared the same round) and, on the next turn, shoot toward their targets.

Each weapon executes a single attack on enemy that is not more than 50 meters away from the character. Regardless of range, attacks by melee weapons are always considered conventional melee attacks, while those with the Throwable rule are considered Fired projectiles. Character can freely distribute the attacks, being able to use them all at the same target or on the contrary to distribute them among several as desired.

These attacks are indirect and will take place regardless of whether or not the character can act. They usually trigger when it is character's turn to act, but if the character has been put on the defensive or has lost the action from any other cause, attacks will still trigger at the end of the turn when all others completed their actions.

During the turn that uses this action, the character can move and defend himself normally, but if he wants to attack by himself, he is forced to do so using one of the weapons that he had prepared in the existential Vortex. If he does so, he loses one of the indirect attacks coming out of the vortex; Instead of attacking independently, one of the stored weapons manifests in his hand and can be used in a conventional way (this attack can be used to perform a technique, as explained in the Combination with Ki Techniques section).

At the end of Liberation, all used weapons return to their sheath or to the character's hand, if character decides so.

Offensive Ability: Absolute Liberation uses the character's full attack ability, but benefits from any special bonuses the character may have to his full ability, either from spells such as Blessing, or from the benefits of Ki technique effect Brand. However, he cannot use Attack or Damage bonuses of conventional Ki techniques (such as Attack Ability or Damage Multiplier effects).

Weapon Special Effects: When using Absolute Liberation weapons do not apply any of their special rules except their damage.

Combination with Ki Techniques: A character can activate Ophiucos Sigma's attacks during the same round that he executes any Ki Technique. However, if the technique is an offensive action, he is forced to reduce the additional attacks used by the Absolute Liberation by one and use the weapon of his choice removing it from the Vortex to perform the technique. The character chooses whether to attack before or after Liberation attacks, but cannot attack between them. Naturally, nothing prevents him from also Accumulating Ki while performing Ophiucos Sigma attacks.

Combination with Magnus: A character cannot add the powers of Absolute Liberation to the special abilities of other Minor and Major Magnus.

ILUMINA

DARK ANGEL

Level: 14 **Category:** Between Worlds, Elemental (Light, Darkness) 30

Life Points: 250

Class: Warlock

Str: 11 **Dex:** 15 **Agi:** 11 **Con:** 9 **Pow:** 15 **Int:** 14 **Will:** 14 **Per:** 15

Phr: 105 **MR:** 145 **PsR:** 120 **VR:** 105 **DR:** 105

Initiative: 160 Natural, 155 Ashiron +15

Attack Ability: 290 Ashiron +15

Defense Ability: 310 Ashiron +15

Damage: 105 Ashiron CUT / IMP

AT: None

MA: 140 Light Spells, 140 Dark Spells, 120 Others

Zeon: 1.745

Magic Projection: 240 Offensive, 260 Defensive

Magic Level: 90 Light, 90 Darkness

Essential Abilities: Physical Extension, Immunity, Inhumanity, The Gift, Require gestures, Unnatural size, Supernatural Spiritual Characteristics (Special), Supernatural Physical Characteristics (Special).

Powers: Ashiron Blade of Dark Light (Damages energy, Dual elemental attack), Light Wings (type 12), Augmented MR +20, Conditioned Elemental Form, Physical Form at will, See the supernatural.

Size: 14 Medium

Regeneration: 2

Movement Type: 11/12

Fatigue: Tireless

Secondday Abilities: Notice 170 (220), Search 110 (150), History 100, Science 65, Occultism 230, Memorize 100, Magic Appraisal 250, Art 120, Music 120, Persuasion 130, Style 150, Dance 120.

During the Age of Chaos. When Shajads and Beryls started to retire from Gaia's affairs and their incarnations became less frequent, the Lords of Light and Darkness used to act through agents and demigods. Nonetheless, to avoid conflicts like the ones in the War of Darkness could be repeated due to their direct interference. Both C'iel and Gaira created several prerogatives that the envoys of Shajads and Beryls ought to follow. Araxiel and Illumina were two of these agents, the direct followers of Noah and Azrael during the majority of this period. Each one of them had served their lords by their own will and with absolute devotion, probing their value throughout thousands and thousands of years. Of course, both of them had heard quite a lot about the opposing one and even if they hadn't met before, they developed a mutual hatred and respect.

As something extraordinary, both received the task of preventing the awakening of the fifth incarnation of Zemial, so they worked together for some time. Of course, once they achieved their goal, their objective was clear: they had to destroy the other as soon as possible. Weeks after, they directly faced the Bringer of Catastrophes, whose powers were disproportionate. During the combat Illumina was gravely wounded and, without any apparent motive, Araxiel protected her, receiving the attack that was targeting her. Thanks to that, he gave the maiden enough time to recover and end the dark incarnation. When everything was said and done, Illumina observed the body of Araxiel next to her, knowing that the only task left was to destroy him.

In his weakened state he wouldn't be able to defend himself, so the opportunity was perfect. Nonetheless, the elemental lady found herself incapable of finishing his mission. During the time they had been together, both of them had hopelessly fallen in love with each other, with a passion beyond any understanding or rule. That same night they made love and, as a token of their

unbreakable bond, they mixed their essences, filling her with darkness and him with light.. When they parted ways, they mutually promised that they would be together again. Unfortunately, the couple's acts had not gone unnoticed to the eyes of their masters, and each of them had to face the consequences of the rules they had broken. In their own unique ways both Noah and Azrael greatly appreciated them and didn't wish for their destruction, but the punishment for their actions had to be exemplar.

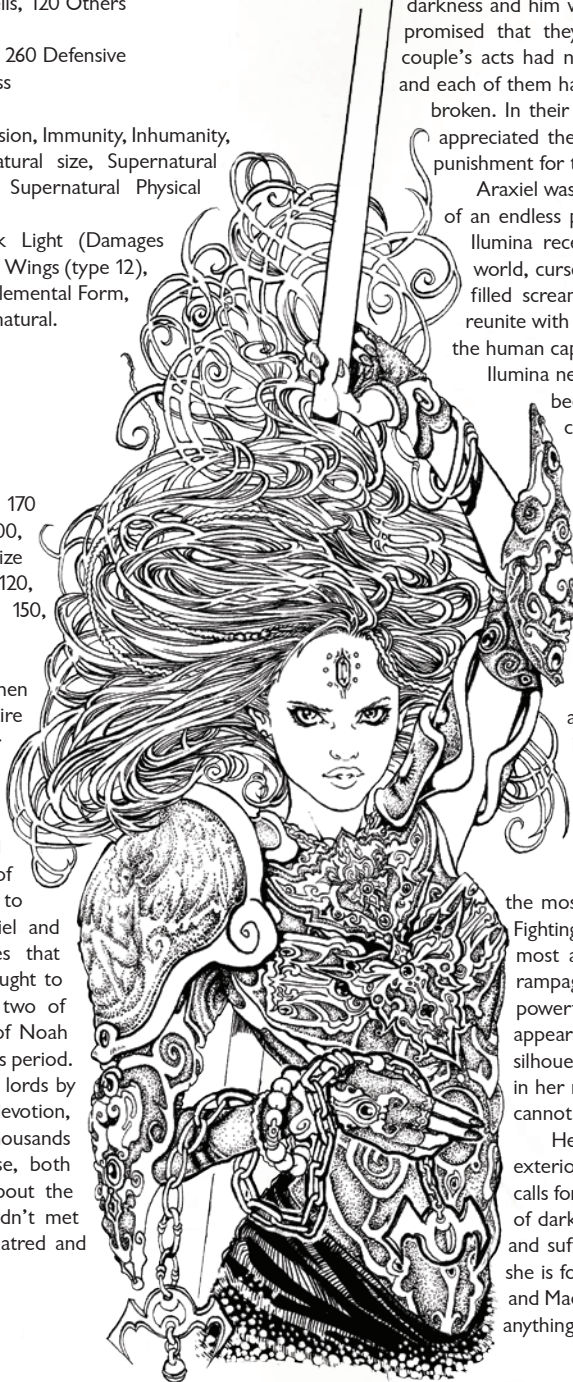
Araxiel was doomed to suffer an eternal agony in the interior of an endless prison created only for him. But the punishment Illumina received was far worse. They released her on the world, cursed with the capacity to listen for eternity the pain filled screams of her beloved, knowing that she will never reunite with him. For the first time in her existence, she envied the human capacity for crying.

Illumina never forgot the promise she made Araxiel and she became obsessed with freeing him of the terrible captivity he was trapped into. No matter the cost, no matter the time, she would free him. But even knowing where his prison was, it was unreachable for her as it had been sealed against any kind of supernatural entity. She needed a long time to find that only mortals could have access to its interior. Only after the creation of the Barriers did she perceive at last the opportunity to act. After making sure that Shajads and Beryls had left the world for good, she tried to find people to help her, without much success. After the activation of Rah's machine, she took a human identity and helped create the city of free trade of Deimos above the

prison. Her objective was to reunite a great number of persons to find individuals with enough power to help her.

She has many ways of recruiting agents, but the most recurring one is to use the Tournament of the Fighting Lords to find appropriate minions. As one of the most ancient Elhaym, and thanks to the dark essence rampaging through her soul, Illumina is considerably more powerful than any other Maiden of Light. Her human appearance is very beautiful, with long white hair and a silhouette as delicate as sensual. She sports a garish tattoo in her right cheek, similar to a tear, to replace those she cannot cry.

Her true nature can be perceived only when she exteriorizes her wings, black as the night, or when she calls forth her blade of light, which is an enormous scythe of darkness. She is not of malicious nature, but the pain and suffering for her loss, joined by the screams of pain she is forced to continuously listen, have turned her dark and Machiavellian. In consequence she is willing to sacrifice anything and anyone to achieve bringing Araxiel back.



MODUS OPERANDI

As one of the most powerful Light elementals in existence, in combat Illumina is a true force of nature.

Given her capabilities and her haughty disposition, when she faces an inferior opponent it can seem she acts in an arrogant and confident way, but it is far from the truth. Her experience as a general throughout so many millennia have turned her extremely cautious, as a consequence, she likes to plan each move if she believes she can be forced to face opponents whose power or capabilities are unknown to her. That why she tends to avoid direct combat, preferring to use agents or champions in her service to end her enemies (or, if necessary, to test their capabilities). Nonetheless, she won't hesitate in fighting side by side with her agents, employing her powers to support them.

In the instances she is forced to fight personally, Illumina always demonstrates enormous power. Her skill is almost divine, and when she moves her speed and technique are without match. To fight she always employs a scythe of darkness that crepitates along her black wings giving her a majestic appearance.

If she believes the combat is not a risk to her, she prefers not to waste resources and fights only with her martial prowess. Nonetheless, if doubtful, she always cast a combination of light and dark spells to reinforce her abilities and undermine the ones of her enemies. She prefers to maintain her distance if possible, harassing her enemies with volleys of innate magic until they are sufficiently worn down to get close and finish them herself..

Ashiron, Blade of Dark Light: Illumina's Blade of Light has the shape of a misshapen polearm, with an elongated blade midway between a traditional halberd and a scythe. As other Blades of Light, the weapon of Illumina, which she calls Ashiron, is a part of herself, and the Dark Lady can materialize or fuse it with her body at will.

To game effects, Ashiron is considered a war scythe of quality +15 capable of damaging energy and that attacks as an elemental weapon of both light and darkness. When determining the damage it causes against elementals or other vulnerable beings, the element which causes the most damage to the defender is always chosen.

The +15 bonus is also added to the Magic Projection of Illumina when she casts her spells.

Dual elemental: Due to the bond she has with her beloved, the essence of Illumina is filled with darkness, which allows her to use dark energies without any negative consequence. Thanks to this she is considered both a light and darkness elemental, obtaining all the benefits of both conditions but none of their limitations or disadvantages: she receives only half the damage of light and dark based attacks.

Dual elemental form: The elemental form of Illumina acts as the one of other Maidens of Light, so she is incapable of being damaged by attacks that don't affect energy. Similarly, although she is physical and can touch or be touched by anyone, she can at will turn herself immaterial and go through any kind of physical object. Nonetheless, to the contrary of other maidens, Illumina can use her elemental form in places where her body isn't directly receiving any source of light. In these cases, she emits a tenuous dark light and light based weapons damage her normally.

Black wings: Illumina possesses two black wings that she can manifest at will and which allow her to fly with a Type of movement 12. In reality she doesn't employ them in any physical sense, but she has to materialize them to be able to fly. The bonuses that flying gives her in combat aren't reflected in Illumina's statistics.

Dark Bond: The essence of Illumina is bound to her companion Araxiel, who shared her light and darkness. The mere existence of the dark elemental works as a catalyst that makes the impossible nature of Illumina capable of enduring the dark essence that fills her. Due to this, if her beloved died, the body of Illumina would suffer a collapse owing to the overdose of darkness.

During a few hours following the destruction of Araxiel, the overdose of power would augment the powers of Illumina exponentially, obtaining a bonus of +40 to all actions, +25 to her MA, and an unnatural reservoir of 1500 Zeon which would add to her own. Past this time, the elemental would not be able to endure the opposing energies of her interior. It is unknown what would exactly happen to her if this were to occur: The most probable result would be that she would die after hours of terrible suffering, but there is also the possibility that her body would manage to resist the process and would permanently gain these bonuses

Dark and Light Elan: 20 Meseguis, 20 Gabriel

Arsenal

Illumina has Access to a vast collection of supernatural objects that she has collected throughout her long life and her recent dealings with Black Sun.

Even if she does not own any artefact of remarkable power, she does have a great amount of exceptionally useful in combat items. Among them, the ones she employs the most in a confrontation are the following:

Life Ring: A nameless ring of Sylvain origin that regenerates 25 life points each turn until a maximum of 200 each day. To charge it, it is necessary to invest in it 300 Zeon points and wait for the ring to absorb them, which takes usually at least twenty-four hours.

Trahère: An extremely gorgeous night dress that turns at will into a mystical armour that defends with 5 AT against any kind of attack, including Energy.

Heliosym: A Vetal ring with power over time. Upon activation, Illumina temporarily obtains a bonus of +20 to her initiative during the four following turns, or a bonus of +50 to the following turn. The ring requires to be bathed in the blood of a recently deceased person during several hours to recharge. (Illumina uses to buy the corpses of criminals executed in the city to this end).

TRIVIA

-She has a strange and very unique way of laughing.

-Even if the love she feels for Araxiel blinds her to other people's affections, she has discovered herself feeling appreciation for Halion. Of course, he is still just a tool for her, but she genuinely wish for him to remain unharmed.

-Although she considers herself a dark and cruel being, she has a soft spot for little children. She has created two orphanages in Deimos and she employs part of the city resources in helping the most helpless children. One time she even cruelly killed a children murderer without stopping to think about his possible usefulness.

-Due to the sheer quantity of wine she drinks, if she was human she would be an alcoholic.

-She has a female D'Anjayni child working for her as maiden. The little one, who works with a black uniform and a characteristic apron, is exceptionally good at gathering information and Illumina calls her Y'dalia'nt (Yda for friends), which can usually be translated as child of a thousand faces. As Illumina saved her from the Church due to a whim, Yda feels absolute devotion towards Illumina, and she treats her like a goddess.

-She smuggles with stolen pieces of art to cover certain expenses.

-She has tenuous contacts with several powerful individuals from the supernatural underworld. Amongst her "friends" are Warlock, Deimos and Malekith, and she has had multiple deals with the Steiner family from Black Sun, whose members are amongst her closest associates (although they remain unaware of her true nature).

-She once had a close relationship with Etheldrea, but she ended said relationship when the First Witch refused entering the prison to help her.

SELINE LUNA

LADY OF NIGHTMARES

Level: 14

Category: Between Worlds 30/35

Lifepoints: 180

Class: Wizard

Str: 10 **Dex:** 13 **Agi:** 10 **Con:** 8 **Pow:** 15 **Int:** 14 **Will:** 12 **Per:** 13
PhR 105 **MR** 125 **PsR** 115 **VR** 105 **DR** 105

Initiative: 150 Natural

MA: 200

Zeon: 2.200

Magic Projection: 310

Magic Level: 90 Darkness (90 Umbral), 80 Illusion (80 Dreams), 30 Levels of selected spells.

Essential Abilities: The Gift, Physical Extension, Superhuman Spiritual Characteristics, Supernatural Spiritual Characteristics.

Poderes: The Gift, See the Supernatural, Metamorphosis (Limited), Eye of the Moon, Supernatural Resistance, Precognition, Pseudo Lady of Nightmares.

Size: 18

Regeneration: 2

Movement Type: 10

Fatigue: -

Seconday Abilities: Composure 120, Notice 145, Search 135, Animals 60, History 95, Medicine 50, Memorize 115, Navigation 90, Occultism 240, Magic Appraisal 280, Appraisal 40, Style 110, Intimidate 110, Persuasion 115, Hide 110, Stealth 100, Art 105, Dance 105, Music 105, Sleight of Hand 110.

Note: The values that appear in this sheet belong to Seline at her full capacity. Right now her capacities are slightly lower, but the truth is that she is recovering her strength at a very fast pace. She also possesses a special bonus to History thanks to her long life.

Seline Luna is a powerful Wake spectre that once possessed the title of Lady of

Nightmares. She was born from the strong emotions of a young woman murdered in strange circumstances: the young girl didn't suffer physical pain when she died, but she felt so much fear that the feeling was bound to Seline and permeated all her being.

Although it is true that at the beginning her capabilities were only slightly superior to other Wake spectres, her affinity to fear facilitated her exponential increase in power very soon. Wherever she travelled, as she wandered the world, all the dark areas permeated by fear bound to her, increasing her strength at a vertiginous pace. In only a few decades her power was such that she had become a full-fledged Lady of Nightmares, with no being managing to stop her rise. With hundreds of living nightmares at her beck and call, contacts with different secret organizations and "admirers" amongst certain deities, for centuries Seline reigned supreme over a Wake region called the Dark Net, and there were periods in which only Tsukiyomi was superior to her.

Her existence changed when the Nightmare Lord Malekith decided to absorb the Dark Net and adhere it to his own domains. Naturally Seline viciously opposed the theft of her world, but in that occasion her enemy was no fledgling being with delusions of greatness; the Lady of Nightmares knew that the threat was very real. The clash between both domains lasted almost two decades, and, even if there were moments in which it seemed like Seline would be able to force a draw, at the end the Prince of Crows prevailed by pure personal power.

Defeated, Seline was forced to seek shelter in the real world to prevent Malekith from totally absorbing her. But she miscalculated just how weakened she was and she couldn't avoid her capture at the hands of Tol Rauko's Templars, whom sealed her in a powerful supernatural container. Fortunately, the ship in which she was being transported sank and she ended up stranded in Corvinus Island, in the Inner Sea. But she wasn't completely lucky; Galael, one of the entities traveling locked up along her in Tol Rauko's ship, used her as a source of power to seize control of Corvinus under the guise of the Marquis of Cavalcanti.

After spending several years captive, the Lady of Nightmares was released by a group of castaways that, just like her, had ended up stranded in the island. Thanks to them she managed to end Galael and recover part of her lost power.

Seline always acts in a noble, serene and polite way with everyone, including her enemies. Only in the company of those persons that have earned her trust she behaves more casually, but few individuals have earned such consideration. Although the way she behaves could lead some people to judge her as a "benign" entity, that judgment is far from the truth; it would be far more appropriate to say that she isn't truly evil. At her core she is still a malicious, selfish, liar and manipulative being... but, even if she dislikes admitting it, she has a strict code of conduct that she grudgingly follows. For a start, she never damages or destroys no one that doesn't try to end her (although she doesn't mind making an exception with especially repulsive individuals), and she always pays back any favour done to her, being nice with those that have been nice towards her. The truth is that she hasn't many memories of her past life, but she doesn't really care; she is happy being who she is and for her the past belongs in the past.

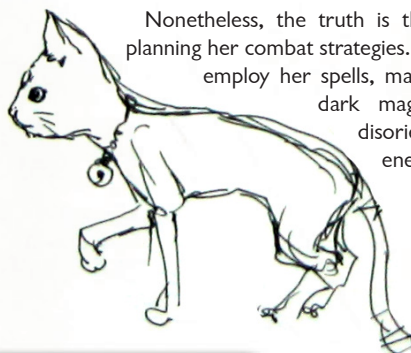
In the present Seline is still officially residing in Corvinus, not only because she has taken a liking to the inhabitants of the island, inhabitants whom she has been observing for years since her captivity, but also because the area is still ripe with dark emotions that help her to recover her depleted forces. As a macabre joke, she has decided that, if in the future she shows herself to the people, she will do so under the name of Seline Cavalcanti, daughter of the late marquis.

MODUS OPERANDI

Seline is meditative, preferring to avoid fighting always that she can. Thanks to her vast magical capacities and the paths she masters she can easily escape any confrontation, something that she will generally do if she doesn't think she can profit from the combat. Only if she is conscious that for some reasons it is inconvenient to escape or if her enemy has managed to sufficiently annoy her will she finally choose to fight.

Due to her incredible powers, she likes to play with her prey and make them suffer, especially if they are persons or entities that displease her. Sometimes, if her opponents aren't very skilled, she even fights in her cat form for the simple satisfaction of further humiliating them. Nonetheless, she never employs slander or behaves improperly; she only fights as if her opponents were mere nuances to her.

Nonetheless, the truth is that Seline is truly a genius planning her combat strategies. She knows how to optimally employ her spells, masterfully combining illusions, dark magic, and Umbra spells to disorient, annul and destroy her enemies.



THE PHANTOM WOLVES

In the past Seline fought alongside Murn (Lvl 10, Shadow) and Hors (Lvl 10, Acrobatic Warrior), two ancestral nightmares shaped as phantom wolves that were bound to her essence. The entities, that possessed animal nature and intellect, were absolutely loyal to their lady and loved her with unparalleled devotion. In combat Seline used her magic as support for her beasts, which became total monstrosities when fighting along her.

Regrettably, Seline lost Murn during her war against Malekith, and during the final battle, Hors disobeyed her for the first time, staying behind to ensure her owner could escape. Seline thinks they are dead, and has not stopped to mourn them. What she ignores is that both of them are still alive. Murn survived its wounds and to this day searched for her in the dark badlands of the Wake. As for Hors, Malekith was so impressed by the devotion of the creature that he refused to kill it. Instead, he bound it to him and now it stays at his side as a pet.

Artefacts: When she owned her own area of influence in the Wake, Luna had Access to a vast array of powerful supernatural artefacts. Nowadays, all her treasures have become part of Malekith's collection, and she only keeps a couple of minor objects that slightly increase her magical capabilities.

Metamorphism (Limited): Luna can shapeshift into a calico cat at will. When she does, all the equipment, clothes and possessions she carries disappear, but they reappear when she recovers her human shape. While in the guise of a cat, her MA is reduced by half, but she maintains the rest of her magical capabilities and she obtains the capacity to dodge with an ability equivalent to 200.

Eye of the Moon: This power, which earned Seline her surname, allows the Lady of Nightmares to perceive the world through the moon. For game purposes, Seline can employ this capacity to "observe" any place in either the real world or The Wake if it is illuminated by the moonlight. Although her reach is unlimited, Seline can only observe a single location with this power, and her area of attention is equivalent to the one she would have if she was present (although she can instantly move from one place to another, which allows her to search things with relative ease). This ability only requires for Seline to stay vaguely focused, but she maintains the capacity of seeing and feeling what is around her real body.

As she isn't really present, it isn't possible to damage or affect Seline in any way while she is observing something. Only beings with Gnosis 35 or more can feel Seline when they are being watched by this power; they can literally see the eye of the Lady of Nightmares looking at them from the moon.

Supernatural Resistance: Seline can only be damaged by weapons capable of affecting energy.

Precognition: Seline can glimpse several possibilities of the near future, allowing her to act accordingly. This power only allows her to vaguely perceive things about a minute before they happen, and their veracity and clarity depends on the existential power of the implicated beings. The more Gnosis they have, her predictive capacity will be less precise and reliable.

If she employs it in opposed actions, the Lady of Nightmares can obtain a huge advantage depending on the type of being she uses it against. Against normal beings, this ability bestows her a +30 bonus to any opposed control (including her magical projection). This bonus is reduced to +20 against entities with Gnosis 30 (or 15 points above its Natura), to +10 against beings with Gnosis 35 (or 20 points above their Natura), and completely disappears when facing entities of superior Gnosis. Strangely, this power is completely unrelated to her condition as a Lady of Nightmares; it is a power she inherited from the young woman that, with her death, birthed her.

PSEUDO LADY OF NIGHTMARES

Even if she no longer possesses a proper area of influence, Seline can still feed from the negative energies of certain areas of The Wake to recreate her powers as Lady of Nightmares. While she is in a location filled with fear, her Gnosis increases to 35 and she obtains the following special abilities:

-Existential Barrier: If Seline suffers damage that reduces her life points below zero, she stays with 0 life points instead of completely suffering it, ignoring the remaining damage and any other attacks that she may receive that round. Visually, her body shatters as broken crystals and she reappears at less than 50 meters away from her location in the following round. After her life points have been reduced to 0, if she receives damage the following round she loses said life points normally.

-Lady of Dreams: Seline can create at will oneiric items in The Wake and turn them real. If the item has a presence of 40 or less she can create it in only one round, while to create objects of presence 50 and 60 she requires five and twenty rounds respectively.

-Lady of Fear: Seline instinctively feels the major fear of any being in her presence. This ability doesn't allow her to understand what people are thinking or pry inside their heads, but it identifies what causes fear to others (although without granting knowledge of the root of said fear). Once she could use this ability with any creature, no matter their level or presence, but since Malekith took away part of her powers, it only works with beings capable of dreaming whose level is inferior to Seline's.

-Superior Magical Regeneration: While she is in a dark area Seline increases her Magical Regeneration by three times.

-Cardinal Fear Umbra: Seline is capable of calling forth the Cardinal Fear Umbra, allowing her to activate an effect equivalent to the Erebus Elan power of the same name

EQUIPMENT

LUNAR RING

These rings are a collection of ancient artefacts of Vetala origin that wizards of noble houses employed. As their name indicates, they are made of lunar stone, crafted employing enormous meteors that fell in the sea during the height of the Blood Moon Empire. The rings possess a variable power that depends on the lunar cycles.

Magic Amplifier: The ring bestows a special bonus of +5 MA to the characters. If the moon cycle is full moon or new moon, the ring augments its bonus to +10.



THE DARK NET

The ancient realm of Seline was known as the Dark Net, possibly the tenebrous domain most valued of The Wake only behind Naraku and Graven. Contrary to other Nightmare Lords, the area of influence of Seline wasn't located in the reflection of one only territory of Gaia, but in a myriad of small areas strongly charged by fear that their lady had managed to unify. Each one of them, called "Threads of the Net", was the reflection of a faraway location that, thanks to Seline's influence, became part of one single domain.

Some Threads were of very small places, like a street, a cave, or even a single room, but others were of much bigger dimensions, as castles, villages, forests or, even in one case, an entire mountain. All of them had nonetheless something in common; they were places that in some way were terrifying, capable of filling with dread those who entered them.

The Threads had certain "mobility" and, thanks to Seline's influence, could manifest in different locations in Gaia. To that end she only needed that there was a "real" place that, even if only in an approximate way, conceptually resembled the Thread. For example, Seline could make any dark backstreet in which there had once occurred an unsolved murder temporally become one of her Threads; she only had to project her own "crime street" and

make it temporally real. Forests with legends of disappearances, haunted manors... the Lady of Nightmares had more than half hundred locations at her disposal.

Many of the entities at Seline's service acted in the Threads helping to promote fear. As living nightmares, they moved in the thin frontier between real and unreal, repeatedly creating terrifying situations that could reinforce the existence of the Threads. In Exchange for their services, they retained a small part of the negative energies they produced as nourishment, while their lady absorbed the pure essence from the Threads to preserve her considerable power. Except in very specific cases, Seline forbid them to kill their victims, but "accidents" happened sometimes, accidents which the Lady of Nightmares didn't excessively punish.

When one Thread manifested in the world above a "real place", during a small amount of time any person entering there would also partially enter Seline's realm, where he or she would become both victim and spectator of an unparalleled nightmare. The victim could be relentlessly pursued by an immortal murderer, dragged by shapeless shadows... or simply hear whispers of persons that couldn't be there. Almost anything was possible to reinforce the situation and to allow fear to invade the visitors. Many times, the spectacles were "orchestrated" and happened as if they were a terrifying play; but other times the nightmares inhabiting the Threads could improvise as they saw fit. That way, countless dark events were created, and they expanded through the entire world; it wouldn't be an exaggeration to say that one fourth of the urban legends of the Old Continent (and also several ones in the New) had their origin in the Dark Net.

Due to all these reasons, Seline's realm was a truly dreadful piece of art, an almost perfect machinery created by the Lady of Nightmares to obtain the purest dark emotions, a fact that contributed to make her power unrivalled for entire centuries. In addition to this, the Net was exceptionally easy to defend thanks to its ever-changing position, giving Seline an advantageous position against any enemy that could ambition her realm. In fact, during her war against Malekith, she managed to arrive to a stalemate so many times against the Prince of Crows because she succeeded in masterfully employing the Dark Net to her favour.

Seline could close entrances, change the location of entire places, and even counterattack at the least protected gates of Graven thanks to the sheer mobility of her domains. One time, she sacrificed an entire Thread to send the majority of the best nightmares of Malekith to The Dominion, just as tens of inquisitors had reunited to take decisions about imperial politics.

She found it funny. Malekith, not so much.

Finally, despite the conflict lasting for decades, the power of the Prince of Crows ended up prevailing and Seline was forced to scape her own domains to avoid total destruction. Nonetheless, before leaving, she "broke" the main structure of the Dark net as vengeance, making at least half of the Threads to scatter throughout the world. Malekith absorbed what remained and incorporated it to Graven, although even someone like him didn't manage to completely reproduce the great mobility that the net achieved to have in the height of its power.

Nowadays there are still about twenty Threads of the Net in function; jumping from one place to another while they proceed with their eternal mechanic of fear. Some of them enjoy their recent freedom and dream with augmenting their power, but most of them only do it because it is in their nature. Seline plans to, when the time is right, reclaim those Threads one by one to recreate the Dark Net, but she knows that she must be patient; if she does it too soon and Malekith brands her his enemy again, this time she won't have any chance of winning.

These are some of the most tenebrous active Threads, although they are only a small fraction of their totality

Thirty Three Street: This Thread is possibly the most common and extended, as it can manifest in almost every corner of Gaia. In reality it can do it in any Street in which there are rumours of someone having died there. It is a dark alley of completely tenebrous appearance. The houses are very high and there are so many arches that, even at day, it is not possible to see the sun. Enormous rats pullulate between the boxes and a strong scent to vinegar envelops everything. When the people enter they feel something is following them, but as much as they look, they never see what it may be. If the visitors proceed a bit further, an orchestrated event begins.

Everything starts with a menacing scream that can be heard behind a corner; whomever peeps will see how a thumping masked man (depending on the location and its culture his clothes and mask can vary) carrying some kind of hook, knife or machete, stands upon a dismembered corpse.

The Murderer, as the nightmare is called, will become aware of the newcomers presence, and will systematically advance towards them, hoping for the victims to run away. If they do so, the street will seem to wriggle about, it will have nooks and crannies it didn't have before and the apparent exit will be now partially blocked, leaving only a small gap to scape. If they use it, the Murderer will arrive following them, rapidly moving in their direction, but proving slow enough to give them the precise time they need to scape. Naturally, if someone stays behind to face him, the most probable outcome is that the brave fellow doesn't meet a happy end.

The Murderer acts as an unstoppable monster; he doesn't speak and nothing seems to stop him. Any attack that reaches his body will deal apparent damage, but won't stop him in the least. If he suffers enough damage (truly exaggerated values), he can disappear, and with him, the entire street.

The Circus: Ran by Popo and his happy clowns, this tenebrous Circus (generally it will be called Milloneti, but it can have another names) appears in small villages one or two days before a true spectacle, which has announced its imminent arrival, comes.

The Thread is full of clowns, clowns that give away free entries hoping that everyone can attend their first nocturnal session. They say they will stay for several days, although the truth is that they disappear after the first night. Generally not many people attend their show, something that is extremely suitable to the nightmares.

As a matter of fact, the clowns are true atrocities that have totally distanced themselves from Seline's rules; without the Lady of Nightmares to control them, they have turned the circus in a true slaughterhouse. Their objective is to end their victims in a cruel and slow way so they feel fear, pain and desperation while their lives slowly fade away.

During the show, they will try to trigger events that cause the visitants to split and wander alone or in small groups; that will be the moment the clowns truly begin their show, revealing their true monstrous nature and hunting, one by one, all their victims in an atrocious way. Generally, they always try to capture someone weak and helpless, forcing the other ones to try to save the prisoner instead of running far away.

The only way to survive is to exit the circus and run away from its influence, or to kill all the clowns and wait for the dawn. Unfortunately, this can prove very complicated, as Popo and the rest of the circus' members are considerably powerful (especially for the village dwellers they use to slaughter).

Strangely, the Milloneti Circus never acts in the New Continent; there is another demon circus there whose presence has generated a kind of existential block that prevents the dark clowns from crossing the ocean.

TRIVIA

-Seline only obtained a lunar ring because she liked the name of the item; although she is annoyed by how little powerful it is compared to its beauty.

-She is a good friend of the dark princess Demiurgos. Ironically, they first met as cats.

-Seline also maintained a certain degree of friendship with Etheldrea, but they antagonized each other when the first witch decided to stay out of the conflict between her and Malekith although she had requested her help.

-Seline thinks that Malekith is insufferable, but she doesn't feel any particular hatred towards him. That is due to the fact that he was polite enough to announce that he was thinking about attacking her before doing it, something that the Lady of Nightmares appreciated.

-Seline hates solitude; even as a Lady of Nightmares, she always had people to socialize from time to time.

-One time Seline made "a daughter" for herself employing her power. The girl tried to assassinate her and ran away.

-She herself ignores it, but her precognitive powers are due to the young girl from whom she was born being an agent of Imperium who transported the remains of a dying Lady and was killed by Eljared. As both women died at the same time united by the same feeling of fear, part of the Lady's conscience impregnated Seline, allowing her to limitedly see the future.

-She hates reptiles in general, but specially turtles. She feels apprehension by the fact they can hide their head inside their shell.

-After being defeated by Malekith, Eljared briefly employed Seline to reactivate the body of the Imperium agent that she murdered centuries ago (and that she would use before the Rupture of the Heavens). After that, Eljared himself delivered her to Tol Rauko for sealing.

MATTHEW GAUL

SUPREME ARCHON

Level: 12

Class: Natural (Natura 15)

Life Points: 230

Category: Warlock

Str: 8 **Dex:** 11 **Agi:** 9 **Con:** 8 **Pow:** 12 **Int:** 13 **Wp:** 10 **Per:** 10

PhR 125 **MR** 115 **PsR** 100 **VR** 95 **DR** 95

Initiative: 140 Natural, 125 Primum (Halberd +20), 85 Roma

Attack Ability: 300 Primum (Halberd +20), 290 Roma

Block Ability: 305 Primum (Halberd +20), 335 Roma

Damage: 130 Primum (Halberd +20), 100 Roma

Wear Armour: 70

AT: Arbiter Armour (Half Plate +15)

CUT 7 IMP 7 THR 7 HEAT 5 ELE 3 COLD 4 ENE 5

MA: 150 (170 via Primum)

Zeon: 1.175

Magic Projection: 250 Offensive

Magic Levels: 80 Destruction, 70 Darkness

Ki Accumulations: Str 1 Dex 2 Agi 1 Con 1 Pow 2 Wp 2

Ki: Str 8 Dex 12 Agi 9 Con 8 Pow 14 Wp 10 **Generic Ki:** 61

Ki Abilities: Use of Ki, Ki Control, Ki Detection, Ki Erudition, Presence Extrusion, Energy Armour, Aura Extension, Increase Speed, Use of Necessary Energy, Elimination of Necessities, Physical Dominion, Age Control

Advantages & Disadvantages: The Gift, Ancient Blood, Use of Armour, Gestureless Casting, Vulnerable to Pain, Severe Phobia, Oral Requirement

Special: Magic Projection as Attack

Elan: Jedah 50 (The Gift of Politics, Dark Affinity, The Power of Knowledge), Noah 40 (Resistant, Inhuman, Ignore Penalties), Barakiel 50 (Aesthetics, Attractive, Knowledge of Science)

Size: 16

Movement: 9 (8)

Regeneration: 2

Fatigue: 8

Secondary Abilities: Athleticism 45, Ride 65, Swim 45 (40), Composure 90, Notice 100, Search 100, Science 180, Lost Logias 240, History 130, Memorize 125, Occult 130, Magic Appraisal 190, Tactics 125, Style 95, Intimidate 60, Leadership 155, Persuasion 155, Ki Detection 170

Notes: The values between the parenthesis indicate Gaul's secondary abilities with negatives applied for his Arbiter armour. Additionally, he possesses a special value in Lost Logias because of his Ancient Blood, although he can only use it to analyze and repair existing Logias in the databanks of Solomon, not to create anything new.

At just twenty-one years old, Matthew Gaul is the youngest Lord of War in history, a position he rose to thanks to a talent uniquely comparable to his ambition.

Along his path, he destroyed all that was in his way using any method at his disposal, no matter who or what it was. Born into poverty and the recipient of continuous abuse as a child, Gaul became obsessed with power and overcoming his fears. At the age of nine he began to travel all over the world, learning and developing his incredible innate talent.

After entering the army at the age of fourteen, he rapidly ascended to become the personal assistant to the Imperial Arbiter Gainum, whom he murdered as soon as he had the opportunity to take his identity. Ironically, under the mask his performance was much more efficient than that of the true Arbiter. When the previous Lord of War passed away, his name was already so well known that the Emperor had not the slightest doubt: he was the appropriate person for the job. Given that no one knew the true identity of the Arbiter, Gaul was able to reveal himself for who he was, but not before eliminating anyone who had known him, including his family.

His work as the Lord of War was quite notable, although his ambition made him, years before the arrival of Eljared, subtly extend his personal power in the principalities that he supervised. He remained inactive during the Imperial attacks to the south, and took advantage of the Rupture of the Heavens to put his plans into action, proclaiming himself Supreme Archon of Togarini and founding the Alliance.

Presently, Matthew Gaul is a thirty two year old man. As is common in Togarini's people, he has dark skin and white hair. His personal appearance is impressive, and he always dresses in colours both dark and light, making himself stand out wherever he goes.

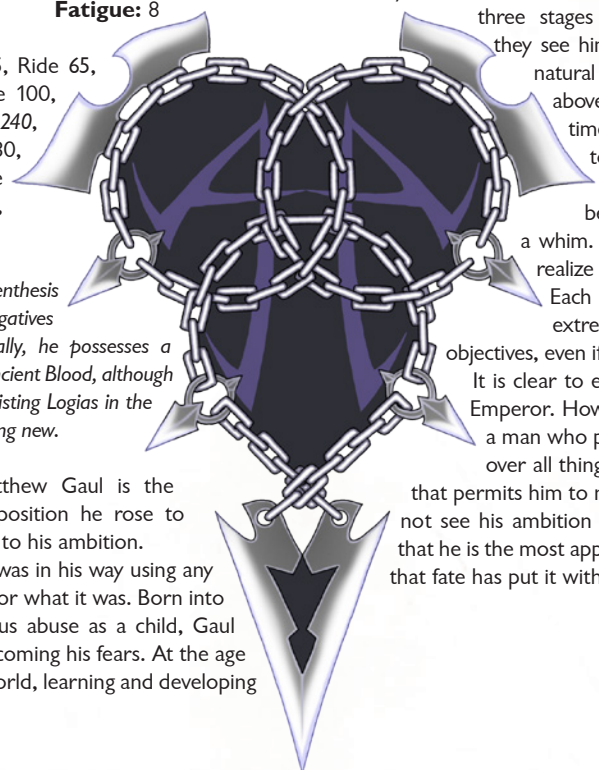
Not only does he boast inhuman combat abilities, but he also possesses monstrous magical powers. Upon discovering that he had the Gift, he developed these abilities thanks to a Duk'zarist sorceress whom he freed from the Inquisition. He seduced her and managed to get her to teach him all her secrets, only to get rid of her when she had nothing more to teach him.

Soon, he sought out new teachers with whom to perfect his art. After becoming the Lord of War he discovered the power of the Lost Logias, and that in his veins ran the blood of Solomon. He himself does not know it, but he is the last descendent of the ancient Emperor Andromalius, and it is through his lineage that he obtained access to such unequal abilities.

Cold and scheming, Gaul is one of the most fearsome people of Gaia. He is endowed with a sinister personal charm that is truly fascinating. Those around him profess true admiration, and approach him like moths to a flame. His enormous ego and his clear arrogance could make Gaul seem prone to err, but in reality he is not. His unparalleled talent is genuine and he knows how to act appropriately in every situation. Thus, those who really know him always go through

three stages in their impression of him. Initially, they see him as noble and haughty, with an air of natural superiority that makes him stand out above all living beings on the planet. With time, the sensation he gives off may seem to be tinged with petulance and self-centeredness, making him appear to be a fickle individual who does things on a whim. However, those who get to know him realize that nothing he does or says is frivolous. Each of his words or decisions are always extremely accurate and fit perfectly within his objectives, even if it does not seem that way at first.

It is clear to everyone that Gaul's goal is to become Emperor. However, more than the title itself, Gaul is a man who pursues power. He longs to have power over all things, a power absolute and without equal that permits him to never fear anything or anyone. He does not see his ambition as something dark, he simply believes that he is the most appropriate person to guide the world and that fate has put it within easy reach.





ANCIENT BLOOD: PRIMUS IMPERATOR

The Ancient Blood of the Primus Imperator is conceptually both the same and completely different from that which runs in the other descendents of the Solomon Empire. Although its principles are the same, miniscule nanomachines that run through the bloodstream that contain the information of the fallen Empire, the blood of Primus has the information codes of the Emperor Andromalius himself. Of the people that possess this blood only in one of them, the purest of all, does it automatically awaken the functions of the Imperator, giving them supremacy and natural control over all of Solomon's technomagical creations. In addition to this influence, all of the persons who are born with this blood possess exceptional physical and mental attributes; this is because, ever since they were in the womb, the nanomachines worked on their body to make them reach their maximum potential.

In addition to costing 2 Creation Points, this bonus applies a +3 to the Level Modifier of the character that has it. It is only possible to acquire it by human beings, and only if the sum of the initial attributes of a character is at least 75 or more.

GAUL AND FEAR

From the day he was born, Gaul's life has been marked by fear. It could even be said that it is the very driving force of his existence. Fear caused him to leave his home when he was just a boy, to seek to improve himself and grow, and is that which drives him to seek power. An absolute and unparalleled power that permits him to never fear anything again.

Despite being cautious and prudent by nature, he has taken countless actions so risky that they could be dismissed as madness, because facing his fears and overcoming them is what makes him feel that he is really alive.

To date, he has subdued, destroyed or dominated everything he has feared. But there is a fear he has not yet overcome. Every time there is a heavy storm and lightning illuminates the sky for a few moments, he remembers when he was a little boy sheltering beneath boxes in the rain. And he shudders.

For someone like him, who has faced dangers that would drive any man mad, something so basic should be extremely simple to conquer. Many times, the Supreme Archon has chosen to carry out his plans in the middle of a storm just to face his fear and overcome it as he has done with everything else. And even so, despite the fact that he always stands tall in the face of rain, despite the fact that he never recoils or looks back, something primal continues to flood him every time he sees the dark skies illuminated by the rays of the storm. Clenched teeth. Tightly gripped fists. But he still flinches with each new discharge.

Ironically, he doesn't know that his fear of lightning doesn't even come from him. It is a reaction forced by the nanomachines in his bloodstream that, being especially vulnerable to and susceptible to attracting natural electricity, send a neural message to their host to avoid storms.

MODUS OPERANDI

Generally, Gaul prefers manipulation and intrigue to get out of problematic situations, but he has no qualms about fighting when the situation calls for it (sometimes a good reason isn't even necessary, and it is enough that he just wants to).

The Supreme Archon is always accompanied by at least one of the High Arbiters, or even two in the case that his plans involve certain danger. For this reason, he usually leaves any confrontation in the hands of his agents, but he has no issue fighting alongside them in the face of any threat.

Gaul, like everything he does in life, fights grandiosely. He performs wide movements, spectacular poses, and his supernatural incantations are always charged with a glorious solemnity. And the most incredible of all is that this does not mean he loses an iota of effectiveness when fighting.

In general, he fights with inhuman mastery by perfectly combining offensive spells and his personal martial ability. Armed with the science of Solomon and his magic, the Archon is one of the most dangerous human beings of Gaia.

KI ABILITIES

SOLOMON IMPERUS

Using the same principle as the Techniques of the Legacy of Solomon, this tree of abilities is intrinsically tied to the Ancient Blood that runs through the veins of Gaul, permitting him to innately utilize at least one of Andromalius' own techniques. The Supreme Archon only has to feed the nanomachines with Ki and they respond innately by making his body move as it should. In theory, there are at least three techniques left to wake up.

Offensive Protocol 01: Pilum

Level: 1

MK: 30

Gaul accumulates his power in his weapon, which is surrounded by runes and numerical codes. Suddenly, his speed increases exponentially, so much that he seems to unfold or that time stands still, and he immediately impales his enemy.

DEX 3 AGI 2 POW 3

Effects: +40 Attack (Single), +50 Initiative.

Advantages: Reduction of Ki 2.

Disadvantages: Requirement (Ancient Blood)

Type: Action (Attack)

EQUIPMENT

ARBITER ARMOUR: GAINUM

Matthew Gaul possesses one of the Arbiter Armours, a series of ancestral artifacts created to control the flow of battles. Formerly, the armour represented the Judge, a name that Gaul twisted to use as inspiration to appoint himself Supreme Archon.

Quality: Gainum is considered a supernatural set of half-plate of quality +15.

Magus Armour: Gainum acts as a magic container that can hold up to 1,200 Zeon and increases its wearer's Zeonic Regeneration by 30 points.

Balance (Notion of Use 3): The bearer halves (rounding up in groups of 5) any penalty suffered by combat situations or additional attacks. This ability requires active awareness on the part of the wearer, so it has no effect on attacks linked to Surprise.

Support (Notion of Use 1): The Bearer obtains a +5 bonus to any characteristic check to resist Take Down or any similar effect.

Mask: Gainum's mask grants a special bonus of +80 to the High Arbiter's MR or PsR against effects intended to discover his identity. Gaul has not used it since he was declared Lord of War.

HIGH ARBITER

Bedecked in the armour of an Arbiter, Gaul has at his disposal the ability to control the course of battles at will.

Limit: All High Arbiter abilities only work on people who have willingly accepted their obedience to the Supreme Archon and consider him their superior. Someone who does not really submit to him (pretending just to get advantages) or who has a higher level than his cannot be affected by his powers. These abilities do not work with Solomon marionettes or golems.

Motum: Gaul can make his subordinates sense the position he wants them to go to. This ability allows him to display up to three different points, and is able to choose which of his men should go to which position. Motum has a radius of 1 kilometer and activating it automatically consumes 1 Ki or 5 Zeon every five rounds.

Opugnis: Gaul may grant one of his subordinates a +30 to a single offensive action. Activating this ability consumes 5 Ki or 50 Zeon.

Credo: As long as Gaul remains focused and takes no further action, all of his subordinates within a radius of 1 kilometer obtain a +10 to any action directly related to combat.

Judicium: The unique ability of the Judge's armour allows the Arbiter to give an absolute order to one or more of his subordinates, who are simply not able to refuse. Even if they are ordered to carry out a suicidal attack or not back down from certain death, they will do so without hesitation. Beings with at least 5 points of Gnosis above their Natura can avoid this effect by passing a MR or PsR against 120.

LOST LOGIAS

PRIMUM

Primum is the legendary sceptre of command of the Emperor of Solomon, a weapon of true power that was created using the combined knowledge of three of the thirty pieces of black metal with which the Empire was founded. It is a masterpiece of science and magic, which in the past symbolized the supreme command of the most powerful nation on the planet.

The Weapon was lost after the death of Emperor Andromalius, and remained in the Wake from then on until it felt that an appropriate bearer had reappeared in the world.

Quality: Primum is considered to be a supernatural staff, lance, or halberd of quality +20 that is capable of damaging energy.

Magic Enhancer (Notion of Use 2): Primum gives +20 Magic Accumulation and +20 Magic Projection when casting spells through it.

Changeable (Notion of Use 1): The weapon is prepared to modify its upper extremities, being able to extrude or retract its edge so that it acts as a rod, halberd, or lance according to the wielder's desire. The change takes a turn to complete.

Area (Notion of Use 1): When used to make an Area Attack, Primum affects an area up to 20 meters in front of its bearer.

Maximize Reserves (Notion of Use 1): The bearer spends only half of his Ki when performing an offensive Ki Technique (although he still has to accumulate the same values).

Gnostic Memory (Notion of Use 4): The weapon has the ability to memorize and analyze the behavior of supernatural abilities that are used against its owner and create a countermeasure or special strategy to counter it. Primum then transmits the appropriate strategy directly into the blood of its bearer.

For game purposes, Primum provides a +30 defense when used to ward off a special attack that the bearer has previously defended against. This bonus does not necessarily have to be applicable to the defense with Primum, it is also granted to the Block of other weapons or to Dodge as long as the bearer continues to carry the weapon in their hands.

Primum only takes three rounds to develop the strategy and transmit it, so just three rounds after being used on the defense, the bonus is already functional. It is important to point out that the weapon does not offer bonuses to its current bearer for attacks that it has analyzed in the past, since, to create a truly accurate strategy, it must do so after analyzing how the body of its bearer responds against said attack.

This ability only works against special attacks, such as Ki Techniques, spells, summons, or psychic powers (or other similar abilities of a supernatural nature), and each must be analyzed specifically. In the case of spells, each degree of an offensive spells is considered to be a different attack that has to be analyzed separately.

Linked: Primum can only be wielded by someone who bears the Ancient Blood of the Primus Imperator of Solomon. That is, only a direct descendant of Andromalius can use it. The weapon reacts violently against any other individual who attempts to use it, producing a very painful electric shock that forces one to overcome a PhR against 120 per turn or suffer electrical damage equivalent to half the level of failure. This rejection is only triggered against individuals who intend to use it, and not because of mere contact.

D.E.U.S.-ex.IMPERATOR (Notion of Use 5, Ritual): Primum can remotely connect to the offensive systems of Solomon. This ability thus grants the bearer the capacity to activate and direct all weapons that remain hidden, including not only combat golems, but also access to what is arguably the most powerful active lodge of all; the Gravestone combat satellite.

Actually, this power does not belong to the weapon; Primum is nothing more than a key that allows its wearer to connect to the true systems of offense created by Solomon. Only the late Andromalius could make use of this ability, because even if someone possessed the Ancient Blood of the Primus Imperator necessary to activate it, it is required to correctly recite thirteen verbal keys that allow the system to initialize and recognize its bearer as an authorized administrator. Naturally, these codes were lost with the death of the Emperor of Solomon; as only he knew the thirteen, although each of the Praetorian Senators knew one of them.

Gaul is unaware that Primum possesses this ability, though he is beginning to suspect it.

ROMA: THE EMPEROR'S MANTLE

Roma is the culmination of Solomon's nanomachine technology, a lavish cape whose fiber is made up of millions of miniscule supernatural golems. It was created exclusively for Andromalius himself, who used it as an exceptionally effective defense method.

Although most of the time it acts as a simple fabric, if necessary the cape can move on its own, harden, or modify its shape and size according to the desire of the wearer.

Quality: The Mantle can act as a physical shield of quality +20 capable of stopping energy-based attacks when used as a means of defense. If used as a means of attack, it is considered equivalent to a Battle-Axe +10, but it does not add its user's Strength to its damage.

Living Fiber: Roma can act like a living being, altering its shape, size, and color. This means it can have different appearances (including symbols) and the cape can move on its own and "grab" and attract objects that are no more than 10 meters from its wearer.

Oxygen Reserve: Roma can provide up to half an hour of oxygen to its bearer by connecting to his face.

Synaptic Connection: Roma connects to the nerves of its bearer through the nanomachines of its blood, making it capable of responding to its owner's thoughts as if it were a natural extension of their body. Therefore, it does not require its user to develop a special ability to use as a shield or medium for an attack, and can be used with their full attack and defense ability.

Automatic Defense: In the event that its bearer is unconscious, unable to defend himself, or simply has a low defense ability, Roma can autonomously protect them with the equivalent of a 280 base Block ability (this value already includes both quality bonus and the defense bonus of a shield). Roma never applies special environmental penalties (from behind, flank, blindness...) except those suffered by additional defenses. To detect enemies trying to attack from stealth, the cape has the equivalent of 320 Notice and Ki Detection.

Spotless: Roma cleans itself and always smells good.

Fireproof: Roma cannot catch fire.

Linked: Roma's special functions are only activated if the bearer possesses the Ancient Blood of the Primus Imperator of Solomon. That is, only a direct descendant of Andromalius can use it.

Combat Limitation: Roma cannot be used as an offensive and defensive weapon in the same round. If used to attack, it can no longer be used to defend until the next turn and visa versa.

GRAVESTONE

Gravestone is arguably one of the most powerful technomagical weapons of the Lost Logias at the disposal of the Senate of Solomon. It is an immense combat satellite created in order to be a weapon that could attack any place on the planet in seconds.

The artifact is hidden in the Wake, where it lays undetected since the fall of Solomon. The truth is that it has a fully functional key, and it can manifest in the real world in just a few seconds from the moment it receives the order to attack and, after having done so, disappear again from the world at the same speed.

But even this incredible ability is overshadowed by the awesome destructive power it possesses. The artifact is armed with a supernatural laser cannon, so precise that from planetary orbit it can strike a human sized target with absolute accuracy, and so powerful that it can annihilate an entire city in less than a minute.

Currently, there are only two ways to take possession of Gravestone, the imperial sceptre Primum and the control system that exists on one of Solomon's bases. However, both require codes that have been lost since the Seven Hours of Fire.

ROMULUS AND REMUS

Romulus and Remus are a pair of combat drones created to be the ultimate bodyguards of the Emperor of Solomon. They are extremely powerful, and their might can almost rival that of the strongest of the golems amongst the Lost Logias.

Although they look like solid creatures, they are actually made by millions of nanomachines, which is why their appearance can change a lot depending on their lord's environment and needs.

Both drones are autonomous and act independently, gauging the threats and dangers their owner may suffer, but for them, his will prevails above all else. They do not need verbal orders to obey; they receive their instructions directly from the nanomachines in their master's blood.

The drones were the first to detect Gaul and, when he reached adolescence, they were the ones that brought him to Primum, considering him the new Emperor.

Action: The drones always act when Gaul is supposed to act. In the event that he loses his ability to act that turn, the drones will continue to act at the end of the assault.

Supernatural Laser: The principle means of Attack of Romulus and Remus are the laser cannons with which both drones are armed. Each can carry an attack per turn with a base offensive ability of 280. The laser is considered a supernatural discharge capable of damaging energy that attacks on the Heat AT with a base damage of 120 and reduces the defender's armour by 4 points. It has a range of 500 meters.

Sweep: If instead of concentrating its attack on a single target a drone wants to carry out a sweep, the laser affects those in front of it (equivalent to 10 medium sized targets) no more than 100 meters away, although its base offensive ability is reduced to 250. The drones may choose targets within this area.

Defense Systems: The drones defend themselves independently with a mixture of movement and energy shields, giving them an equivalent of a base dodge ability of 280.

Resistance: The drones have an AT of 8 against all types of attacks except energy, against which they have a 4 AT. They resist 50 points of damage before breaking.

Regeneration: If they are destroyed, the nanomachines that compose each drone require around an hour to repair and become active again. This only happens if the being they depend on, in this case Matthew Gaul, is still alive.

Metamorphism: The nanomachines that compose each drone can take different forms. In Gaul's case, both often take on the appearance of exotic birds.

CURIOUS NOTES

- Gaul uses his bizarre hairstyle for two reasons; first, he makes an unusual first impression (something he always takes advantage of in any negotiation), and second, he makes sure people always notice and remember him.

- He likes animals. It is not because he is particularly fond of them, but he loves how faithful they can be if given some love.

- Gaul would not be a bad ruler. He would be a tyrant, no doubt, but not a bad ruler. He would not do injustice or endure anyone harming his subjects. After all, they are his.

- The Supreme Archon knows that Aizen intends to kill him and has a perfectly prepared plan to intercept him when he decides to take the plunge. At the moment, he is too useful to be disposed of and the tension of having him close always helps him to be "awake".

- He long ago fought in an exhibition match against Kisidan and knows how dangerous he can be (he lost five points to zero). He believes that his mere existence is a problem for his plans, but he sees Elisabetta as the perfect weapon to destroy him. When he thinks about it, he remembers with a smile why love is a weakness.

- Despite all his victims, Gaul does not like to kill; he simply considers it necessary to achieve his goals and has no qualms about doing it, but he prefers any other method if it gives him the same effectiveness.

- He loves red and black. Almost anything he wears is that colour.

- Despite everything he has seen and what he has faced, until now he has only shied away from one being among all those who have shaken him; Lucanor Giovanni. Every time they have seen each other, he has felt a kind of uneasiness, because he is the only individual who he cannot understand.

- He has struck up conversations with what he believes to be a secret organization of Solomon survivors, when in reality they are surviving members of the renegade Jürgand squadron, Contra Munda. So far, mutual understanding has been good. Not even the Imperium is aware of this.

- To entertain himself he fights every day he can. At times, he fights dozens of criminals on death row just for entertainment by putting on serious handicaps. If anyone pleasantly surprises him, he might invite them to Les Jaeger.

- He likes oriental food. He usually takes a Lannet chef with him when he travels.

- He has seen Romeo Exxet a couple of times and between them has developed a kind of mutual contempt so great that it is difficult for them to be in the same room.

- He does not despise Elisabetta. He only thinks that she is a little girl incapable of ruling with nothing to support her right to the throne.

- He is melodramatic. He sometimes talks out loud to himself when he is alone. On one occasion he was discovered while doing that, and, instead of being ashamed (or killing whoever had seen his bad opera), he said with a wide smile that he spoke to the only person worth telling him what to do.

- Gaul's body is not really perfect; it should have all of its physical attributes at their maximum value, but the nanomachines took longer than they should to wake up while he was in his mother's womb and were unable to finish their function in time.

- Given his innate combat mastery and excessive talent, Gaul has only been wounded once. Consequently, he hates the very idea that his body could be in pain.

- Gaul has completely erased his past; everyone who would have known him as a poor boy was long ago killed by his hand.

- He has only hesitated on a single occasion to kill someone; his own mother. Deep down, despite the fact that she mistreated him as a child, he felt that he should thank her for the legacy she had given him in his blood. He did it painlessly, while sleeping.

- For Gaul, survival is vital, and he will do anything to stay alive except humble himself.

KONRAD VON RIKKER

TOL RAUKO FIELD COMMANDER

Level: 11

Category: Natural (Natura 10)

Life Points: 295

Class: Paladín / Weapon Master

Str: 7 **Dex:** 10 **Agi:** 6 **Con:** 7 **Pow:** 11 **Int:** 10 **Will:** 8 **Per:** 5

PhR 105 **MR** 120 **PsR** 110 **VR** 105 **DR** 105

Initiative: 115 Natural, 105 Libra +10, 105 Crossbow +10, 90 Libra +10 and Shield +10, 90 Crossbow +10 and Shield +10.

Attack Ability: 260 Libra +10, 260 Crossbow +10, 250 Grappling

Defense Ability: 290 Shield +10, 270 Libra +10, 260 Grappling

Damage: 85 Libra +10, 75 Bolts +10, 15 Grappling.

Use Armour: 155

AT: Von Rikker (Full Heavy Plate +15)

CUT 9 **IMP** 9 **THR** 9 **HEA** 7 **ELE** 3 **COL** 7 **ENE** 5

Ki Abilities: Use of Ki, Ki Control, Presence Extrusion, Aura Extension, Use of Necessary Energy, Inhumanity.

Natural Abilities: Use of Shield, Use of Crossbow, Ars Magnus: Libra, Special Maneuver, Grappling (Base).

Advantages and Disadvantages: Natural Learner (Occultism), Cultural Roots (Dalaborn, High Nobility), See Supernatural.

Size: 17

Regeneration: 1

Movement Type: 5 (6)

Fatigue: 7

Secondary Abilities: Athleticism 45, Ride 70, Swim 30, Composure 130, F. Strength 60, Wth. Pain 80, Notice 155, Search 120, Science 45, History 105 (125 Tol Rauko's), Memorize 25, Occultism 215, Lost Logias 65, Tactics 130, Style 50, Intimidate 100, Leadership 220, Persuasion 170, Dance 25.

Notes: Due to his advanced age, Von Rikker applies a -2 penalty to his physical attributes (Str, Dex, Agi, Con and Per), already applied in his sheet.

Konrad Von Rikker is one of the three great field commanders of the Tol Rauko Templar Order, although no one doubts that he is Marshal Malakias Graft's favourite.

Despite being an old man, his personal power and his influence in the organization make him one of the major powers in Gaia both at a political level and in supernatural circles.

There are few people in the world that have seen as much as him, traveled to so remote places or done so many marvels in one single mortal life. Von Rikker has seen old gods raise and die, has walked the dark streets of Graven and has had dinner in the table of the Prince of Crows, and has seen beyond the borders of what mankind calls world.

His knowledge, his intelligence, and his experience are an unparalleled treasure for the Templars.

Born as a firstborn in one of the five main great Templar houses, Von Rikker has always loved the supernatural. Since his infancy, he loved the strange and magical characters that appeared in the books he grabbed from the family library. Naturally he was a rational fellow and understood that they were a danger, but his fascination was no less huge for that truth. It was not, however, until, thanks to the threads of fate, he fell in love with a Jayan priestess, that he made the decision of "changing the world".

Aware of the necessity of acting from inside the "system" if he wanted to have a chance, he became perfect. So many were his achievements, so numerous the feats he did, that he ascended in the organization quicker than any other Templar in history, until he became the right hand of two different marshals.

There are some who even believe that he has enough influence in the order to eclipse Malakias Graft himself. All the important plans of the order go through him, and he always gives them his own personal touch, with a mixture of geniality and experience.

On the surface, Von Rikker is a short-spoken man, always harsh and in a serious mood. However, the truth is that he possesses an incredible talent to deal with people and adapt himself to other personalities. He truly cares about everyone, and even if he doesn't hesitate in taking difficult decisions, he is a genuine good person.

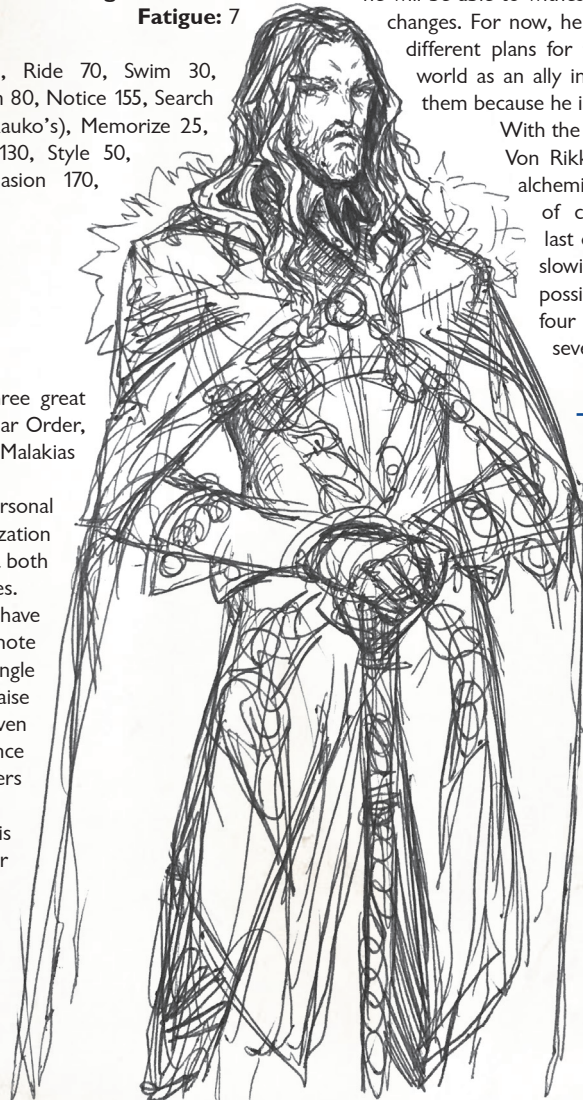
He doesn't consider himself a jailer, but a guardian protecting the supernatural from mankind. He is obsessed with the thought of current society not being able to coexist with mystical creatures, so he needs to change the point of view of people to gradually prepare them for the moment his "protégés" are finally freed. He only regrets not knowing if his dream will be achieved during this generation, or if he will be able to witness with his own two eyes how the world changes. For now, he has spent almost five decades creating different plans for the supernatural to show itself to the world as an ally in a time of crisis. But he hasn't started them because he isn't completely sure they will succeed.

With the goal of surviving for as long as possible, Von Rikker has been injecting himself different alchemical concoctions created with the blood of captured supernatural entities for the last decade. Thanks to this, he has achieved slowing down his aging for as much as possible, and even if he is now about eighty four years old, he doesn't look more than seventy.

MODUS OPERANDI

When he was young, Von Rikker was considerably more impulsive and he had not many qualms with fighting, but age has turned him much calmer (although he prefers the term "wiser"). Given his physical condition, he only starts a personal combat if he has no other choice, but if others fight on his behalf, he always has the impulse of jumping into the fray to support them.

Once in combat, he probes that age still hasn't managed to end with his legendary skill, and the experience of decades makes him one of the most dangerous fighters on Gaia. As a master of combat, he has mastered the use of an impossible weapon that he employs with a peerless expertise. He perfectly knows when to use each maneuver, each strike and each lethal attack.



THE MAN WHO LOVED A MONSTER

When he was twenty three years old, two years after becoming a full-fledged member of Tol Rauko, Von Rikker became a member of an investigation group composed by three Templars and half-hundred soldiers. Led by a veteran member of the organization, they had the goal of venturing into the depths of the Erasia Mountain Range and investigating possible undiscovered areas of The Lightless Halls. But things got out of hand when, during the mission, they discovered a group of Samael performing a ritual in the complex. Naturally, the Templars tried to capture them, but they couldn't imagine that they were trying to prevent one of the creatures of The Lightless Halls from venturing into the exterior world. Predictably, the situation evolved into a terrifying threeside battle in which every participant, save Von Rikker and a young Jayan priestess called Kaniehtio, ended up dead.

Both of them, who had been thrown to the depths of the huge structure, had no choice but to team up in order to stay alive. After two months of clashes, arguments, and all kinds of trouble, they realized that they had hopelessly fallen in love with each other. Finally, when they managed to escape, they decided to abandon everything to stay together for the rest of their lives.

Thanks to Von Rikker's knowledge about the hunt of supernatural beings, the couple managed to avoid being discovered. They were together for almost a full year, continually moving and avoiding populated areas, until they managed to establish in some ruins that they could call home. Everything seemed like they would make it work.

But in the end, as many tales before them, it ended up in tragedy.

While he was in a neighbouring village doing some shopping, Von Rikker discovered that an ecclesiastic detachment commanded by two inquisitors had arrived to the area. Although he ignored that they were there searching for a pack of Aberrations, in his nervousness he thought they had located Kaniehtio and left running towards the ruins where she was awaiting for him. Misfortune accompanied him, and the church scouts saw him fleeing, which caused the entire detachment to follow the Templar.

Utterly desperate, only a way to save the life of the woman he loved came to his mind. Almost totally surrounded by church agents, Von Rikker entered at full speed into the ruins, and, before Kaniehtio could react, he sealed her with Tol Rauko's systems while he claimed to the four winds his identity as a Templar. Sadly, she never understood what was happening. In his last conscious moment, she only saw the face of the man she loved alongside two inquisitors glaring coldly at her. The man that had betrayed her.

Of course, Von Rikker immediately invoked the imperial ruling that allowed him to deal with the prisoner due to him arriving before the inquisitors, but that meant that Tol Rauko would know that he was still alive. Templars came to pick him up and took Kaniehtio captive to the Central Island where she was locked up in the safest area.

For Von Rikker, that episode gained him a promotion, and to forever lose the only woman he loved.

Many times Konrad has thought about freeing Kaniehtio from the system. But he knows that, if something went awry, it would doom him and everything he has fought for. Even today he still visits her from time to time, and smiles with a mixture of sadness and satisfaction when he sees her safe in her container.

TOL RAUKO'S ARMOURS

The armours of Tol Rauko are usually the most valued possession of each Templar. They are exclusively wrought for each one of them in the moment they are accepted as fullfledged members of the society, and each one of them perfectly adapts to its bearer. Naturally, they can be modified and improved as the years go by to better adapt to their bearer necessities. Each armour is always dyed in the same characteristic cooper hue and has a family seal that represents the family it belongs to, as well as the rank they have inside the society.

The secret of its forging belongs to the master blacksmiths of each Templar family, whose lineages are bound to their lords as part as their own families. It is so important that their secret doesn't spread, that Templars are willing to kill to protect it.

Every Tol Rauko armour follow the pattern of the five great Tol Rauko armours (called "the originals" as a wink to the Inquisition and its lawbringers), armours which have vastly superior powers to every contemporary copy.

EQUIPMENT

VON RIKKER'S ARMOUR

Konrad bears his family's Tol Rauko armour, one of the five that were created for the founders of the Templar order. The artefact was composed employing fragments of Rah's throne, a strange alloy of unknown origin and, as its four sisters, possesses the capacity of nullifying any supernatural power thrown at its bearer.

Quality: The Von Rikker armour is considered a Full Heavy Plate armour of +15 quality.

Natural Resistance: The bearer of the armour can only be wounded by weapons that damage energy.

Stamina: The bearer of the Von Rikker armour obtains a special +20 bonus to all his/her resistances.

Supernatural Eyes: If the bearer of the armour has its helmet equipped, he/she becomes capable of seeing the supernatural and applies a +30 bonus to MRs against illusion effects that target vision. As Konrad innately sees the supernatural, he rarely uses it.

Tol Rauko Key (Notion of use 4): The Von Rikker armour can be used to access the inner chambers of Tol Rauko Island without suffering any impairment to the physical capabilities of the wearer.

Absolute Supernatural Annulment: Any supernatural ability employed against the armour bearer is greatly diminished. Spells reduce 40 points its Zeonic Value (but they cannot be reduced under its base value), psychic powers apply a -60 to their potential (the power is nullified if it is reduced under its minimum value), Ki techniques reduce their benefits or effects by half (only against the bearer if they are area attacks), and any summon or similar supernatural power diminishes its damage by half and applies a -40 to its Ability or to any resistance control it forces upon the bearer.

Key to the Wake (Notion of use 3): It can be employed as a supernatural key to open an already existent door to the Wake. (The Von Rikker armour itself doesn't create the portal, but it can employ or reopen an already existent or recently created one).

Mystical Uselessness: Save in the case of extremely powerful artefacts (Power level 4 or superior), the Von Rikker armour bearer doesn't benefit from the effects of any magical item he or she carries.

THE NEW WORLD

Von Rikker has managed to extend his influence among a small quantity of Templars that follow his unique visión of the world.

These knights, chosen from between those that had a special affinity towards the supernatural, form a secret society inside Tol Rauko that, up to this date, is unknown to the rest of the organization. Although it is extremely minority in number and influence (the only high ranking member is Von Rikker himself), they are carrying out many operations to trigger the “desired” change that allows humanity to accept supernatural creatures. Most are small movements, but, step by step, it is undeniable that they are making progress in their plans.

The New World, as they name themselves, has focused its attention in three projects devised by the Great Commander himself, but all of them are extremely problematic, complex, and in their initial stages.

It's most long-lived and least risky plan consists in reeducating certain dogmas that almost every culture has, showing that not every supernatural being is the monster that many have wanted people to see. To that end, they have leaked a great quantity of fake books

That rewrite history, teaching that, since the dawn of the Empire, supernatural creatures have helped humanity not only against Rah, but they have also been at the service of the Empire since then. Leaking this information in universities and other scholarly centres of study, they have managed considerable positive advances, especially now that the Church has seen its global influence lessened.

They have also influenced the Espheria government, seeking to reach a deal with Etheldrea for her to declare that, just as the supernatural, the non-human races that want to coexist can do it there. The First Witch is seriously thinking about it, but she has asked Von Rikker several things in return, things that, for now, are outside the reach of the Great Commander.

Unfortunately, not every New World project has a positive perspective; Von Rikker even posed the usage of a Solomon Logia in combination with the biggest psychic crystal in existence (which is actually a Mother of The Machine) to trigger a world level Agnosia that prevents people of recognising supernatural creatures. Nonetheless, he discarded that plan because he considered that it was not what he was aiming for and for being excessively dangerous, although some of his followers are still pondering that they could carry it out in secret.

TRIVIA

-When he was younger, he had a long blond mane that made him very proud. He considered himself quite handsome, but the reality is that he has always had a somewhat aquiline nose.

-He is one of the few persons that know the true identity of both the thirteenth cardinal and the Shadow of the Emperor.

-He has fought two times minor apparitions of The Machine in two different places of Gaia and has destroyed them both. For him, they are the only supernatural thing not worth saving; only exterminating.

-When he turned forty nine years old Imperium approached him and offered him a place in its ranks. Von Rikker was tempted to accept, because he agreed with the ideals of the organization, but he finally thought that he couldn't serve “two masters” and rejected the proposal. Imperium erased the memories of the encounter from him.

-Having no offspring, the heir of his family is Astol Von Rikker, firstborn son of the younger brother of Konrad and a Templar like him. Unfortunately, they aren't in very good terms, as his nephew is a bit cruel and enjoys torturing his captives.

-Kaniehtio and Konrad enjoyed the thought of their love story being similar to the legend of Zhorne and Karla, as both of them also started as enemies and fell in love while trying to escape the prison in which they were confined. It seems that story never ends well.

-Lucanor Giovanni feels a special affection towards Von Rikker and claims that he is one of the few persons in the world that has made him laugh. By his own words, he is “the most valuable thing of that out-dated organization”.

-His family, the Von Rikker, are from Dalaborn, where they still have the majority of their possessions.

-Before mastering Libra, he employed a long sword.

GHOST ANGEL

DUMAH (TYPE-1.000)

Level: 15

Category: Between Worlds / Soul (Undead / Construct) 35

Life Points: 365

Class: Warlock

Str: 14 **Dex:** 11 **Agi:** 8 **Con:** 16 **Pow:** 16 **Int:** 15 **Wil:** 13 **Per:** 12

PhR 135 **MR** 135 **PsR** 125 **VR** 135 **DR** 135

Initiative: 145 Natural

Attack abilities: Spectral Attack 320 + Monstrous Limbs 300; or Black Metal Weapons 335 + Monstrous Limbs 300

Defence Abilities: Spectral Defence; or Black Metal Weapons 335

Damage: 120 Spectral Attack (Energy), 180 Black Metal Weapons (Cut), 120 Monstrous Limbs (Cut/Thrust/Impact)

AT: Natural Irons

Cut 6 Impact 6 Thrust 6 Fire 6 Electricity 3 Cold 6 Energy 3

MA: 225

Zeon: 1.890

Magic Projection: 270 Offensive Projection

Magic Level: 100 Necromancy

Metamagic: Force Speed (Base), Predetermined Magic Projection (Zen), Advanced Zeon Regeneration (Base), Combined Magic (Base), Persistent Effects (Base), *Physical Energy Exploitation (Base / unusable with the actual body)*.

Essential Abilities: The Gift, Physical Extension, Necessary Avatar, Empty Will, Master of All Arms, No Vulnerable Points.

Powers: Spectral Attack, Psychic Vision, Death's Master, Soul Siphon, Selective Absorption, Soul Consumption, Spectral Wings (Supernatural Flight 14), Corruption, Black Metal Arms, Cocoon, Metamorphism, Monstrous Limbs (Additional Attack -20, Indirect Attack), *Slow*.

Special: Magic Projection as an attack.

Size: 30 (18)

Movement type: 8 / 14

Regeneration: -

Fatigue: -

Secondary Abilities: Acrobatics 25, *Athleticism 105, Riding 105, Swimming 105, Jump 105, Withstand Pain 140, Composure 100, Feats of Strength 105, Notice 180, Search 150, Science 240, History 140, Occultism 280, Appraisal 200, Magic Appraisal 280, Intimidate 100, Leadership 105, Persuasion 105, Arts 90.*

Note: *The secondary abilities in cursive are the ones possessed by the body and personality, courtesy of the Empty Will power.*

It's hard to measure the real capabilities of the entity that for the lack of other names has been called Malakalruwh or Ghost Angel. It is a psychic entity that doesn't even have a defined form in the spirit world and only exists as something separate from all creations until it finds a body to inhabit.

Nothing is known about it, it's nature, origin or history are wrapped in deep mystery that no one seems to have ever unraveled. The majority of the occultists haven't even heard of it, and few that have don't consider it to be more than just an unfounded myth.

Despite this, not only is the entity real, but also is a creature whose existence is bound to the Book of the Dead, although it's hard to determine if it is the power behind the artifact or just one servant.

The stats that on this sheet refer to the most recent manifestation on the entity after its partial merger with Type-1.000.

DUMAH (TYPE-1.000)

Dumah

Dumah Type-1,000 is the most perfect Engineering work of all the Black Sun has developed with the necromantic science of the Book of the Dead. It is a nightmare of flesh and metal prepared to be the container of supernatural forces as never seen before on the surface of Gaia.

The patriarch of the Delacroix family, knowing he was close to the end, ordered to construct Type-1.000 in secrecy. For that he used Black Sun's installations that he controlled personally and used his own private resources without anyone in his family, even his son, knowing of his plans. His goal was to create a body for a necromantic entity that was either enclosed in the Book of the Dead, or was a part of it.

The motives that led him to do this are still unknown. It's possible that his prolonged exposure to the Book turned him insane, or perhaps it was the influence and artefact's temptation.

Or maybe, simply, he wanted to see what happens after death.

Anyway, it's true that Jean Pierre Delacroix initially thought to use his own body as the container, modifying it to be the perfect host for the Angel. In the end, he scrapped that idea, given that he really wanted to witness his creation with his own eyes instead of being a part of it. Besides, in a certain manner he felt too tired to personally carry out the designs that could hold the Angel.

However, despite his deep madness (or clarity of thought, depending on how one looked at it), Jean Pierre wanted to leave his personal mark on the entity, and for that he made the Type-1.000 using a perfect copy of his personality and consciousness as the creature's mind; his experiment being a monstrous copy of himself, endowed with unsurpassed physical power and a mind to match. Besides, that way he knew the Angel would do nothing against him. In the end, it would have his personality and would never see himself as a threat.

To make Type-1.000 he mixed many of the most complex designs from the Book of the Dead, using his genius combined with his best scientists. Only after considerable failures he achieved his goal; the ultimate necromantic weapon became a reality.

Now, the only thing that was left to do was to use the Book to bind the Angel to his new body.

The transition process was costly, and during the same part Black Sun's installations on the island of Alessa collapsed. The majority of the supernatural researchers and scientists that worked there died either in the incident or by the necromantic weapons that were freed and that roam the vast complex areas freely even now. Fortunately, it's also true that some researchers survived and were making sure the process was finished correctly.

It could be that it was premeditated or a simple accident (something that many consider to be implausible), but those were enough to carry out the job Jean Pierre had entrusted them, although none of them knew what would happen when the binding is complete.

And all the while Ghost Angel, still sleeping, is getting stronger and more powerful.

GENERAL POWERS

The following powers belong to Ghost Angel regardless of the physical form it is using.

Spectral Attack: Ghost Angel can attack and defend creating torrents and blades of spectral energy that act like natural weapons. This ability's attack is Energy and can only be perceived with individuals capable of seeing spirits. If it's used as defence, the Angel does not suffer penalties for additional defences. Defending or attacking with Spectral Attack does not reduce the MA or prevent it from casting spells that turn.

Psychic Vision: The Angel does not see through its eyes, it perceives the world through the movement of spiritual forces that surround it. For that purpose it is considered to have radial supernatural vision and never suffers the penalty for blindness, being flanked or approached from behind. Soulless things or beings with much lower presence are difficult to feel for it, and thus it applies -60 to its abilities to detect those.

Necessary Avatar: Ghost Angel lacks any form and is incapable of acting in the physical or spiritual world if it doesn't possess a body that can contain it. Given that the entity cannot force a possession if it isn't accepted, it needs a container lacking will or a person extremely receptive to its avatar. The problem is that it doesn't serve anyone; its power is so great that most physical forms cannot contain it without being destroyed instantly.

In general, parts of the powers and Ghost Angel's level come delimited for the body that possesses a grade of synchronization to have with it. However, although the physical attributes and powers linked to the physical form of the creature can vary, when the Angel obtains possession of the body it always keeps its class (Warlock), its primary abilities (which may vary in value depending on the level the body has) and his psychic powers.

The process of possession can be very short (barely few seconds) or very long (whole years), but the slower it goes, the more superior power it can manifest. In fact, the physical form that has been created for the Angel allows it to use almost all of his powers at its real level, but still missing some time to mature and be fully completed.

Empty Will: although Ghost Angel is without a doubt an entity greater than any simple force or power, it's true that it lacks personality as such. Instead, it possesses an immense force of will that drives it to complete its objectives, whatever these may be, above all. For this while it doesn't have a physical form, the Angel is extremely imprecise and vague, incapable of communication beyond sharing ideas and influencing others subtly. This manner of being remains intact if it takes a body that lacks personality, but at least it is able to communicate in a clearer style (considering it needs to do it) and expresses its ideas better. On the contrary, if it is introduced to a body that had previously possessed a personality and had accepted the possession willingly, Ghost Angel is fused with said person, completely taking control of his will, and interacts with the world in a way similar to the host. This "personality" is only tied to the body that hosts the Angel; if the entity leaves the body and takes a new one, it will have no traces of his previous behaviour. The Angel's host is always totally consumed by the entity when it's detached from the body; in general the host is destroyed at physical and spiritual levels.

This ability allows it to acquire secondary abilities of its host, assuming they were higher than Ghost Angel's own.

Death's Master: Ghost Angel is automatically considered hierarchically superior to any undying creature that exists. The moment anything necromantic finds itself in the presence of the Angel, it senses a deep aversion similar to hate, but at the same time - a bond of servitude that compels them to oblige (with the exception of beings with Gnosis 40 or higher). In case the creatures are created with necromantic science of the Book of the Dead, the bond is automatic even if they've never been presented to the Angel before, and they do not feel any aversion.

Master of All Souls: From the moment when Ghost Angel's power manifests into existence through a physical body, any soul of a natural being that passes away is bound to it for as long as it remains in the world without returning to the flow of souls. During that time, Ghost Angel can use said souls as prime matter to create undead with its necromantic spells (being bound to him, any soul can be used as a target for his spells, no matter how far it may be), or it can use them to enhance his own powers. If the Angel does not use the souls before they return to the flow, it loses its bond with them.

Soul Siphon: At will Ghost Angel can act as a siphon that absorbs the souls bound to it, which means it can virtually affect all dead souls of the world. However, while consuming souls in this manner potentially enhances its powers, it's true that when it makes use of this ability, its capacity to correctly absorb spectral matter is much lower than normally. This is because in order to consume souls at a grand scale its essence converts into a vortex that connects the real world with the afterlife, a hole through which the souls pass and get destroyed almost instantly with little to nothing left to take advantage in the process.

When the ability is active, all the affected souls start moving quickly towards the Angel, no matter how far they have been from its location. They move with a speed equal to Flight Type 14, so most of them can take many hours to reach the entity's location. The number of accessible souls usually greatly varies, depending on the moment in history in which it's using the ability, but as a reference, it's possible there's always at least a hundred thousand of them a day, waiting for the call. There is no time limit; the entity can take days or weeks feeding nonstop.

Although the quantity the Angel can absorb is theoretically unlimited, the siphon only allows consuming the surrounding 150 souls per round, regardless of how many there are around.

In case the Angel is encountered in a place supernaturally sealed from the rest of the world which impedes the passing of souls, these become blocked, unable to reach the necromantic entity.

Incredibly powerful souls or the ones with a much superior Gnosis nature can resist this power innately, and the Angel can only consume them if it carefully selects them individually.

In general, the Angel never uses this ability except in times of necessity or if it's sure that nothing can stop it since it is aware the existential alterations it is causing attracts attention of all kinds of entities, signaling its presence and location to them.

Selective Absorption: The Angel can use a limited version of Soul Siphon that allows it to alter and absorb only the souls in its presence (generally no further than a 100 meters from it). This ability functions in a way similar to the Siphon, but it allows doing so without creating existential alterations that display its location on a global level.

Soul Consumption: Ghost Angel can use the power of the souls it has absorbed using the Siphon to enormously increase its power. In general, all the souls have a similar existential value, although certain strong souls can be worth five to a hundred times more than a normal soul. The use that can be given to the souls is the following.

- Can be used to recover lost forces at the rate of one LP or one point of Zeon per each soul it consumes.

- Can be used to receive a temporary power enhancement, that grants a bonus to every action that depends on the number of consumed souls used in the following values:

Grade 1: 1 soul/ +5 to all action
Grade 2: 10 souls/ +10 to every action/ +5 MA
Grade 3: 100 souls/ +20 to every action/ +10 MA
Grade 4: 500 souls/ +30 to every action/ +15 MA
Grade 5: 1000 souls/ +40 to every action/ +20 MA
Grade 6: 2500 souls/ +50 to every action/ +25 MA
Grade 7: 5000 souls/ +60 to every action/ +30 MA
Grade 8: 10 000 souls/ +70 to every action/ +35 MA
Grade 9: 25 000 souls/ +80 to every action/ +40 MA
Grade 10: 50 000 souls/ +90 to every action/ +45 MA
Grade 11: 100 000 souls/ +90 to every action/ +50 MA
Max Grade: 1000 000 souls/ +150 to every action/ +100 MA

These bonuses are continuous, although they get lost at the rate of one grade per day. Thus said, if the Angel absorbed 500 souls and consumed them to receive a bonus of +30 to every action (Grade 4), after a day it would have to absorb 400 souls more to return to having a bonus of +30 to every action.

- If it manages to consume a million of souls, it has access to using Divine Magic with Int 16 for a day.

Spectral Wings: Regardless of the physical form in which it manifested, when taking a body Ghost Angel always manifests with four spectral wings that allow travelling through the air with supernatural Flight Type 14. These wings are invisible to everyone who cannot perceive spirits. The Angel needs at least two wings to be able to fly, so if they are destroyed for any reason (like using the Cocoon), the entity loses the capacity to move through the air. The lost wings reappear at the rate of one per hour.

Destruction: If the physical form of Ghost Angel is destroyed by worldly means the entity simply breaks up from it and return to its state of non-existence until it can find an appropriate body again (something on which it can spend centuries of full millenia). If the one to have destroyed its body has Gnosis 40 or is a natural being with Gnosis far superior than its Nature, the damage that Ghost Angel suffers enormously rebounds in its spiritual form. The more connected it was with the body and the more power it had manifested, the more impact the damage of losing it inflicts, allowing to hurt it so much it may take centuries to recover or even destroying it completely if the fusion was absolute. That is the reason for which the Angel only manifests in bodies that used to have a huge level of power, but at the same time it always guards a small portion of itself to save and ensure survival.

Cocoon: At will, the Angel can use its spectral wings to surround itself with a protective cocoon that serves as a defence mechanism. This action is passive and can be included to any reaction for an attack. At the Cocoon's activation, the Angel is considered to be accumulating damage with resistance equivalent to 4000 LP independently of its own. Each wing gains a quarter of the Cocoon's resistance, with that every 1000 points of damage it suffers one of the wings is destroyed. If the Cocoon is destroyed, Ghost Angel can defend itself from the attack that broke the protection, although it must apply a second defence penalty to this skill.

While being under Cocoon's protection Ghost Angel cannot move or perform active actions, although it can accumulate magic at half of its MA.

Only weapons capable of damaging energy can harm the spectral wings.

Corruption: Mere presence of the Angel tends to corrupt things around it into ruin, making living beings to acquire necromantic aspect, even without properly turning them into the undead. Creatures and objects with lower presence are the first to be affected; and these only need from a few minutes to a few hours to get corrupted in the entity's presence. Beings of greater power can endure for longer, but none are completely immune to the aura of the creature if they spend excessive amounts of time with it.

ACTUAL BODY: DUMAH (TYPE1.000)

The following powers belong to the actual form owned by Ghost Angel, Type-1.000.

Metamorphism (limited): Ghost Angel can alter its physical form at will, increasing or decreasing its size within certain limits. Theoretically, it can adopt many forms and modify its size from 30 to 18, but generally the two forms that it uses on most occasions are the basic body of Dumah (a grotesque beast, its shape between a centaur and a lamia) and a graceful humanoid form, similar to a seraphim. This change only allows altering the general form of the body, without imitating other beings; whatever it does, it always maintains the flesh and metal appearance.

Black Metal Weapons: Ghost Angel can attack with the weapons that his body has incorporated. Created from a unique Black Steel alloy, these act as weapons of +15 quality, although they deduct 4 points from the defender's Armor Type. If it wants to attack with these, the Angel cannot use the same round as the spectral attack; it has to choose one or the other method before the round starts.

Monstrous Limbs: Ghost Angel can perform an additional attack per round with various appendages that emerge from its body (usually it's a tail, but these can also be mouth-ending tentacles or similar monstrosities). Said attack can use Thrust, Impact or Cut at the Angels discretion, although it always deducts 4 points from the defender's armor. If the appendage it employed to perform an area attack, it can extend and cover a radius of 25 meters around the Angel applying a penalty of -50 to the action. This attack is indirect, meaning the Undead can use it even if it did not have the ability to act during the round, although in said case it will be performed last, when the rest of the characters have finished their actions.

Without Vulnerable Points: Ghost Angel's body lacks any vulnerable points.

Slow: The body of the Angel does not benefit from the Movement Type for its size.

HRRINGHAM

KING OF THE NON-LIFE

Level: 14

Category: Special, Undead 35

LifePoints: 725

Class: Weaponsmaster

Str: 13 **Dex:** 13 **Agi:** 9 **Con:** 13 **Pow:** 10 **Int:** 10 **Wil:** 10 **Per:** 9
PhR 120 **MR** 110 **PsR** 110 **VR** 120 **DR** 120

Initiative: 145 Natural, 80 Balmung (Two-handed Sword +15), 155

Boxing, 135 Hand Axe, 130 Warhammer, 140 Spear, 135 Long Sword

Attack ability: 325 Balmung (Two-handed Sword +15), 310 Boxing, 320 Other weapons (Hand Axe, Warhammer, Spear, Long Sword)

Defence ability: 330 Balmung (Two-handed sword +15), 315 Boxing, 325 Other weapons (Hand Axe, Warhammer, Spear, Long Sword)

Damage: 170 Balmung (Two-handed Sword +15), 70 Boxing, 90 Hand Axe +10, 95 Warhammer +10, 110 Spear +10, 95 Long Sword +10

Wear Armor: 165

AT: Partial Plate +15 (CUT 7 IMP 6 THRU 5 FIR 6 ELE 5 COLD 5 ENE 3)

Ki Accumulation: Str 3 Dex 3 Agi 1 Con 3 Pow 2 Wil 2

Ki: Str 16 Dex 16 Agi 9 Con 16 Pow 10 Wil 10 **Generic:** 77

Ki Abilities: Use of Nemesis, Emptiness Extrusion, Inhumanity

Essential skills: Physical Exemption

Powers: Power of the Blood, Curse of Eternal Life, Immortal body, Necromantic Consciousness, Scent of Lie, Supernatural immunity, *Light of the Sun, Silver and Wood*

Natural abilities: Nordic Warrior Module (Hand Axe, War Axe, Spear, Two-handed sword, Long Sword), Ars Magnus: Magnum (Liberation of Power), Ars Magnus: Samiel (Final Retribution), Defence Against Projectiles Module, Chained Attacks Module, Armour Reduction Module x2, Increased Critical Module, Boxing (Intermediate grade)

Advantages and disadvantages: Martial Mastery 2, Hard to Kill, To the Limit, Innate Learning (Occultism), See Supernatural

Size: 20

Regeneration: Special

Movement type: 9

Fatigue: -

Secondary abilities: Acrobatics 35, Athleticism 40, Riding 60, Swimming 15, Climb 25, Jump 110, Composure 140, Feats of Strength 190, Withstand Pain 120, Notice 145, Search 140, Tracking 110, History 145, Occult 260, Style 20, Intimidate 140, Leadership 160, Persuasion 95, Forging 120.

Note: values in cursive in Hrringham's secondary abilities represent the ones in which he has received a special bonus for long age and nature.

HRRINGHAM NOSOPHOROS

Level: 14

Category: Being Between Worlds, Undead 35

LifePoints: 735

Class: Weapon Master

Str: 16 **Dex:** 16 **Agi:** 11 **Con:** 16 **Pow:** 10 **Int:** 10 **Wil:** 10 **Per:** 9
PhR 130 **MR** 110 **PsR** 110 **VR** 130 **DR** 130

Initiative: 165 Natural

Attack abilities: 320 Monster Claws and Jaws +300 Spectral appendages (x2); or 320 Monster Claws and Jaws +320 Black Thorns; or 320 Monster Claws and Jaws +20 Condemn; or 320 Monster Claws and Jaws +320 Winter

Defence abilities: 325 Monster Claws and Jaws (Energy)

Damage: 175 Monster Claws and Jaws, 80 Spectral appendages (Energy), 150 Black Thorn (Thrust), 120 Condemn (Thrust), 200 Winter (Energy)

Wear Armor: 175

AT: Natural 8, Energy 4

Essential Skills: Physical Exemption, Unnatural Size, Zen, Divine Physical Characteristics, At the Border of the End

Powers: Monster Claws and Jaws (Damage increase +40, Energy damage, -3 to the Defender's AT), See Supernatural, Supernatural Attack, Wings of Bone (Mystical Flight type 10), Primal Cry, Unstoppable, Knowledge, Power of the Blood, Curse of Eternal Life, Immortal Body, Necromantic Consciousness, Scent of Lie, Supernatural immunity, *Light of the Sun, Silver and Wood*

Size: 20 (Special)

Regeneration: Special

Movement type: 9

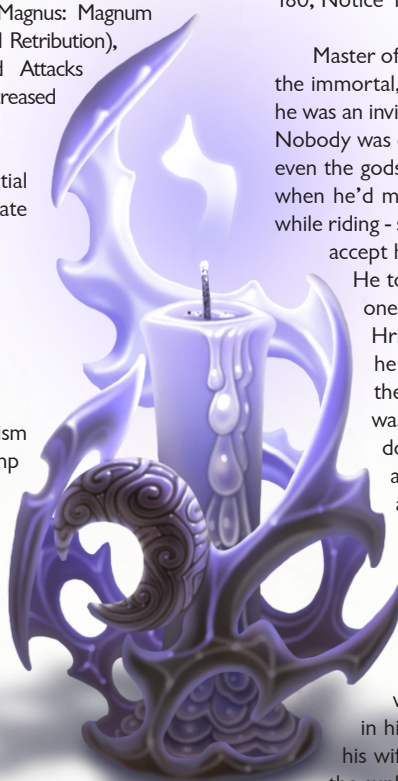
Fatigue: -

Secondary abilities: Acrobatics 105, Athleticism 100, Climb 105, Jump 110, Composure 160, Feats of Strength 170, Withstand Pain 180, Notice 185, Search 140, Track 110, Intimidate 145.

Master of the dead, King of the Non-Life, Nosferatu.. Hrringham, the immortal, is known by many of those names. Judging the epics, he was an invincible warrior whose abilities in combat had no equals. Nobody was capable of confronting him; beasts fled in his wake and even the gods themselves admired his talent. But his downfall came when he'd married the woman he loved, and she had an accident while riding - she fell from her horse and broke her neck. Refusing to accept his loss, he devised the craziest of plans out of despair.

He tore his heart out with his own hands and when Aishia, one of the three fates, came down to recover his soul, Hrringham challenged her in combat, and against all odds, he won. Boasting of his victory, the warrior demanded the Grim Reaper to return his beloved to him, but Death was proud and as punishment she did what he had never done before: recognized her defeat. With that simple act, she condemned Hrringham to never reach the afterlife, trapping him in his own body halfway between the two worlds.

Overcome with anger, Hrringham gathered an army of the dead, beasts, and demons with which he rose up against the gods themselves with a simple goal - force them to bring his wife back to life at any cost. The battle was terrible, though his forces were unable to face the gods. Finally, for the first time in his existence, the Immortal was defeated by Thuriz and his wife Kenaz, who cursed Hrringham's flesh: from then on the sunlight would burn him like fire, preventing him from ever rising against them again.





There are many stories of how, after falling into the depths of the earth with a broken and withered body, Hringham gradually managed to regain his diminished strength. The most widespread legend assures that in the bowels of the world he fed on blood and lives of others to regain his ancient power, drinking from their essence until there was nothing human left in him. Others even say that he fed on the dead meat of one of the giants who had created the world, which gave him power and knowledge.

From then on, as the centuries passed, his nature became melancholic. He traveled everywhere, and his name spread like a silent shadow wherever he passed. Tired, he finally returned to his home at the Peak of the World, where he created what would be his eternal home; the Midnight Castle. There he again gathered around him hosts of the dead and crowds of monstrous creatures, to which he gave a home to subsist.

Despite having lived for millennia, Hringham does not appear to be over forty. His hard face is not particularly beautiful, although his eyes, completely black with bright red irises, give him an overwhelming appearance. He has a muscular and stringy body, but his pale skin and pronounced veins make him look gaunt. He often wears an armor piece with limbs laden with protections, but with an open chest, revealing his impressive constitution. While he was fierce and proud in the past, the weight of the centuries has taken its toll on Hringham's personality, making him reflexive and pensive. He looks for new forms of entertainment in his periods of activity, because eternity is incredibly tedious; then he often gets bored and rests for decades until some relevant event catches his attention.

A few years ago, he felt the emergence of a primal and powerful force, triggered by the discovery of the Black Sun's Book of the Dead. The organization's experiments repulsed him greatly: made of flesh, metal and bone, fabricated rather than created, they opposed the dark entelechy that represents the King of Non-Life.

MODUS OPERANDI

Even for someone as passive as Hringham, the prospect of fighting once in a while is something that slightly excites his icy blood; he enjoys each confrontation as much as he can, because it is one of the few moments in which he can feel "alive" again. Besides, since anyone that manages to reach him has gone through the dangers of his castle, he knows perfectly well that at least his opponents have the minimum skill necessary so that the fight is not a waste of time.

Usually, he likes to talk a few minutes before starting the fight, since that allows him to entertain himself a little and makes the subsequent fight more fun. If he can, he tries to get to know his imminent adversaries and uncover details of them (especially why they have come to his domain), although at the same time he never prolongs conversations too much; he would hate getting to know them too much considering that he'd possibly kill them all. Before starting, he always warns his enemies that if they lose, he may feed on one or two of them. Therefore he gives everyone a chance to flee, assuring them that no one will stop them if they choose to do so, and they can take whatever they've found in the castle before that without the need to confront him.

Once combat begins, Hringham's behavior can be highly variable depending on the immortal's state of mind and the interest his enemies have awakened in him. It is not that Hringham is not making the most in a "conventional" combat. By simple upbringing towards those who managed to reach him, he always uses his full abilities, but he does not fight intelligently or makes use of all the possibilities available to him. After all, it's not just that he doesn't care too much about the outcome, but as a general rule, even without much effort on his part, the end of the fight tends to be the same; his adversaries lie defeated at his feet and he returns to sit on his throne to continue his eternal boredom.

That said, when Hringham fights, he simply attacks and defends without too much strategy, trying to enjoy himself and letting himself be carried away by the pleasure of the fight; he does not seek to eliminate dangerous enemies that stay at a distance by casting spells first while his companions fight, nor does he have problems "falling" into the traps that have been prepared for him, however obvious they may be. As combat progresses, if the enemies prove worthy, he begins to use more advanced techniques, like combat maneuvers or even his *Ars Magnus*.

In general, Hringham admits defeat if his antagonists were able to lower his life points to very low or negative values. Most of the time he doesn't even transform into *Nosophoros*; he simply withdraws or disappears (if the *Gnosis* of his enemies is so high that they destroy his body temporarily) when his human form falls. Sometimes at a whim he can declare that he has lost combat if his enemies (usually the weakest) were capable of at least hurting him. Only on very rare occasions, if his enemies have proven to be especially skilled, he takes the form of *Nosophoros* and enjoys pursuing combat.

That does not mean that there aren't any circumstances in which he wouldn't fight intelligently using all his might. There are rare occasions when the immortal gets really serious - like when he faces things related to the necromantic experiments of the *Book of the Dead* or when he fights against a being he recognizes as his equal (there may have been three or four beings in history who have received such regard from him). In those cases, Hringham's fighting style changes completely and he proves to be the invincible warrior who defeated death itself, a genius without equal in combat. Knowing how to stack perfectly, in which rounds he must prepare to activate his *Ars Magnus*, he cleverly spends his blood points and forces his gambles to ensure victory.

King of the Non-Life: Hringham is not a conventional undead since he has never died, but neither is he a proper living being because his soul has overcome *The Call* without anyone or anything claiming it.

Therefore, his spirit, neither alive nor dead, continues to occupy his immortal body, and will remain so for all eternity. Due to his unique nature of semi-life and semi-death, Hringham is considered an Undead creature, but he ignores the damaging effects that can only affect necromantic beings.

The Power of the Blood: As legend has it, Hringham feeds on blood and death. In fact, he does not need it to live, but he does need it to keep the body and power intact. For game effects, the immortal possesses a certain amount of blood points, the maximum reserve of which is equivalent to his *Constitution* stat. To simply keep his body in perfect condition, Hringham consumes one point of blood a year when he is active, or one every fifty years he spends in torpor. In case his Blood points drop to 0, it automatically applies a *Weakness* status and makes him suffer a cumulative penalty of -10 on every action every day he does not feed up to a maximum of -200. When this occurs, his body is visually drained and slowly ages as his skin fills with burns. Because of that, although he is not passionate about it, the King of Non-Life always feeds cyclically to keep his power intact.

To obtain a blood point Hringham must take it from a living being whose presence is at least 30 and has some rationality (if his victims are exceptionally powerful and have very strong presence, he can get between 2 and 6 points consuming a single life). The process must always end with the death of the subject, since it is not only the blood that nourishes the immortal, but the life that is lost with it. Unfortunately, Hringham has no "fangs," so to feed he must drink directly from a body while it's still alive, which is especially unpleasant to witness.

Besides keeping his body strong, Hringham can invest his blood points to obtain various temporary advantages. At most, he can spend up to 5 per round between the following options;

- He can use a blood point as if it were equivalent to a *Fatigue* point; spending one gives him a +15 bonus to physical actions.

- He can spend one blood point to automatically recover 25 health points.

- He can use a blood point to increase the *Strength* stat by one for 5 rounds. This advantage is cumulative, but has a maximum limit of 16 in human form and 18 in *Nosophoros* form.

- He can use a blood point to get a +10 bonus to a specific *Resistance*.

- As *Nosophoros*, he can spend a single blood point per round to make two *Supernatural Attacks* during that round instead of one (in addition to his conventional attack with *Monster Claws and Jaws*)

Immortal Body: Due to the methods he had used to recover after his fight against the *Aityr*, Hringham's body has transcended. For this reason, he does not age or isn't affected by weather conditions, he is tireless, applies a +2 bonus to his *Constitution* and regenerates at a rate of 5 life points per turn against any damage he suffers. Beside that, he can't suffer critical damage or unconsciousness in any way, but can sleep or be forced into torpor.

The Curse of the Eternal Life: Because of his curse, Hringham is virtually unable to die. Only entities of superior existential power can do real damage and an intervention of unparalleled powers would be necessary to permanently destroy him. Depending on the degree of existential power of Hringham's enemies, there can be 4 different results.

- **Grade 1:** When facing conventional enemies, his body can be damaged in a conventional way, but ignores any damage that could reduce his life points to values below 1; it simply cannot die at the hands of normal beings, regardless of anything they attempt.

- **Grade 2:** Beings with *Gnosis* 30 or 15 points above their *Natura* can damage him and lead to negative life points. If the result of an attack or effect caused by antagonists of this category could cause his death, Hringham can choose between being temporarily incapacitated or automatically taking his *Nosophoros* form if he still has been in his human form. If he was already in the form of *Nosophoros*, he would be automatically disabled. When this happens, his body disappears and cannot be damaged in any way, until after about a day passes and it is recreated with all its life points full in both forms.

- **Grade 3:** If Hringham dies at the hands of an entity with *Gnosis* 35 or a mortal with a *Gnosis* 20 points above his *Nature*, the damage he suffers is much more permanent; his physical form is destroyed and explodes in a cloud of ashes that disperses at a distance of several kilometers. In this state Hringham is not really dead, but enters a period of lethargy that lasts until after at least a month some part of the ashes to which he has been undone makes contact with blood. That moment Hringham recreates himself in a few rounds, obtaining full power in a period of time based on the quality of the blood that has been used to wake him up.

- **Grade 4:** At least in theory, entities with *Gnosis* 40 or higher can destroy Hringham permanently, but in order to do so they must directly inflict at least half the damage he suffered.

Necromantic Conscience: Hringham has an expanded consciousness loosely linked to death, allowing him to feel globally where necromantic forces are at work or where large numbers of people (or individuals of great existential power) are dying.

The Scent of Lies: Hringham perceives any lies being told in his presence as a stench, so he instinctively knows who is telling him the truth and who is not, although he cannot know exactly what the lie was about. This ability is innate, but people in his presence can avoid emitting the stench by beating an *MR* 140.

Supernatural Immunity: Hringham cannot be affected by spells or supernatural effects that cause automatic death or metamorphose his body into other things.

Ki and Nemesis: Hringham was able to reconfigure the use of his Ars Magnus to allow it to function with Nemesis abilities, supplying Presence Extension to the Weapon by Emptiness Extrusion.

The Legend of the Vampire: Hringham's only two weaknesses are easily associated with the two classic vulnerabilities that vampires possess in folklore stories, making it difficult to determine whether these come from him or from the Vetala (although possibly a mixture of both mythologies).

-Silver and Wood: A very appropriate method to increase the effectiveness of Hringham's destruction is to use a silver or pure wooden weapon to pierce his heart while he remains in human form. If that is done, he is prevented from taking his Nosophoros form and the attacker is considered to have 5 more Gnosis points when calculating the degree of damage done, as explained in the section of the Curse of Eternal Life.

-Sunlight: By Kenaz's curse sunlight burns and destroys Hringham's body. Therefore, each turn that the King of Non-Life remains in contact with the light he automatically suffers 5 points of damage, without any resistance or special ability to alleviate or reduce it. Furthermore, in the sunlight his supernatural regeneration is nullified and he is unable to take his Nosophoros form if he is in human form. If he was in Nosophoros when hit by sunlight, the effects are similar, but damage per turn is increased by 50 points.

Half the damage Hringham suffers from sunlight is considered Sacrificial, and cannot be healed conventionally or by supernatural means. To recover, Hringham's body must consume large amounts of blood, which would allow him to heal between 5 and 25 life points per day. The purer and more powerful the blood, the faster he will recover.

The curse cannot reduce Hringham below 0 life points and therefore cannot destroy him. However, as long as he has 0 life points or less, he applies a Weakness penalty and a -40 to all actions.

HRINGHAM NOSOPHOROS

Of his own volition or if his body takes mortal damage, Hringham can abandon his human form and transform into a true monstrosity. As he does that, his appearance changes, becoming somewhat halfway between a death god and a wild beast.

Hringham Nosophoros is just under five meters tall. It still maintains a humanoid shape, but its torso is much larger, its legs and the arms are much thicker and longer, ending with amorphous and twisted claws. All of his skin is covered in a kind of black and ash fur, from which sharp bones of his rib cage occasionally protrude. However, the most striking and terrifying detail is undoubtedly his face, as he has a greyish animal visage of gray bone adorned by impressive black deer antlers and a crown of thorns. And the strangest thing is that, despite how horrible it looks, the creature has an extravagant noble bearing and brings a sense of being an entity of a higher nature.

The transformation lasts an entire round, during which Hringham cannot be damaged except by creatures of Gnosis 40 or higher. Each form has its own life points, so becoming Nosophoros he always has full life points. Likewise, upon completion of the transformation, any damage it would have suffered in its mortal form remains unrecovered.

In addition to his normal powers and abilities, as Nosophoros Hringham gains additional abilities listed below. The sums of these advantages and powers, in addition to his Gnosis, presume a modifier of +3 to his level.

Monstrous Claws and Jaws: As Nosophoros, the King of Non-Life cannot use conventional weapons, but fights using his monstrous claws and jaws. Similar to the human form, they attack in Energy, have increased damage and reduce the defender's armor by 4 points. Despite their size, they count as the natural weapon of a gigantic-sized creature.

Prey: Hringham can perform a prey attack with his Monstrous Claws and Jaws by applying only -20 to his ability. If performed successfully, he can continue to fight with the victim grasped in one hand with a penalty of -20 to action. This ability only works against enemies of medium or smaller size.

Supernatural Attack: In addition to its Monstrous Claws, Nosophoros can use an additional attack per round chosen from the list below. It is important to note that you cannot use the same attack in two consecutive turns.

-Spectral Appendages: Nosophoros can manifest various spectral extremities (sometimes ending in claws similar to those on its arms and others in jaws), which emerge from its back and which it uses as a means of attack. These appendages will perform two Energy-based attacks per round, have a maximum range of 50 meters and reduce the defender's armor by 2 points. As they are spectral extremities, they can only be perceived by individuals capable of seeing spirits, therefore, anyone who defends against them applies a Blind penalty to their defense if they are unable to see spiritual entities.

Al tratarse de extremidades espectrales únicamente pueden ser percibidas por individuos capaces de ver espíritus. Por ello, cualquier que se defiende de ellas aplica el penalizador de Cegado a su defensa si no es capaz de ver entes espirituales.

-Black thorn: Nosophoros causes the thorns of his crown to expand to all sides, attacking targets that are 25 meters around it (it's not possible to designate targets within the area). Blackthorn attacks in Thrust and does not reduce the defender's armor.

-Condemn: Hringham stomps on the ground causing a vacuum vortex to open under his target from which a column of bone emerges. If the attack causes damage, its target must overcome an MR 120 or it will be absorbed by the vortex where its soul will be destroyed within a few moments. Condemn attacks in Thrust and reduces the defender's armor by two points.

-Winter: Hringham creates a black sword of pure energy that flies towards his target, destroying them completely. Winter attacks in Energy, has a range of 25 meters, has increased damage and reduces the defender's armor by 4 points.

Unstoppable: Hringham Nosophoros can act even if he is put on the defensive or takes damage, although if either of these two cases occurs, he applies a -20 to his offensive ability within that round.

Primal Cry: Instead of making an attack in a round, Hringham Nosophoros can launch a primal scream that completely paralyzes all living beings in its vicinity that are unable to overcome an MR or PhR 140. This ability is automatic and its effects last for one round plus an additional round for every 5 points of failure level. Given that the Primal Cry is of a psychic nature, it affects even beings that cannot hear or who have completely covered their ears, although in this case the difficulty of the resistance is reduced to 120. Having used this ability, it is necessary to wait 20 rounds before activating it again.

Wings of Bone: At will, Hringham Nosophoros can reveal a pair of demon bone wings that allow him to move through the air with Supernatural Flight Type 10.

On the Edge of the End: When Hringham Nosophoros' life points are reduced to less than a third of his total, he applies a special bonus of +30 to all actions.

Knowledge: Despite possessing his own file, Hringham Nosophoros maintains the same knowledge-dependent secondary abilities as his human form.

Limitations: In this state, Hringham cannot use any of his Ars Magnus, his Weapon Modules, his Martial Arts or his Style Modules, although he can use his Nemesis abilities.

THE IMMORTAL AND THE DEMON OF WAR

Hringham has known Malachi since before becoming immortal, having fought alongside him in his adolescence in the northern wars. The Dark Prince realized the boy's almost infinite potential and decided to let him mature, knowing that one day perhaps he would give him the fight he so longed for. When Hringham returned to him decades later, he had already changed and, before they could face each other, the immortal offered his former companion something that naturally he could not refuse; a fight against the gods themselves. The Demon of War thought that since he couldn't die now, there would be time to fight with Hringham in the future. They say that in the conflict the Dark Prince injured Uruz and the deity fled because he felt that in that one combat he could die.

Currently both maintain a kind of friendship and rivalry. Malachi assures that, since Hringham is immortal, he reserves him for when there is nothing left worth fighting with; he will be the penultimate being that he destroys. Ironically, the King of Non-Life is unaware that his friend possibly possesses the only weapon that could certainly kill him.

THE WEAPONS OF THE FALLEN HEROES

Hringham has a large collection of high-quality weapons that he has amassed over the millennia (mostly from champions who came to confront him). These have all kinds and levels of power, among which there are ancient weapons, including one of the original Lawbringers as part of his collection. Generally, his throne room has a multitude of weapons lying on the ground, although the ones there usually don't have any special abilities and are simply of good quality (+10 per usual). When going into a fight, Hringham walks a bit among the weapons and picks up the one he wants to use the most that day, sometimes even those he's not as skilled as with the others. For example, if he is challenged by a samurai who has come from the distant lands of Varja, he might feel like using a Katana, or if he has been fighting with one for a long time, he might decide to use a spear instead. And he doesn't always have to use weapons; if his opponents are very self-centered, he might choose to crush them with his bare hands.

EQUIPMENT

BALMUNG

Balmung is a huge dull gray steel two-hand sword, its surface covered by lines and reddish runes. Hringham assures that the weapon was forged exclusively for him when he was still mortal by the people who lived at the foot of the Muspelheim volcano more than a thousand years ago and that, in all this time, he's been the only one who has used it. It certainly is an artifact of incredible power, which has an unmatched ability to cause a strong disruption in supernatural forces.

Hringham appreciates Balmung above all his other possessions, but at the same time it hurts him to look at it, as it is the weapon with which he faced Death and defeated it.

Quality: Balmung is considered a +15 supernatural two-handed sword, capable of making energy damage.

Absolute damage: While not ignoring existential barriers, Balmung can harm any creature whose Gnosis is not above 45.

Essential damage (Use notion 3): while dealing damage, Balmung not only destroys the opponent's body, but also their supernatural abilities. Therefore, in addition to life points, enemies that receive an attack by Balmung lose an amount of Zeon equal to the dealt damage, an amount of Ki points equal to half of that damage, and PP for every ten points of damage.

Technique Breaker (Use notion 4): The weapon responds inconceivably when used against a Ki technique, either by attacking or defending against it. Consequently, it applies a special bonus of +20 to its wielder's offensive and defensive abilities when the opposing antagonist uses a Ki technique against it. Thus said, if the bearer attacks someone who declares to defend with a Ki technique, he would apply a +20 to his ability against that enemy, and if the bearer defends himself with the weapon of a Ki technique, he would apply a +20 to his defence.

Summonable (Use notion 3/Ritual): Balmung appears in the hands of its owner in the same turn in which it was summoned. For this to happen, the weapon must be linked to the bearer through a complex ritual that involves spilling blood on its hilt.

Anathema: Anyone using Balmung has their Ki accumulation reduced by one point, applies a -10 to their Magic Accumulation and suffers a -20 to their Psychic Potential.

CURIOUS NOTES

- If a couple (lovers, fiances, married people...) enters his domain and reaches him, Hringham tends to be exceptionally permissive. At times, if while exploring the castle they show that they really love each other, he can even give them a gift or let them claim part of his treasure without fighting with them. But, if they fight and he kills one of the two, he will make sure by all means to finish off the other; for in his twisted logic, leaving one of the two to continue living unloved is a truly cruel act to which he would never consent.

- Hringham assures that, even if his power is much greater now than when he was mortal, his talent for combat is inferior due to being unable to feel the emotion of putting his life in danger.

- In the past there were towns and cities that sent virgin maidens to Hringham as an offering in exchange for not being attacked. The King of Non-Life found this practice really annoying, but asked the young women if they were there on their own free will. He killed those who were because he considered them idiots, and to those who had been forced he gave riches and let them go after ordering the destruction of the population that had sent them.

- His favorite color is green, like his wife's eyes.

- Hringham does not dream. When he is in torpor, it is simply as if he is disconnected from reality.

- He took a very active part in the third war in the shadows, having traveled to the Holy City of Kheni tricked by Etheldrea. The First Witch fled the scene at the end of the battle, partly because she feared that Hringham would attempt revenge on her, and partly because she wanted her former lover not to discover her presence there. Ironically, when they met years later, Hringham was grateful that they had brought him into town; he had enjoyed combat as he had not in centuries.

- Since he became the King of Non-Life, Hringham has lost numerous battles against various groups of heroes and other entities, but he has never taken any of them seriously; if he had, he would have absolutely destroyed them all without a problem.

- In all his entire existence, the only entity that has truly defeated Hringham was Amaterasu no Mikoto. The immortal gave his all from the beginning and still lost. In fact, he was so impressed by the traveler's martial skills he assured him, laughing, that a future rematch would be unnecessary; even if they faced each other a hundred times, the outcome would never change.

- His wife belonged to the Northern Clan. It was the bride's parents who forged Balmung for him in exchange for agreeing to stop seeing their daughter and break his engagement to her. Hringham accepted the sword ... and then still married her in secrecy.

VALIS UL DEL VILFAIN

PRINCESS OF THE ARIAS

Level: 7 **Category:** Natural (Natura 15)

Life Points: 155

Class: Warrior Summoner

Str: 6 **Dex:** 12 **Agi:** 11 **Con:** 6 **Pow:** 12 **Int:** 12 **Wil:** 10 **Per:** 8
PhR 65 **MR** 120 **PsR** 105 **VR** 95 **DR** 85

Initiative: 115 Natural, 100 Kadru (Naginata +15)

Attack Ability: 215 Kadru (Naginata +15)

Defense Ability: 210 Dodge

Damage: 105 Kadru (Naginata +15)

AT: Naaga Skin (Armored Longcoat +15)

CUT 4 IMP 3 THRU 5 HEAT 4 ELEC 5 COLD 5 ENE 3

Ki Accumulations: Str 1 Dex 2 Agi 2 Con 1 Pow 2 Wil 2

Ki: Str 6 Dex 14 Agi 12 Con 6 Pow 14 Wil 10 **Ki Generic:** 62

Ki Abilities: Use of Ki, Ki Control, Presence Extrusion, Aura Extension

MA: 45 (55 with the Naaga Skin)

Zeon: 950

Level of Magic: 80 Light

Magic Projection: 20

Zeon Regeneration: 90 (100 with the Naaga Skin)

Metamagic Advantages: Defined Magic Projection (3), Combined Magic

Summon: 205 **Control:** 200

Bind: 55 **Banish:** 55

Invocations: Naaga (The Mother of Poisons), Vilfain

Advantages and Disadvantages: The Gift, Magic Nature, Superior Magic Recovery, Vulnerable to Cold, Oral Requirement

Size: 12

Regeneration: 4

Movement: 11

Fatigue: 6

Secondary Abilities: Swim 85, Notice 85, Search 85, Composure 25, Animals 135 (Specialty: Poisonous Animals), History 30, Occult 140, Magic Appraisal 85, Disguise 95, Style 80 (Naaga Skin), Pilot 120

Note: The cursive values in Valis' secondary abilities represent those where she got a special longevity bonus or which are modified by her equipment.

Princess Valis Ul Del Vilfain is one of the most unusual agents of Wissenschaft, because even among all the eccentricities of the secret organization, she is the only Sylvain in it. She is a wizard, summoner, and martial artist of incredible ability who has, in her own right, earned the position of Aria and the admiration of her companions.

She is not yet 300 years old but is already a woman of spectacular beauty and voluptuous forms. She has bluish hair and always dresses in reptilian motifs, leading to some people among the organization to call her the Serpent Princess.

It is difficult to talk about Valis without talking about the family that gives her last name. The Vilfain were one of the great noble houses of the Faerie Court until they fell out of favor with the Sylvanus. Driven out of elven society they became little more than outlaws, underground mercenaries who sold their services to the highest bidder. Despite everything, they kept their pride intact, because for them their surname was synonymous with the highest nobility. When Samael was founded, the surviving Vilfain were very well received by the Fallen Angels, who used them as first-rate agents because of their great effectiveness and power. The family lived for two generations in the shadows, preserving the same noble customs and ideology they always had.

Therefore, it is not surprising that Valis was raised with the goal of being a perfect living weapon. Her parents, aware that the girl possessed abilities far superior than normal, made sure to prepare her to be an unrivaled warrior and master of the mystical arts. The young woman has known nothing but training since she came into this world and since she had no real choice in the matter, accepted the destiny that was placed on her without much problems. The preparations were not lacking in anything, because if the Vilfain knowledge about a specific discipline was not enough, Valis' parents employed Samael specialists to complete the young woman's training.

As an adult Valis became an agent for the Fallen Angels, whom she served for several years with incredible effectiveness. But nothing lasts forever and the princess was captured by the Inquisition after a mission was cut short. Samael, knowing the Church's usual methods, gave her up for dead and that would have been her fate had it not been for her captors deciding to keep her alive in order to extract information about the Organization.

Lucky for her, before she was to be executed she was rescued by Reist Ebersbacher, a top Wissenschaft member who had personal issues with the church. The professor gave her the option to return to her family without asking for anything in return, but Valis' pride as a member of house Vilfain prevented her from doing so. She swore that she would stay by Ebersbacher's side until she had paid her debt, no matter how long it took. The truth, however, was that the princess was fascinated by the professor, who accepted her proposal without question.

It was then that, unofficially, Valis became part of Wissenschaft where her views of the world and humanity soon changed. She met new people and new points of views, and realized that man was not the monster she had come to believe. Although at first she was nothing more than some sort of bodyguard with an unofficial position, she gradually acquired more and greater responsibilities within the organization until at some point every person she worked with already considered her part of Wissenschaft.

But that was not the only thing that changed. Over time the debt she owed became to lose importance to Valis as the young woman realized she was really happy with Reist. That strange and bizarre man so different from her in everything, had her up until now cold heart captivated. Ironically, when she declared her feelings to him after many years, the professor answered puzzled: "But...I thought we were already a couple, right?"

Since then, Valis became an official part of Wissenschaft, obtaining the position of unofficial leader of the Arias, the elite agents in service of Ebersbacher. She still works as a bodyguard for her partner, whom she protects from all danger, but will sometimes perform individual missions or lead a group of Arias if the situation requires it.



MODUS OPERANDI

Valis has an extremely cautious and somewhat passive nature, so she usually never starts a confrontation unless it is her mission or she is forced to do so. The princess never disparages or treats an opponent with an air of superiority. In her eyes, a stunted boy holding a fork could very well be a killer perfectly trained to hid their true nature. Whenever a conflict ensues, if it isn't contained, she tries to end the fight as effective as possible. If she does engage in combat, she generally prefers to prepare before starting with support spells like Blessing (she usually has a Spy of Light spell active to scope things out in advance) and she usually starts the fight by casting Blinding Flash. She also likes to lean on creatures under her control that she has stored in her Atma Containers, but she cannot always do so. The only being she always carries with her is an Efreet, who was controlled and bound during her time in Samael in a ritual together with other summoners. Valis often forces her luck in combat taking advantage of the abilities gained from her elevated Elan. She usually uses the ability Altering the Law of Chance and Conjure Up Providence to get open rolls more easily (although she stops doing it if she thinks she won't be able to repeat more rolls).

In rare cases, only if she is about to face an enemy whose power she is unable to overcome, she can choose to pilot the Gear MK. Alma. At the controls of that monstrosity, Valis' power multiplies and she is capable of destroying enemies that would normally kill her with ease. Unfortunately the cost of using it is so high that she only uses it as a last resort, since she risks to lose part of her essence when using it.

Venomous Essence: Valis possesses the Venomous Essence Legacy, so anybody that comes into contact with her body must pass a VR check of 90 or suffer from Extreme Pain or Death if they fail the check by more than 40 points (since she possesses the Aura Extension ability this is also applied to her attacks). The difficulty of the check increases if one comes into contact with her Saliva or Blood (VR 120) or if she has sex (VR 150). Valis often uses her blood to coat the edge of her naginata and increase the effect of the poison with her attacks.

Solomon Implants: Valis has received a series of Technomagic Implants that allow her to connect to the Gear MK. Alma and pilot it. Although her synchronization with the armor is almost perfect, the cost of using the Logia is extremely high. With just a few tests of combat her essence has already begun to suffer and it is very possible that if she continues to use it she could lose points of her Power attribute or even the ability to use magic completely.

Technomagic Equipment: Because of her position in the organization, Valis has access to a wide repertoire of Wissenschaft's Technomagic items, including communicators, explosives, and the Nux System, an artifact that allows her to partially nullify supernatural abilities around her for a limited time.

Atma Containers: Valis takes advantage of one of Wissenschaft's technological inventions to keep her creatures bound. The Atma were originally created as a kind of supernatural prison whose purpose was to freeze and stagnate supernatural beings so that they could experiment on them later (or simply keep

them locked up). Valis theorized that it was a principle very similar to that of the summoning lasso and, after some tests, discovered that she could use them to her advantage. Just as if bound to a traditional container, the Atma are capable of sealing supernatural beings, preventing them from having the opportunity to free themselves every hour. However, they are not an ideal substitute;

The first problem is that once they are out of the container they act like conventional controlled creatures after two or three hours, which is the time it takes for their essences to return to normal. Therefore, it is necessary to only use them for a short time, or they may break free. The second is that, despite the fact that the essence of the beings is stagnant, to maintain control Valis is forced to invest a small amount of Zeon daily, which is more or less equivalent to a fourth of the creature's presence (rounded in groups of 5 upwards). Failure to do so results in the control becoming so strained that it ends up breaking after a couple of days. Unfortunately, unlike the objects used in a conventional binding, the Atma Containers do not change the creature into spiritual matter and make it disappear; their physical bodies remain intact. Therefore, it is not easy to transport them, since they are huge metal and glass cylinders. Currently, there are no Atma Containers that allow creatures larger than Size 24 to be kept inside, so Valis is always very selective in the beings she controls. Usually she always has around two or three creatures under control.

Eriol's Favorite: Valis has Elan 80 of the Shajad Eriol, and possesses the following powers: Granting Misfortune and Disgrace, Altering the Law of Chance, Sensing Chaos, Stealing Luck, Conjuring Up Providence, Altering Fate, Forcing Luck.

KI TECHNIQUES

Vilfain Family Style

Since Valis only knows one Ki Technique, she does not consider it a true technique tree and she is not trying to develop any more. This style was taught to her by her tutors many years ago, but she did not manage to use it properly until just a decade ago.

Shesha

Level 1

MK: 45

Visually, when performing this attack, Valis' arm and weapon are turned into a snake (there is actually no change physically, but the unleashed Ki produces that optical illusion) that twists at an impossible speed until it reaches its victim. The attack goes through defenses and chases whoever dodges it with monstrous effectiveness, being almost impossible to avoid.

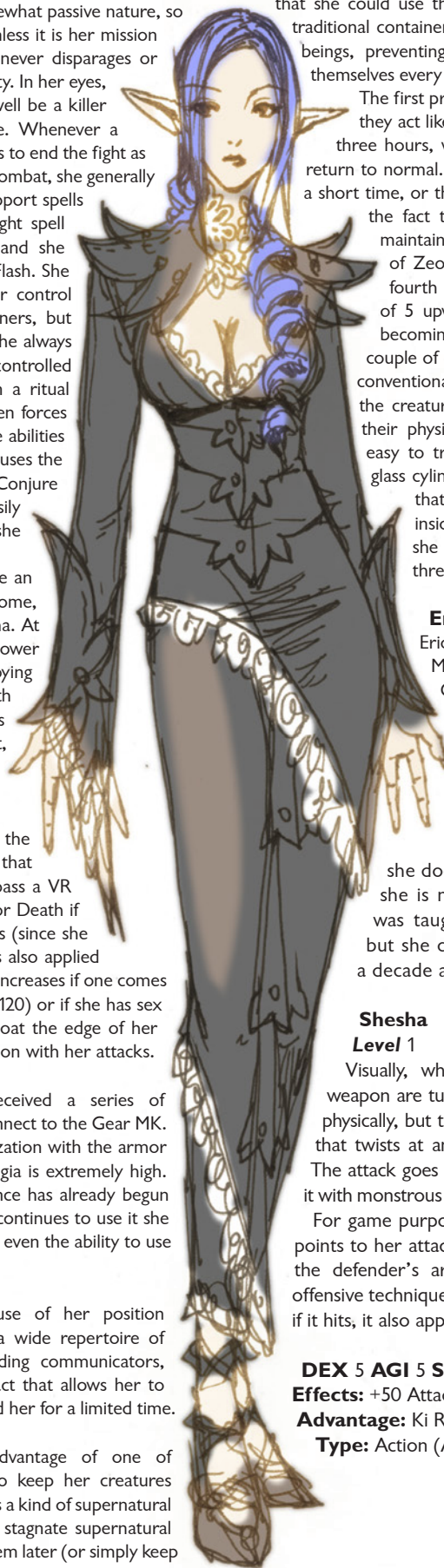
For game purposes, this technique gives Valis a bonus of 50 points to her attack and 75 points to her initiative and reduces the defender's armor by an additional 2 points. Being an offensive technique used with ki channeled through the weapon, if it hits, it also applies the effects of Valis' blood legacy.

DEX 5 AGI 5 STR 5

Effects: +50 Attack, +75 Initiative, -2 Armor

Advantage: Ki Reduction 1

Type: Action (Attack).



INVOCATIONS

Vilfain

Vilfain is one of the most enigmatic Aeons, given that his appearances in history have always been exceptionally rare. It is an entity linked to random and to the dual aspects of existence, such as the masculine and feminine or light and darkness. His name is said to have been invoked by the first person to toss a coin in the air and pray for the desired result. Among the Sylvain there were those who considered him an aspect of the Shajad Eriol, so any ties to him were forbidden and punished. Vilfain is known to have at least one additional power as summon, but its difficulty is such that Valis has never used it, so its function is unknown.

Pact: Vilfain's pact is unique in that it automatically binds all members of a bloodline simply by being summoned initially. In reality, this is because Vilfain signed in ancient times a pact with the creator of the house, linking the entity with the lineage for all eternity. However, there is a trick to avoid this limitation; Anyone who drinks blood from a member of one of the Vilfain will automatically sign a pact with the entity.

Typical Appearance: It usually takes the form of two vaguely humanoid beings, one male and one female, linked together to form a kind of balance. One part has an angelic shape and the other demonic and they carry ornamental swords.

Initial Summon Difficulty: 280

Initial Cost: 600

Vaifron

Difficulty: 200 **Cost:** 250

Attack: 150 **Defense:** NA

Action: Active

Effect: Vilfain makes two consecutive melee attacks that attack with Cut damage 100. When rolling the dice in each of these attacks, the first roll is considered open, regardless of the outcome (even those that would normally be considered fumbles). At the summoner's will both attacks may take place on the same turn, or on consecutive turns. If later option is chosen, the second attack takes place when the summoner must act, or if he has no action, at the end of the turn.

Duration: Automatic

Description: The Aeon manifests as a kind of pendulum opening a gap in reality. He sways on his target, attacking once as he goes and another as he returns on his swing.

Norfiav

Difficulty: 260 **Cost:** 500

Attack: NA **Defense:** NA

Action: Active

Effect: The summoner can at will force to re-roll any dice roll that is made around him and of which he has evidence (that is, he cannot intervene in actions that he do not see directly or that he do not know). There is no limit to the number of people that can affect in the same turn, but it is only possible to re-roll only one roll in turn by the same person. Entities that have a Gnosis 35 or higher are not affected by this invocation.



Duration: One round plus another additional round for every 10 points that the required difficulty is exceeded.

Description: The Aeon manifests as a kind of shadow that hangs behind the summoner and spreads shadow tentacles that extend wherever it reaches its influence.

EQUIPMENT

THE NAAGA SKIN

The Naaga Skin is a supernatural armor created from a shedding of skin, scales, and blood from the Mother of Poisons. It has an elegant construction and is extremely flexible, masking how incredibly effective it is as protection.

Quality: Naaga Leather is considered a +15 quality Armored Longcoat.

Magic Container: The armor acts as a magic storage that can hold up to 300 Zeon points.

Magic Enhancer: Armor grants a special bonus of +10 to the character's Magic Accumulation.

Linked to Naaga (Notion of Use 3): The armor provides its wearer a +20 bonus to their rolls to summon Naaga, Mother of Poisons.

Flame Retardant: Naaga's skin is completely fire retardant.

Nobility (Notion of use 2): The Naaga Skin causes a special fascination for those who see it, giving the feeling that the wearer moves in a sinuous and beautiful way. A person wearing this armor gains the equivalent of Style 80 or +20 to that ability.

Reptilian Affinity: Reptiles innately recognize the wearer of armor as one of them (although that doesn't necessarily mean they can't attack her).

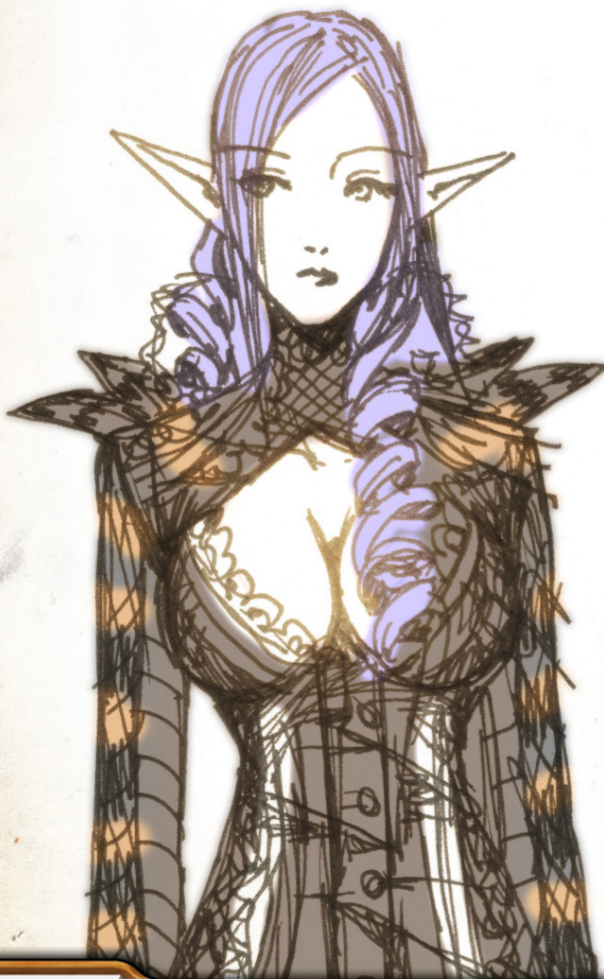
KADRU

Kadru is the ancestral treasure of the Vilfain family, a beautiful naginata wrought in gold and white steel that was given as a gift for their hospitality by one of the Kami of Varja who visited the High Throne as ambassador. The weapon was created by Karasu No Yoru himself, who originally planned to make a musical instrument as a present for King of the Fairy Court. However, midway through its manufacture, the deity discovered that the Sylvains had once again entered the war, so they changed their design to create a war artifact. The Kotoamatsukami sent his own son as a representative, but when he arrived at the Fairy Court, the Supreme King of the elves was unable to receive him because of the conflict. After waiting more than a week, the ambassador left, but not before delivering the present to the Vilfain house as thanks for having welcomed him all that time (and in part, it is impossible to deny, as punishment for the monarch Sylvain for his affront). The family secretly received the weapon, and when it was expelled from court, they took it with them as their most valuable possession. It is said that, due to the strange conditions of its creation, the weapon still has the soul of a musical instrument, and gives the wielder the ability to walk among the spirits.

Quality: Kadru considered a +15 supernatural Naginata with the ability to damage energy.

Sacred: Kadru is a weapon of sacred nature, which deals double damage to beings of ungodly or evil supernatural nature.

Heike Biwa: Kadru's most incredible ability is the fact that when used in combat with sufficient skill the blade begins to "sing". After a few moments, the weapon emits a beautiful oriental melody that slowly changes the environment. The longer it lasts, the wearer gains greater powers in combat. If the weapon bearer stops fighting for any cause for more than one round, the song stops and loses all benefits.



- **3 Rounds:** The bearer gets a bonus of +10 to their damage and a +20 to their Initiative.

- **5 Rounds:** The environment becomes ghostly (it vaguely acquires the shape of a divine oriental garden) and the wearer merges with it, moving in an unreal way. For game purposes, the character can move the maximum of its movement type as a passive movement as long as it does not move more than 100 meters from where the combat began.

- **10 Rounds:** The wearer becomes even more supernatural, surrounding himself with elements linked to his soul (in the case of Valis, her body begins to surround itself with snakes that surround it's limbs). From this moment it is only possible to damage it with attacks that damage energy.

- **20 Rounds:** The wearer partially enters the beyond, so it can only be perceived by individuals who have the ability to see spirits.

Raven's Pact: By an old contract, no Tengu can attack the wielder of Kadru without having been previously attacked by the owner of the weapon. This ability is absolute, and acts independently of the will of the being; Even a controlled or dominated Tengu cannot somehow ignore this imposition.

TRIVIA

- The Vilfain family has always been extremely possessive of the pact that binds them to the Aeon that gives them their name, always trying to protect their power. They have even gone to extremes like getting together with Naaga's offspring to make their blood a deadly poison.

- Valis never smiles, no matter how happy she is. Never.

- Her relationship with Reist is completely asexual; she cannot touch him for fear of killing him due to her blood legacy, and since he does not feel anything physically the professor has no desire to have relationships with her. Since they want to have a child, but know that this is not the best time to do so, both have determined that they will face the matter in the near future.

- Valis is an almost perfect archetype of tsundere. She treats everyone with apparent contempt and does not seem to care about anyone, when in fact she is always concerned about everyone who matters to her. Only in front of Reist does she rarely show her true personality.

- Her favorite technomagic gadget are metal bars that continuously produce mild heat; it's common to see her fiddle around with one in her hands when she's not busy. Sometimes she puts them on her back without anyone noticing.

- Spiders suck. She doesn't have a phobia, but she does hate them.

- When she was younger she thought Ophiel was the savior of the supernatural world. She cares little about these matters now as she sincerely believes in the equality of all races and in the need of unification.

- Of her time in Samael she only misses Genya Pheriu Dhanyata, her only friend in the organization (in fact, they grew up together). It was Genma who helped her bind the Efreet she still uses today.

- She has no idea that her weapon has an influence on Tengu. If she knew, she would've summoned more than one.

- Valis' Efreet is called Sardaar-e and although he is being controlled, he maintains a cordial relationship with his mistress. Unlike other fire elementals he does not have a particular hatred for humans, mainly because he really likes the weapons they create. He carries around a Technomagic Axe from Wissenschaft (which was designed for him and of which he is very passionate) and spends a lot of time in the Weapons Section of the Keltia base.

- Samael thinks she is dead, and she would prefer it stays that way.

- Reist is an incredible moron and insensitive to matters of the heart, but he genuinely loves her.

- She gets along well with the Arias (which is quite surprising) and they indisputably consider her their leader.

KISIDAN

KNIGHT OF THE ORDER OF 7TH HEAVEN

Level: 14

Category: Natural (Nature 20)

Life Points: 285

Class: Technician/Warrior (10 / 4)

Str: 13 Dex: 16 Agi: 13 Con: 13 Pow: 16 Int: 10 Wil: 11 Per: 11

PhR 120 MR 130 PsR 115 VR 120 DR 120

Initiative: 170 Natural, 165 Katana +15, 170 Soul Weapon

Attack abilities: 325 (360) Katana +15, 330 (365) Soul Weapon

Defence abilities: 320 (355) Katana +15, 325 (360) Soul Weapon

Damage: 140 Katana +15, 150 Soul Weapon

AT: Armored Longcoat+15 CUT 4 IMP 3 THRU 5 FIR 4 ELE 5 COLD 5 ENE 3

Jurgeneth Sigma Mk-III CUT 8 IMP 8 THRU 8 FIR 8 ELE 8 COLD 8 ENE 5

Ki Accumulation: Str 3 Dex 7 (9) Agi 7 (9) Con 3 Pow 5 (7) Wil 2

Ki: Str 16 Dex 40 Agi 40 Con 16 Pow 40 Wil 12 Generic: 164

Ki Abilities: Use of Ki, Ki Control, Ki Detection, Erudition, Weight Elimination, Presence Extrusion, Aura Extension, Use of the Necessary Energy, Ki Concealment, Penalty Reduction, Technique Pushing, Inhumanity, Zen.

Advantages and Disadvantages: See Supernatural, Total Accumulation

Natural Abilities: Demigod, Awakened

Powers: Demigod, Limited Immortality.

Size: 19

Regeneration: 6

Movement type: 13

Fatigue: 13

Secondary Abilities: Acrobatics 90, Athleticism 85, Riding 90, Swimming 75, Climbing 80, Jump 85, Composure 120, Feats of Strength 95, Withstand Pain 120, Notice 200, Search 160, Tracking 105, Handle Animals 40, Herbal Lore 40, History 110, Occult 125, Style 85, Intimidate 100, Leadership 120, Persuasion 30, Hide 125, Stealth 125, Poisons 40, Forging 75, Sleight of Hand 75, Ki Detection 400, Ki Concealment 360.

Note: for Kisidian's secondary abilities values in cursive represent the ones in which he has received a special bonus for long age and transcended nature.

His origins are clouded in dark legends, and much of what is known of him may not be truth, but one thing is known for sure, he is very, very old. Although almost no one knows his true history, Kisidian was born several thousands of years ago in what is today known as Estigia. His mother, who hailed from the lands that today form Ilmora, was kidnapped by slavers and forced to work as an escort for the coliseum gladiators. When he gave birth to Kisidian, the woman cared for him with as much love as a son can be given, and made sure that he not only was able to read and write, but also to give him many abilities that would hardly be available to a slave kid. Regrettably, she died when he was only seven years old, and the kid was forced first to work and later to fight as a gladiator in the coliseum.

Fortunately for him, his talent for combat ended up granting him his freedom, as it was common in Estigia to employ slave armies as vanguard in wars. Each time they survived a battle, the slave earned a mark in his arm. After seven marks, they attained freedom.



After leaving his chains behind him, Kisidan travelled to Kushistan, where he became a mercenary of great fame and prestige. It was also in this time when he crossed ways with the remains of a deity that granted him quasi divine powers, but, regrettably, he lost the woman he loved in the process, and his personality totally changed. More god than human, he wandered for decades until his incredible powers caught the interest of Imperium. The organization approached him and offered him a rank among them.

Lacking any other reason to keep on living, the mercenary accepted their proposal, receiving the name of Kisidan and the rank of Godkiller. Soon Imperium polished his wondrous skills, transforming him in an agent of unparalleled talent. Century after century, he acted as a dark executioner that reaped the life of any threat to the organization interests. He was a free agent, someone who was tasked with solving the tricky problems so Jurgand didn't have to intervene. He spilled so many blood that he became unable to remember how many people and beings he murdered across the ages.

Nonetheless, some years ago, he received the task of infiltrating the Order of the Heaven as a guardian to the imperial family. Naturally, with his faculties he didn't have much problem attaining such a post. However, instead of protecting the Emperor he was tasked with protecting little Elisabetta, barely three years old at that time. The little child, who was always alone, was quick to grow fond of the bodyguard as she had never done with any other person before. She played around him, she climbed to his back, and she asked him innumerable questions of all kinds that made the praetorian uncomfortable. She searched him every time she felt like laughing, or if she needed someone at whose side she could cry. Naturally, Kisidan never once was moved. At the end, that was the reason he was there. Just another mission. Nothing of importance to him.

And so, he remained years at her side, protecting her of any danger.

When the Rupture of the Heavens started, Imperium predicted with exactitude that Elisabetta would succumb at the hands of her father, and Kisidan was ordered to let her die. Of course, the praetorian accepted the order without any problem; after all, that would mean that he would be able to free himself at last of that horrendous job he hated so much. Silently, he watched as Elias beat the girl, as he thrashed her little body without Elisabetta being able to do anything more than crying. In the exact moment the Emperor raised his sword to unleash the final strike, Kisidan unconsciously closed his eyes. When he opened them again, the lord of the Holy Empire of Abel laid lifeless at his feet.

The knight couldn't understand what had happened; not until he saw the bloodied sword in his own hands. The and only then, he became aware of what was truly important for him. He hadn't notice before, but during all those years with Elisabetta, the little one had become his world. The warmth of the child had managed to return to him the humanity that for so long he had forgotten. He would protect her from whomever or whatever ever tried to harm her, even if to that end he needed to face fate itself.

Hurriedly, Kisidan tried to contact Imperium to justify what had just happened, but he didn't receive any answer through any of the contact channels.

For the first time in centuries, a cold fear sank its teeth in his soul. He was aware that, if they wished to eliminate her, there wasn't any force in all creation that would be able to stop them. That's why, even if he outwardly maintains his apparent unflappable composure, in his core he is truly nervous, although he tries not to project his fears on Elisabetta.

Paradoxically, Imperium is fairly satisfied with the outcome of the events. Although unexpected (something uncommon in the organization), Barnabas himself considers that observing Elisabetta in her post is going to be truly interesting. However, maybe as a childish punishment for his insubordination, he prefers not to communicate his decision to Kisidan until some time has passed. Quoting his own words: "He deserves it. At least, now he will surely be much more focused".

Nowadays, Kisidan has the appearance of a man well entered his thirties, of dark skin and martial aspect. He is very serious, and he considers Elisabetta's protection his maximum priority. He cares not for the Empire itself; as long as her protégé is safe, everything else can go to hell for what he cares. The repeated absences of the Empress make him very nervous, but he has covered his back with the Imperium security systems he still possesses; if he felt that the little one was in grave danger, he could open a rift in reality and appear anywhere in the world to protect her. Recently he has started to harbour certain affective feelings towards his partner Lilith (who, just like him, is a knight of the Seventh Heaven), although, due to his reserved personality, he hasn't said anything to her

MODUS OPERANDI

Kisidan has a cold and distant demeanour that makes him not very prone to initiate an attack by himself, but he responds with relative ease to provocations. When he fights he is never overconfident, but he is at the same time very aware of his enormous power and his absolute superiority towards other people; even if he doesn't consciously wants to, he tends to not be as cautious as he would like after centuries of victories. Even so, he still possesses a certain instinct to know if an enemy can or not become a problem, so he knows when he must use all his power.

Generally, he fights without using his Ki abilities, but if he has to do it, he tends to start the fight employing his first art. If his enemy is capable to survive it, Kisidan brands him as a true menace and starts fighting will all his might.

His major weakness is his enormous preoccupation for Elisabetta; after having lost those dear to him, Kisidan focuses on the young woman over everything else, which sometimes can make him careless or cause him to act improperly if he believes she may be in danger

Demigod: Although his origin is earthly, after certain events of the Chaos Era Kisidan got unique qualities which turned him closer to a god in flesh and blood. This superior state offers him certain powers and abilities, which include exceptional physical and spiritual aspects, as well as other powers that transcend humanity. Although his essence is still deadly, for the game purposes he is not considered a Being Between Worlds, although it can still harm creatures as if he were an entity with Gnosis 35.

Limited Immortality: Kisidan is virtually immortal, for he does not age and his body is capable of resisting extremely severe damage without dying. In case he suffers an attack that would have killed an ordinary human due to crits of reducing LP to negative levels, Kisidan simply loses his consciousness and starts healing at the natural speed allowed by his Regeneration Level until he recovers and wakes up. This allows him to survive such massive traumas as loss of heart or beheading, although if his body is not restored shortly (most pieces gathered) or is completely destroyed (by burning or similar processes), he would eventually die. This ability does not protect him from damage suffered by the hands of entities with Gnosis 35 and up, or beings whose Gnosis significantly exceeds his Nature.

The Awakened: at will, Kisidan can use *Ars Magnus The Awakened*, as it is described in *Dominus Exxet*. The advantages granted by this ability are described in the parenthesis of his stats.



KI ABILITIES

The Art

Kisidan has never named the majority of his techniques, to which he simply refers as the Art, and he sees them as an extension of his own abilities.

However it is easier to refer to them if they are listed and tell them apart by their numbers. The Art is mainly characterized by the lack of visual homogeneity between them; although all of them are based on the same principals, they greatly differ from one another visually.

The Art has a double elemental binding of Light and Air.

The First Art

Level: 1 **MK:** 20

Terrifyingly simple and effective the first Art does not seem a true Ki technique; Kisidan triggers a charged slash with all his energy at an impossible speed. It's necessary to perceive Ki to feel the true destructive nature of the attack. In general, if someone receives this attack and survives, he automatically gets admiration of the knight of the seventh sky.

For the game effects, Kisidan performs an unique attack adding 90 to his abilities.

DEX 7 AGI 7

Effects: +90 to Attack

Disadvantages: Elemental Binding (Light, Air)

Type: Action (attack)

The Second Art

Level: 1 **MK:** 25

Upon performing this technique, Kisidan creates a wall of swords between him and his adversaries that stop any type of attack. Anyone able to perceive Ki or having a martial grand mastery feels as if dozens of hands came out of the knight's back, forming a "wing" of limbs and blades that protect him like an unbreakable shield.

For game effects, Kisidan can defend himself from 5 attacks without suffering penalties, applying a bonus of +75 to his defence.

DEX 6 AGI 6 POW 5

Effects: +75 to Defence, +4 additional Defences

Disadvantages: Elemental Binding (Light, Air)

Type: Action (defence)

The Third Art

Level: 2 **MK:** 50

With this attack Kisidan makes a simple slash that cuts in two anything around him in a hundred meters radius. The speed of the attack is such that it can't be followed by sight; simply everything is falling to pieces.

For game effects, Kisidan makes an area attack on all objects that are within a 100 meters radius around him.

DEX 14 AGI 7 POW 6

Effects: +100 Attack, Area Attack for 100 meters

Disadvantages: Elemental Binding (Light, Air)

Type: Action (attack)

The Fourth Art

Level: 2 **MK:** 65

Performing this attack, Kisidan projects an energy copy of his own body that moves at full speed towards his enemy in a blur of light. The crackling form slashes at the enemy and at the same instance Kisidan manifests at his side starting an unstoppable chain of fast attacks that reduces the enemy to pieces.

For game effects, Kisidan makes an attack at a distance applying +50 bonus to his ability and 225 points of Damage. Following that, he can choose to appear in point blank position and perform 5 chained attacks. This attack also allows Kisidan to target airborne enemies or move vertically for a 100 meter.

DEX 15 AGI 16 POW 12

Effects: Remote Attack from a 100 meters (Projection), +50 Attack, +5 limited additional Attacks

Disadvantages: Elemental Binding (Light, Air)

Type: Action (attack)

Niabat Ean Lucia

Level: 3

MK: 100

Niabat Ean Lucia is Kisidan's ultimate technique, a unique attack to which he gave a name. In general he only uses it when he faces adversaries he can truly consider "enemies" and in truth during his immortal life those who had survived it can be counted by fingers on one hand. Visually when Kisidan performs this attack the reality seems to tear around him in three places, as if someone's cut the existence itself. The tears appear on the target, slashing it and making pieces disappear. In a few instant moments everything returns to normal, but without a trace of any enemies of the knight of the seventh sky.

For game effects, Kisidan makes three consequent attacks applying a 150 bonus to his offensive abilities, that cannot be countered until the third one takes place.

DEX 18 AGI 18 POW 14

Effects: +150 Attack, +2 additional attacks (continuous).

Advantages: Ki Reduction 1

Disadvantages: Elemental Binding (Light, Air)

Type: Action (attack)

EQUIPMENT

Juuchi Yosamu

The katana that Kisidan uses for fighting is one of the seven legendary swords of the East,

An unmatched weapon said to be able to cut anything.

Quality: Juuchi Yosamu is considered to be a katana with Quality +15, although it has the resistance of a katana +20.

Extended Area (Notion of Use 2): when cutting fast enough, Juuchi Yosamu is capable of creating small sharp short-range air currents along the trajectory. This attack is not large enough to be considered a ranged attack, but it does provoke the feeling the weapon has far greater reach than its edge. For game effects, the weapon can be considered a weapon of greater size at the time of using it for Area Attack maneuvers since it can reach up to 5 targets. To use this ability, the bearer has to reach mastery with his use of katana.

Ki Reserve (Notion of Use 2): Juuchi Yosamu has the capacity to innately absorb Ki particles of its bearer and store it in its edge for later use. The Katana takes a Ki point from its owner approximately every twelve hours until the maximum equal to double of the Pow of the one who wields it. These points become a part of weapon's Ki pool that one can use as

If they were his own. It's important to point out that these points do not influence the total amount of Ki necessary to accumulate to use one Ki technique or ability. They can be simply spent instead of one's own as a part of a personal reserve.

If the user is familiar with Juuchi Yosamu and how it functions, he is capable of choosing when to spend those Ki points at will. In a contrary case, the weapon always consumes them first before spending those of the person.

The Ki weapon is bound to the individual that introduced it, because only he (or people with Ki or similar natures) can make use of it.

Ki Absorption of Juuchi Yosamu is gradual and natural, because one can't force the weapon to receive a lot of Ki points which it absorbs from the bearer gradually like a battery. If the sword is separated from the user, it loses a Ki point per week until it empties.

Unmatched Edge: the blade of Juuchi Yosamu reduces an additional point of Armor of the defender (thus said, -4 if we consider its quality).

THE ORIGIN OF "KISIDAN"

When he was a mortal mercenary that called himself Sid, Kisidan managed to earn considerable fame as someone capable of doing whatever was necessary for the appropriate price. Quarrelsome, serious, and somewhat cruel, he would have become a true unscrupulous monster if his path hadn't crossed by chance with Lucia Yseria's, the estigian princess that would change his life.

Yseria, a young idealist that had struggled against her country's traditions since she was born, discovered a secret deal that her family had closed with Neb Et Tcher, the little brother of the "emperor" of Yehudah, to recreate the world becoming a god.

With assassins following her trail, and desperate to stop Et Tcher, the princess hired Sid to accompany and protect her, something the mercenary accepted reluctantly and without really knowing what he was getting himself into. Even if their relationship started being something purely "professional" to Kisidan, during the time they shared a deep bond of love was created between them. It would be inappropriate to say that the time they spent together made him better, because, in the end, Kisidan had always been a good person in his core, but without her, his life would have become so dark and lugubrious that the mercenary would have changed into something far worse.

Neb Et Tcher's plan consisted in employing the death soul of an Aramense god as a catalyst to trigger his rise to divinity. The defunct deity, that incarnated the concept of war, left his essence in a crystal structure hidden in a temple in the depths of the desert's sands. Nonetheless, for Et Tcher's plan to succeed, there was an infinity of details to prepare, from finding its exact location to create the appropriate aramense container to perform the transference. If everything went by the plan, Neb Et Tcher would erase every remain of the god identity, leaving behind only pure power to harness.

After three long years of adventures and conflicts, that culminated in a coup d'état and the assassination of several Yehudah's Azathoths, Neb Et Tcher managed to briefly grasp the power of the magicracy and started the ritual.

While Yseria and Sid desperately struggled to stop him facing the personal agents of his nemesis, the archmage managed to absorb a portion of the deity's power and lethally wounded both of them. His victory and ascension seemed inevitable, but, before his body could adapt and receive the remainder of the divine essence, Yseria intervened breaking the god's container. With his body mortally wounded and without the capacity to contain such power, the princess employed herself as a channel to redirect the god's power towards Sid. Theoretically, that would have been fated to fail due to a thousand different reasons, but, maybe because the warrior nature of Kisidan resonated with the deity, or maybe because of his high Gnosis, the mercenary managed to stabilize the god's power inside his body.

Reborn as more than what he ever was, the two demigods faced each other in the temple ruins, surrounded by spectres and desolation. Slave and emperor, man and monster, ravaged each other in body and soul until only one of them could stand.

Facing defeat, the last trick of Neb Et Tcher was as great in his head as stupid in reality. He bound his conscience to his half of the deity's power, hoping that a part of him would survive inside the mercenary when he reclaimed the totality of the god.

Because... What kind of stupid would refuse a divine power such as this for a mere vengeance?

In his final moments, as Kisidan destroyed his essence and scattered it to ensure nothing of it reached the flow of souls, the archmage understood how little he knew about human nature.

JURGAND'S EQUIPMENT

As one of the few Godkillers of Imperium, Kisidan has access to Jurgand technomagical equipment of prime quality. Those artifacts are protected in a pocket dimension created exclusively for Kisidan, which can be invoked and manifested instantaneously in his vicinity wherever he is. The sword appears in his hand and his armor already on his body, both needing just one round to be completely functional. However, to be able to use that much of Jurgeneth like a Soul Weapon, Kisidan has to have requested an earlier permission from Imperium to have it unblocked for usage. There can be a case when Kisidan tries to force their appearance, although in those cases the artifacts would take several rounds to manifest.

Jurgeneth Sigma Mk-III

Kisidan's personalized Jurgeneth has an Animus generator that maintains activity of the following systems:

Physical and Supernatural Protection (Lv11/2R): grants Kisidan an Armor Type 8 vs all types of attacks except against Energy, where it has AT 5

Free Movement (Lv11/1R): allows Kisidan to move in the air with Flight Type equal to his Movement Type.

Systems of Usage Support (Lv13/2R): Jurgeneth acts as a second body for Kisidan, allowing it to ignore the requirements of Wear Armor with the Jurgeneth.

Physical Recovery (Lv12/2R): Kisidan recovers 25 LP per round up to a maximum of 300 points. Once the quantity is reached, the system must be recharged by the Imperium to function again.

Vital System (Lv12/1R): Kisidan receives a bonus of +50 to his PhR vs Between Life and Death controls and automatically becomes stable.

Ki Generator (Lv12/2R): Kisidan recovers a KI point per round to his pool up to a maximum of 250 points. Once the quantity is reached, the system must be recharged by the Imperium to function again.

Dimensional Perception (Lv12/1R): Kisidan can perceive other planes of existence, including Vigilia and the Spiritual World.

Soul Weapon: Kisidan

Soul Weapon: for the game effects, Kisidan's Soul Weapon has the stats equivalent to a Katana with Quality +20 that attacks with energy.

Dominus Enhancer: grants Kisidan a +2 bonus to all Ki Accumulations.

Liberation of Soul: Hayat Mukhasasat Lilqital

Kisidan's Liberation of the Soul allows him to transcend his physical form and temporarily obtain the states of the Ascended. Upon usage, the world and his surroundings change, becoming an infinite plane filled with dark spirits that sway with the strong winds.

Hayat Mukhasasat Lilqital has an effective action range of approximately 250 meters around Kisidan, inside which the knight has absolute combat dominance which turns him virtually invincible. While being in this area any entity or individual that attempts to perform an attack or offensive action against Kisidan automatically receives an attack before they can make theirs. Those attacks are not performed by Kisidan himself and are activated if the knight does not act, is away from his enemies or is not aware where they are. Due to this, the attacks can put the enemies in a defensive state, preventing any initiated attacks against Kisidan. For this reason Hayat Mukhasasat Lilqital is seen as both offensive and defensive. For instance, if an enemy is going to make three attacks against Kisidan, he will receive an attack from Hayat Mukhasasat Lilqital before making each of them (up to three total if uninterrupted).

The attacks made for the Liberation use Kisidan's full offensive ability, ignoring any bonus or penalty that he may have. The only exception to this rule is the bonuses received from The Awakened ability, although not like any other Ki or equivalent ability.

If a character surprises Kisidan he can attack him before the Hayat Mukhasasat Lilqital is active, but he will receive an attack from the Liberation as soon as he finishes his.

Upon activation, Hayat Mukhasasat Lilqital can be maintained active for 3 minutes without any impairment for Kisidan but forcing the Liberation after this period comes at a huge cost for the body. If he wants to maintain it, Kisidan loses a Ki point and 2 LP as a sacrifice per turn. Equally, if he deactivates the Liberation and wants to activate it again before having a proper rest for several hours, he directly suffers the same physical stress as if having maintained it beyond its limits.

TRIVIA

-He is one of the top three Imperium Godkillers. His exact position amongst such illustrious group is something that has never been measured.

-He has a complex relationship with his fellow Godkiller Felix Sanfelix. He cannot stand him and each time their paths cross he wants to crush his own timpani to avoid listening to his nonsense, but in reality he is the only friend he has had during the last thousand years. He would gamble his life for him without giving it a second thought.

-His true name is Adrianus (it's the name his mother gave to him), but he received the name of Sidonak when fighting as a gladiator. As a mercenary, he worked under the pseudonym of Sid.

-He is of mixed blood. His mother hailed from the lands that today are Ilmora, and his father was a gladiator born in Nanwe.

-He had several half-brothers, but all of them died before turning 15 years old. The majority met their end in the battlefield or in the arena.

-He started fighting as a gladiator at 11 years old, and at 14 years old he participated in his first large scale battle as a soldier. A meritorious record for the standards in that era.

-His combat talent as a human was truly outstanding, but there have been many fighters that, if he had remained mortal, would have surpassed him. As a pseudo deity he is, nonetheless, better than any of them.

-When he travelled with Yseria he had a couple of allies and companions which travelled at their side, but they died at the hands of Et Tcher's agents before the final combat against him.

-One of the most embarrassing situations he has lived was finding Elisabetta and Lilith naked at the bathroom. It was the moment in which he seriously pondered what had happened with his life for it to transform from a dramatic play to a family comedy.

-Imperium employed him at first in many suicide missions in which the normal outcome would have been for him to die. As centuries went by, Barnabas started to greatly value him as an agent (he found it funny that he survived almost everything against the most logical expectations), since a long time ago, he has been sending him to missions he knows he will overcome. In many senses, he is one of his favourites.

-His first weapon was a katana. In the coliseum twenty exotic weapons were sorted amongst the children that were going to fight, and he ended up with one of the best ones. The effects of Gnosis. He became famous as the "child with the katana" and he was taught how to use it.

-As the other knights of the Seventh Heaven, Kisidan takes his name from a legendary monster; in this case, an immortal demon known for using an oriental sword. Ironically, the name is inspired in his own legend. Barnabas made sure himself it ended up that way, as he found it funny.

-Kisidan has always had nightmares in which Neb Et Tcher spoke to him. One of his major fears is the possibility that a part of him, even if it was a very small one, could still exist. Fortunately, since he protects Elisabetta, the dreams have ceased and he has forgotten him.

-Kisidan ignores it, but there exists at least another being that, just like him, has absorbed one of the Aramense gods, the Arbiter Aizen. Even if his powers are completely different, due to the fact both gods were opposed; if both of them met they would feel a terrible natural aversion towards each other.

-During the War of God he was expressly forbidden to face any member of the Conclave.