

# RELATIONSHIPS

In the Relationships Section...

You can choose several **Companions**, who will fight alongside you and share your goals and missions. If you're in danger or peril, they will risk life and limb to help you. A **Companion** is **(-2 AP)** and you can only choose this option three times unless an Alteration specifies.

You can choose a **Romance** as well, who will be your loyal and devoted love interest. If a **Romance** is also a **Companion** or **Rival**, they can fight alongside or against you respectively, but otherwise won't be involved in your goals and missions. A **Romance** is **(-2 AP)** and you can only choose this option once unless an Alteration specifies.

Finally, you can choose anyone as a **Rival**, who will fight against you and actively hinder your goals. If given the opportunity, they may even try to kill you. Despite any apparent gaps in your abilities, your **Rival** will not be simple to defeat. Even if they can't directly threaten you, they'll thwart your goals and find ways to avoid a deadly confrontation while still being a thorn in your side. A **Rival** is **(+2 AP)** and you can only choose this option once unless an Alteration specifies.

## Zuruzaba

**Favorite Techniques:** Weapon Art—Nimbus Iaido, Battle Flow, Initiate Status—Oscillating Motion

**Member of the Jiahao Warrior Dynasty**

Zuruzaba's infamy and renown extend far and wide across the City Between, known by the inglorious epithet "The Green Banana Ronin." She sleeps under bridges, bathes in waterfalls, and lives on whatever wild sustenance she can scrounge. Her job is to hunt monsters, though she treats it more like a hobby than a career. When wild berries and fish are free why bother with money, after all? Any rumors of her honor and strength are spread by villages in the Border Wilds, casting wide the tales of a Green Banana who freed their hamlet from some monstrosity or another. Any rumors that she reeks like a rat and can't read are spread by people who are probably being more honest. Sayuri considers Zee-Zee her sworn enemy, though to be honest, it's a little one-sided as far as rivalries go. Zuruzaba just likes having a sword fighter on her level to bout with.

As a **Companion**, Zuruzaba is one of the most disciplined sword fighters in the Jiahao family, inheriting all of their legendary speed and dexterity. Her blade is fast as a lightning bolt, and despite her lack of intelligence, there's an instinctual order to her battle strategy that allows her to contend with much stronger foes through sheer cleverness and trickery. She's an expert tracker and survivalist in the wild, but in the city she's incapable of even basic navigation. You'll need to be by her side in unfamiliar environments, and she greatly appreciates a composed, calculating partner to offset her reliance on pure gut instincts.



As a **Romance**, Zuruzaba is territorial and heartfelt, if not a little feral towards your relationship. She can become obsessive and might collect objects with your scent to remember you by. Her sense of seductive approach is mostly derived from what she can observe in wild animals: no sense of etiquette to speak of, no subtlety, no shame. The ideal romantic evening will be cooking game over a campfire and skinny dipping in a freezing lake. You might have to teach her how to use a napkin, but you'll never find someone as relentlessly loyal and honest to you about her every feeling and affection.

As a **Rival**, Zuruzaba is a master of stealth and speed, and if you're ever outside of the urban sprawl, prepare to fall prey to rope traps, midnight ambushes and impromptu sword duels. Her tough-girl personality means that your sword fights will stretch for hours at a time, and as far as she's concerned you'd probably taste like chicken over a low flame. Don't take her bucolic ignorance as any indication of her cunning either. She's outsmarted stronger foes than you.

## Yunlai

**Member of The Great House of Catacomb.**

**Favorite Techniques:** Summon Rite—Puppeteer of the Dead, Corpse—Stitched, Healing Acupuncture, Mellified Monk's Revival Sap.

Yunlai is a young, curious, socially isolated scholar of the Catacomb family, kept away from the outside world in the suffocating walls of the Embalming Palace, their headquarters. She previously lived a life of quiet desperation, indulging niche interests in obscure Chinese medicines until... Well, now she's here. And she's been here for twenty years since her first death. Shockingly, her main gripe is having to wait between visitations back in Mortal World to keep up. When she's not chomping at the bit to check in on all the excitement of humans, she acts as a nurse and healer for the House of Catacomb, stitching her allies back together and keeping their undead bodies from falling apart too quickly. Her expertise with medicine is what's allowed her to avoid the pallid looks of a typical jiangshi, though the scar across her cheek is an embarrassing blemish she'd prefer you avoid mentioning.

As a **Companion**, Yunlai is a little uncommunicative, easily absorbed in her latest hobbies, and more helpful as a nurse and informant than any kind of front-and-center fighter. That doesn't mean you can't put her intelligence to use, of course. As a chessmaster, she somehow always has some strategic stroke of genius in her head to overcome even the most stacked odds against you. Your war room is typically her operating table, where she'll blab and bluster about tactical posture and board game metaphors while she stitches up your wounds. Winning the long game is merely a matter of getting her to shut up for long enough to extract the genius from her garbled tangents.



As a **Romance**, Yunlai is quiet, reserved, and wants to please you. She's a little too innocent to really understand how she can express her love for you, so she prefers when you permit her to act on your every whim and fantasy. If she doesn't know how to please you, she'll eventually just start offering signs of affection out of a yearning to fulfill you—a meal together, a bath in each other's arms, or a suggestive presentation of her body are her most insistent offers. If you want to make her feel special, try to learn her fanatic hobbies and let her talk about them. You'll hear her words—per-minute speed up and pitch higher and higher when she's excited about teaching you that new board game she's been wanting to try or enjoying some new piece of media from Mortal World. When she isn't talking out loud, you occasionally hear her quietly whispering helpless romantic nothings about you at the same speed and intensity as any of her other obsessions. She'd never let you find that out though.

As a **Rival**, Yunlai's most dangerous trait is not her own power, but her ability to inform on you. With her corpse puppets, she plans to watch and wait, patiently trickling secrets and critical details to your worst enemies and greatest opposition from the safety of the Embalming Palace. Getting to her would put every eye in the House of Catacomb on you, assuming you can even succeed in penetrating the walls of the Palace where she's cloistered away.

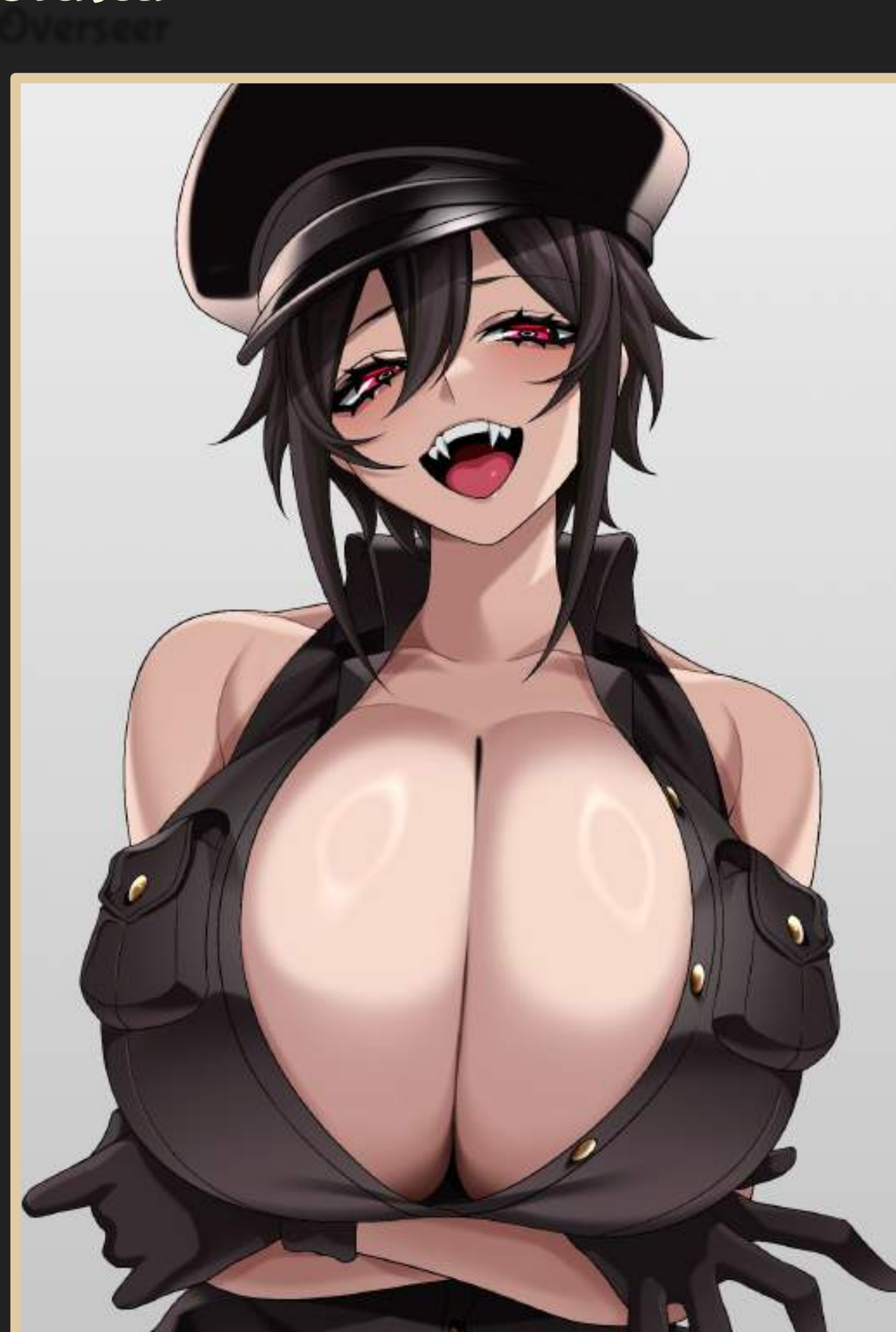
## Junko

**Favorite Techniques:** Energy Chains, Spatial Paralysis, Gates of the Firmament Barrier.

**Employed as a Chief Overseer**

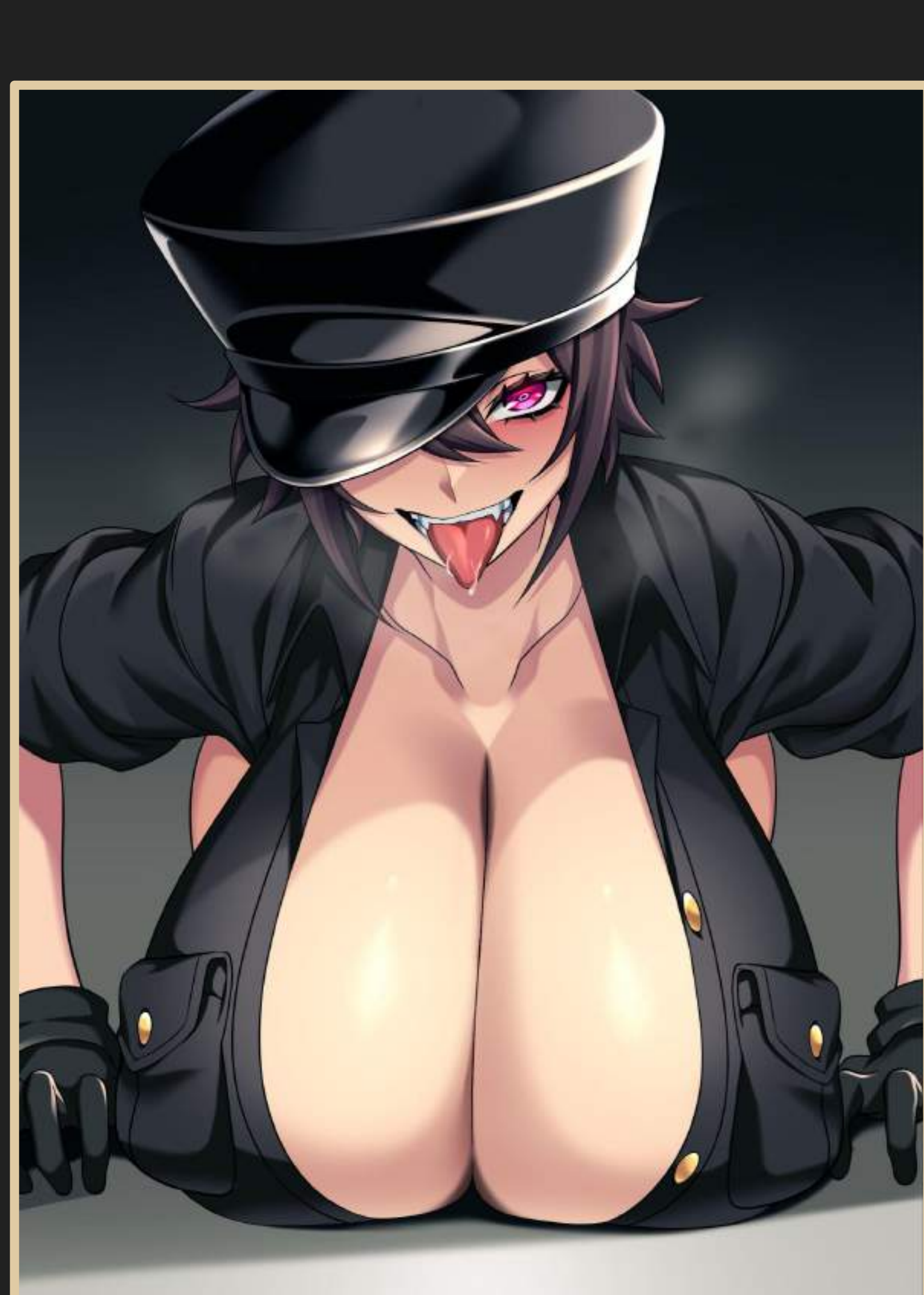
Junko is a keeper of the peace, and a brutal one at that. She has a sadistic glint in her eyes that makes people immediately confess their crimes, even ones they didn't commit. An aura of sadistic malevolence follows her like a miasma. There's rumors floating around that she's some kind of demon—in-disguise, but nobody dares to ask. She certainly acts the part.

As a **Companion**, Junko always withholds the killing blow. She wants your opponents to suffer, struggle in vain, squirm and writhe as their situation becomes more and more hopeless. She's an absolutely brilliant fighter, but her style can be a little unsettling. She's like a cat playing with her food, waiting for her enemies to beg for mercy before denying it. You can't take her anywhere without her saying something creepy or off-killter. She's big into gorey horror novels and weird erotica, and you might be able to get along better if you share morbid curiosities.



As a **Romance**, Junko is a cold, cruel animal. You'll be diving head-first into the jaws of a monster every time you warily bow to her bottomless appetites. She obsessively collects locks of your hair, your blood, your clothes, anything she can get her hands on as mementos, and will take every opportunity to break you as thoroughly and relentlessly as possible, lacking the slightest shred of mercy in her crazed, adoring eyes. Her greatest joy—you might have already guessed—is keeping you helpless and vulnerable to her advances, usually through physical restraint. Then, various forms of torture. The fun kind (probably). And to answer the obvious question, yes, they're real. She's going to tease you relentlessly with them too. Have fun dying.

As a **Rival**, Junko gladly abuses her position in the Overseers to bring you down. She'll frame you for crimes you didn't commit to get you into prison, endlessly gloating over how easy it was to ruin your life and how your only hope is to beg for her mercy. If you're able to evade her for long, she has an arsenal of restraining Techniques that would intimidate almost anyone in Youdu. If you're happy living outside the law, she'll hunt you like a bloodhound, to the very ends of the City if that's what it takes.



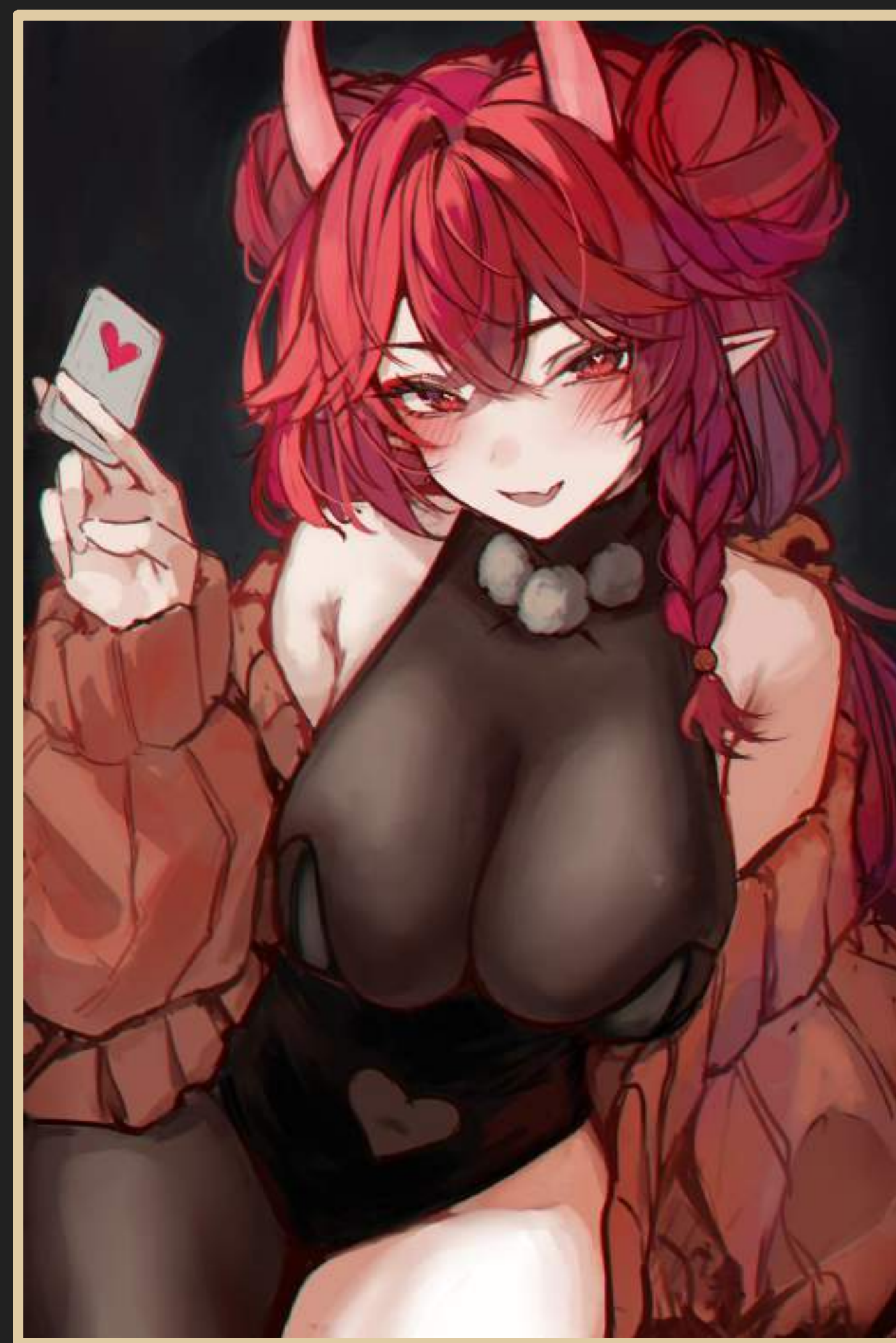


## Yuxi

**Favorite Techniques:** Principle Perspective, Pandemic Perspective, Assassin's Secret Cupboard, Weapon Art—Insect Barb, Thousand Reflection Blade Rain.

The queen of illusions, the Fortune-Favored Femme Fatale, Yuxi is a genius of trickery, and loves thrill and danger more than her very life. She's cursed with a gambler's heart, but continually finds new ways to cheat, routinely clearing house at the Fortune's Sepulcher Casino to the ire of the House of Catacomb's leadership. The money, the infamy, the challenge all pale in comparison to her true goal: the addictive rush of adrenaline when danger rears its head. She's slowly taken a liking to deadly combat as her new thrill of choice, and fighting by your side might just be exciting enough to save her.

As a **Companion**, Yuxi's Insect Barb has been stretched to incorporate playing cards—sharpened and weaponized—as her killing tool of choice. Her precision and adeptness with them is a sight to behold, and in combination with the Thousand Reflection Blade Rain is nearly unavoidable. Beyond her usefulness in a fight, her mastery of illusions and Perspective Techniques can allow her to be a disruptive blight on your enemy's senses, keeping them confused and delirious while your safety is assured. She intentionally avoided learning any kind of abilities that might protect her from danger for the pure thrill of it, and works best with someone strong and resilient who can allow her to work her magic without interference.



As a **Romance**, Yuxi has discovered as she first laid eyes on you a thrill beyond her wildest dreams. Her heart skips a beat when she looks at you, her face flushes red, and her teeth bite down into her thumb with excitement. Merely being yours isn't enough for her. She wants to be degraded, be scorned and denied and replaced, thrown into a roller coaster of despair and delight, begging on her hands and knees to be your possession, your toy of sadistic glee, forever. Her loyalty is frightening sometimes. She idolizes and cherishes you, and wants nothing more than for you to be pleased even if it hurts her. She'd probably prefer it that way. As you might expect, she melts into buttery desire when you do anything risky together; not only gambling, but also stealing touches and sudden kisses in public, fighting alongside you, or facing certain death at your whim.

As a **Rival**, Yuxi's supernatural luck will always come at your expense. Despite how relentlessly you might pursue her, hunt her, pin her into the most intricate corners of strategy you can possibly concoct, she will find a miraculous contingency to escape the odds. It takes playing the game by her rules to win—and by all accounts, she won't start losing now.

## Rin

**Member of the Ninokata Dynasty**  
**Favorite Techniques:** Vanish, Concealed Reflection, Poison Specialist, Weapon Link—Vengeful Ghost and Spectral Lantern.

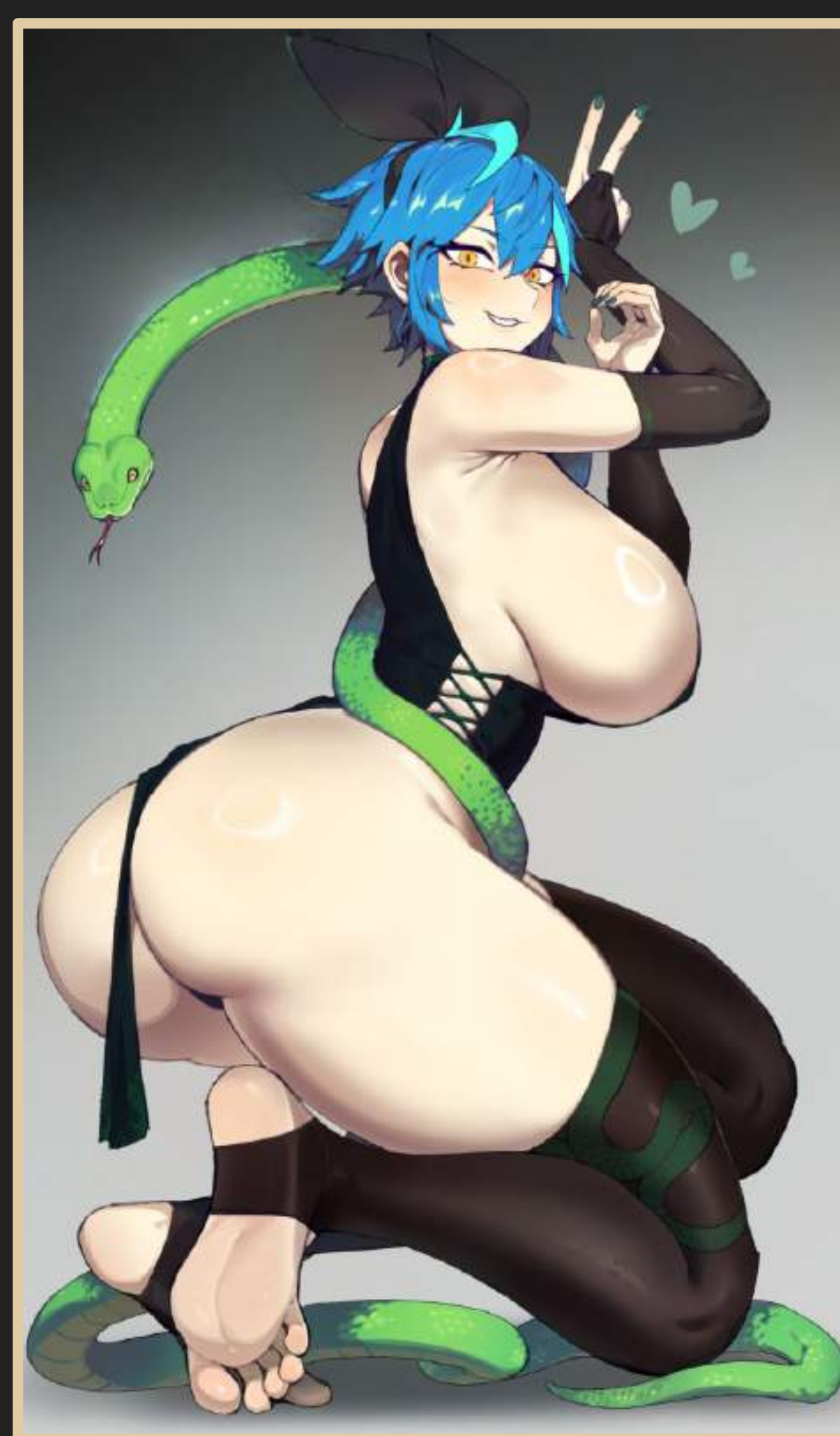


Rin is one of the better poison users produced by the Ninokata, no doubt due to genetics and talent over hard work. She's never had to take anything seriously thanks to her sheer gifts, and her innate mastery of subterfuge means that she's almost never faced direct confrontation. Her clan has sent her into a temporary exile for her unbefitting hubris, and she's searching for ways to increase her power at any cost to return to her family's good graces. She's yet to grow out of her childish and immature personality, even as the lack of protection from her clan makes her an increasingly appealing target for interrogation and bribery.

As a **Companion**, Rin is a stellar gatherer of intelligence, an invisible asset that seems to always show up at just the right time to save your skin. The only occupational hazard in her masterful espionage is getting caught off-guard in a head-to-head fight. Her fast, delicate art of poisons and invisible daggers is at its best when someone can take serious blows and keep the enemy unaware of her presence, and at its weakest when escape isn't an option. First and foremost, she needs a master who can show her new heights of power.

As a **Romance**, Rin is a relentlessly bratty partner, always acting up and trying to goad you into putting her in her place. Her way of initiating affection is to do a lot of bending over at the waist and dirty invitations in the hopes that you'll get the idea. She likes that you're the more mature one in the relationship, and hopes for a master—and-pupil role between you, even if it's just pretend. If she ever starts throwing out playful jabs or generally annoying you it's just her way of getting you to be aggressive. She gets weak at the knees when you are. The inevitable height difference between you—she's shockingly petite—is also a source of excitement for her.

As a **Rival**, Rin is a haughty arrogant mosquito, fast enough to avoid most deadly blows and stealthy enough to administer poisons in your sleep. You'll have to be constantly vigilant to prevent this invisible killer from slipping you toxins. While you might be immune to poisons, invisible daggers to the throat are a less clean but highly effective option in her repertoire. If by some miracle you do manage to put her blustering hubris in place, it'll probably be the coldest shower of her life.



## Kikuro

**Employed as a Beast Hunter**  
**Favorite Techniques:** Weapon Art—Dragon Tantrum, Blazing of the Heart, Chimera Egg, Doll Servant.

Kikuro is the head-honcho of the Burning Beast Smokehouse, with a reputation for being able to improvise a stunning meal out of any Chimera, from a giant dragonfly to a six-headed serpent. If it's made of meat, she can grill it to perfection. Part of that prestige comes from her side-work as a Beast Hunter, where she carefully analyzes how to break down a monster's body without compromising the juiciest and most tender cuts. She's not quite powerful enough to take on the biggest and baddest of beasts, so she uses the Chimera Egg Technique not only to serve free egg-drop soup and omurice, but also to raise and test the waters on what Chimeras will taste the best at what stage of development. With the help of Doll Servants, she's able to run the entire Beast alone, though it leads to a commanding and persnickety personality befitting her status as an artisan chef. Even in the middle of the wilderness with only a campfire, Kikuro can manage to pull together a meal befitting a king. Since the Burning Beast is a direct competitor to the Porcelain Doll Teahouse, she and Katsumi don't tend to get along, especially not with the latter's constant teasing and prodding which seems to always flare up Kikuro's habitual fits of anger.

As a **Companion**, Kikuro's greatest strength comes when she's angry. She wields a giant spiked cudgel roughly twice as heavy as her body, both for battering monsters and her waitstaff when they drop a plate. She has a fiery temper that flares up anytime something doesn't go her way. While her anger—and the immense spike of power she gains from it—is useful in battle, it generally comes at the expense of collateral damages, broken bones and any notion of strategy. For that reason, she needs someone who can keep her frenzies of rage in check, either in the form of a stern leader or someone she cares deeply for.



As a **Romance**, Kikuro maintains her standards of artful presentation, novelty and hospitality the same as she does in the Beast, though she expresses it in a very different manner. She sees it as her duty to uphold herself to the highest standards of allure and refinement in romance, as in the culinary arts. Keeping you under her spell is a task requiring feminine charm and a relentless hunter's pursuit, laying on her seduction bashfully and delicately at first, then flourishing with passionate remarks and touches when you've been warmed up. Your intimacy—like fine cuisine or an exotic delicacy—must always be fresh, experimental, and steaming hot. And, as you might guess, she loves to cook together. Your opinions carry a critic's weight to her, and she'll always appreciate the wisdom of your palette. Her fits of rage are almost always directed in jealousy towards anyone who would try to keep her away from you, though she'll also fly into a fit if something isn't quite the way she likes it in the kitchen.

As a **Rival**, Kikuro will fly off the handle with the slightest prompting, becoming more and more vicious the longer your fights continue. Taking down the raging bull will require more tact than strength, and your best strategy is to either cool off her rage or use its blind fury to your advantage. Possibly the worst part of being her rival, you'll be thrown out of the Beast if you so much as dare show your face, a fate resigned for those with personal beef—pun not intended.



## Fumie Favorite Techniques: Inhuman Evolution, Panacea Specialist.

Fumie's plight began when her cultic family offered her as the avatar of the vile Spirit Tanin—onryo. It's been kind of downhill from there, as you can imagine. Exiled for her unwillingness to let Tanin rule her body, she's been living on whatever she can make with odd jobs without her family. Tanin's screaming and harassment from mouths on her hands usually keep long-term employment out of the picture. On the bright side, her body benefits from a whole slew of unnatural mutating effects from her possessed cells, including a constant cocktail of regenerative medicines flowing in her veins. Shockingly, she's maintained a good sense of humor about the whole thing, even as Tanin—san hurls endless blasphemies and insults at her.

As a **Companion**, Fumie is far on the conservative and cautious side, preferring to give medicinal aid through the Panacea Specialist. She works best with teammates that can do the fighting for her while she keeps them alive. Very occasionally—especially if she gets into a rage—Tanin will take over her body completely and momentarily mutate her into a violent rampaging beast. She's practically unstoppable when Tanin's in the driver's seat, but it's almost impossible to put her back in control without unintended consequences.



As a **Romance**, Tanin—san can make things a bit awkward. In a weird way you're dating two people, and one of them is a malevolent spirit of violation and bodily disfigurement. Fumie is pretty spunky and sardonic as a personality, and likes loud music and other alt—culture artifacts from Mortal World. Tanin—san will constantly goad you two to wilder and wilder romance, and plays matchmaker between you. Tanin will intrude with raspy remarks about how much Fumie's been thinking of you, what she's been fantasizing about, that sort of thing, all just to get you two into the sack. Spirits have needs too you know, and Tanin's not just gonna sit back while you two fumble a romantic evening.

As a **Rival**, Fumie's only real danger is presented when Tanin—san takes over her body, and something about you enrages her enough that that's bound to happen. Unlike Fumie, Tanin is a merciless, cruel psychopath, and will make every effort to tear you to ribbons and splatter you across the streets. With regenerative medicines flowing through her monstrous form, conventional combat is almost out of the question. You're better off running most of the time.

## Mitsue Employed as a Bodyguard Favorite Techniques: Mythic Beast, Sensory CyanoType, Sense Enhancement, Purgatorial Inferno Conduction.



Mitsue isn't a wandering adventurer by choice. Spoiled by her household, she was thrown from the lap of luxury into the unforgiving world after it became obvious that she couldn't handle the responsibilities of her future inheritance. So, for the time being, she's selling her skill as a sensory Aura User to guard dignitaries and nobles. To be honest, she's already sick of it. She has to put up with snobby brats and pompous bigwigs and stay up long nights on watch. Her father will only allow her to return home once she's been married off, and even then the inheritance intended for her will fall to her betrothed. To get back into her family's graces, she's stuck on a perpetual hunt for a wedding in the hopes of finally ending her humiliating stint as a spinster and the laughingstock of her eight younger sisters.

As a **Companion**, Mitsue's powerful sensory Techniques will supply you with every detail on your opponent, ensuring no one will manage to sneak up on you or use a Technique without your awareness. The combination of her Techniques allows her to sense your enemies for miles, and can provide strategic information that will be invaluable. When she needs to fight on your behalf, her nine-tailed fox form and her screaming blue flames are a surefire defense in a pinch. Her dainty, refined personality doesn't lend itself to direct combat very often, though for your sake she'd gladly jump into the fray at a moment's notice.

As a **Romance**, Mitsue is adoring and worshipful, pining to win your hand in marriage. That, and she's gotten quite lonely over the years in spite of her natural beauty and coquettish charms. She's a born creature of comfort and home, attending diligently to your physical needs and maintaining a constant atmosphere of passion. She's a fairy-tale romantic at heart, with candlelit dinners, ballroom dancing alone together, and poems of love being her favorite displays of affection towards you. Be warned; she has a taste for the luxurious and bourgeois, and appreciates a standard of living beyond her means. If you do decide to marry her, the inheritance provided by her family should be more than enough to satisfy that impulse of hers in the future.

As a **Rival**, Mitsue is sly, cruel, and inconspicuous. Sneaking up on her is impossible, and the moment she becomes aware of your contingencies against her she's entered the form of a fox demon. Pure force is the only thing that can overcome her, and even with pure force on your side, felling the nine-tailed fox demon is no trivial task for even the strongest of warriors.



## Madoka Favorite Techniques: Martial Art—Setting Sun, Scorching of the Heart, Requiem Stance, Recursion Stance.

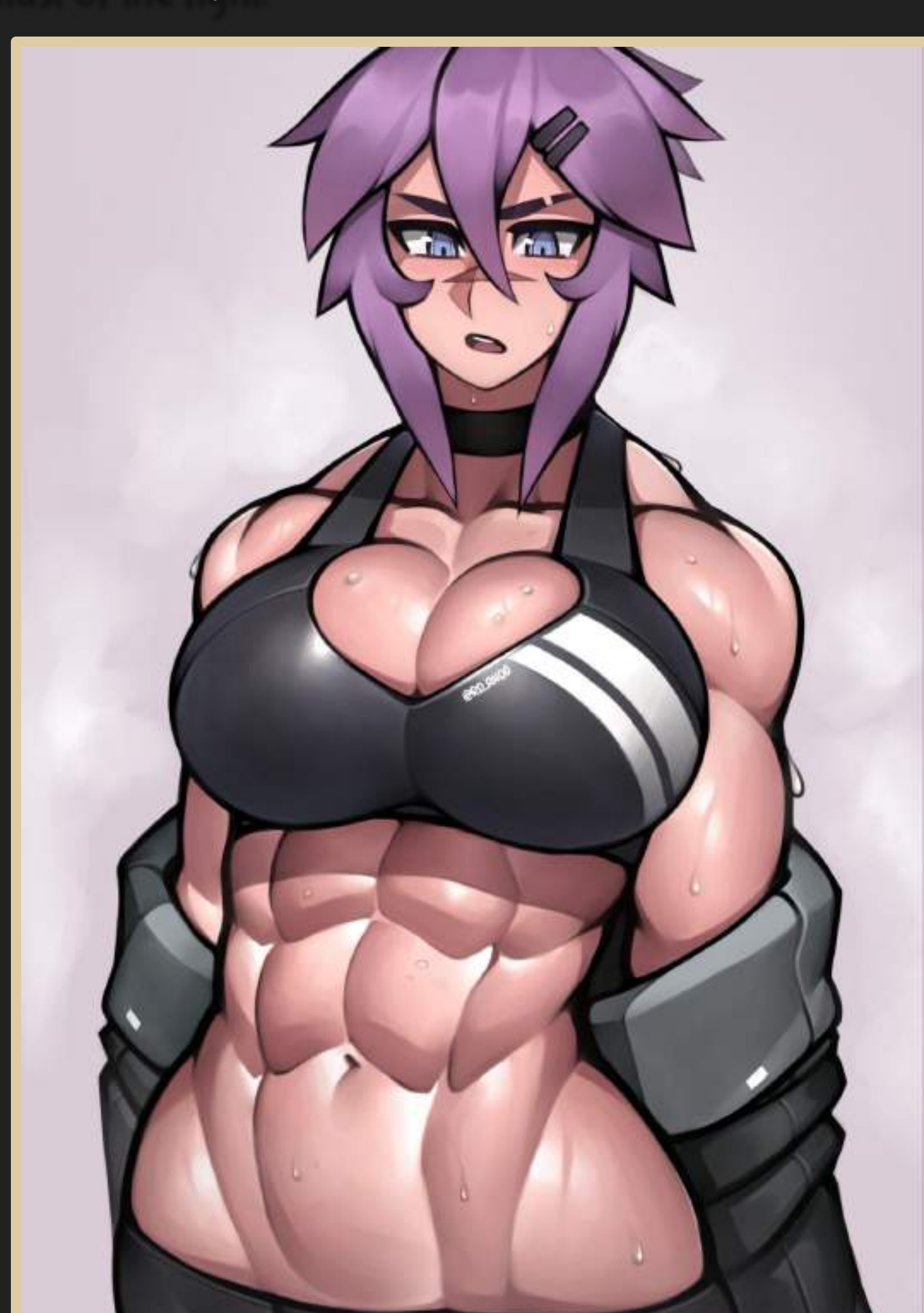


Madoka is a tough, hardened fighter at heart, and nothing gives her more joy than the exhaustion of a well-fought match. Even so, she almost never expresses it, and her emotions rarely show themselves in her face. When she fights, she fights with a completely empty, neutral expression, the one she wears in even the most emotional or dangerous of circumstances. She takes great pride in her physical prowess, and tends to dismiss and demean those who don't value training and physical discipline. She's a childhood friend of Hana, and frequently faces her in practice bouts to stay sharp. When they fight side-by-side, they're like two meshed cogs.

As a **Companion**, Madoka is completely undaunted by the odds, and her masochistic pain tolerance lets her survive circumstances that would leave most fighters completely incapacitated. The aid of her Recursion Stance lets her endure the debilitating aftereffects of the Requiem Stance with little complaint, including even to stop her heart in short intervals. If she can take a hit for her allies, she'll almost certainly put herself in the line of fire for them, regardless of whether she likes them or not. Her self-sacrificing nature usually means frequent trips to the Lunar Apothecary, and she greatly appreciates any ally that can fight at her level and push her beyond her limits. She's not a leader, and she prefers if you're the one barking orders in the midst of the fight.

As a **Romance**, Madoka is a silent, calm woman, choosing to show her affection in short bursts of uncontrollable desire for you before returning to her cold, silent demeanor as if nothing had happened. Quietly training and exercising together is a surefire way to grow closer to her, though any competitive activity can make her fulfilled. She competes intending to win, but she secretly craves a losing match more than a winning one. She has a very, very strong masochistic streak, and you can flip her switch in an instant with a degrading remark, by crushing and demeaning her in combat, or through physical roughness. Don't let it get too out of control.

As a **Rival**, Madoka's determination and physical prowess is hard to overcome, and her competitive nature ensures she'd rather die than fight another day. Her stoic self-control is her greatest weapon, and if she can't beat you with her fists, she won't rest until she finds your Achilles heel and brings you down.





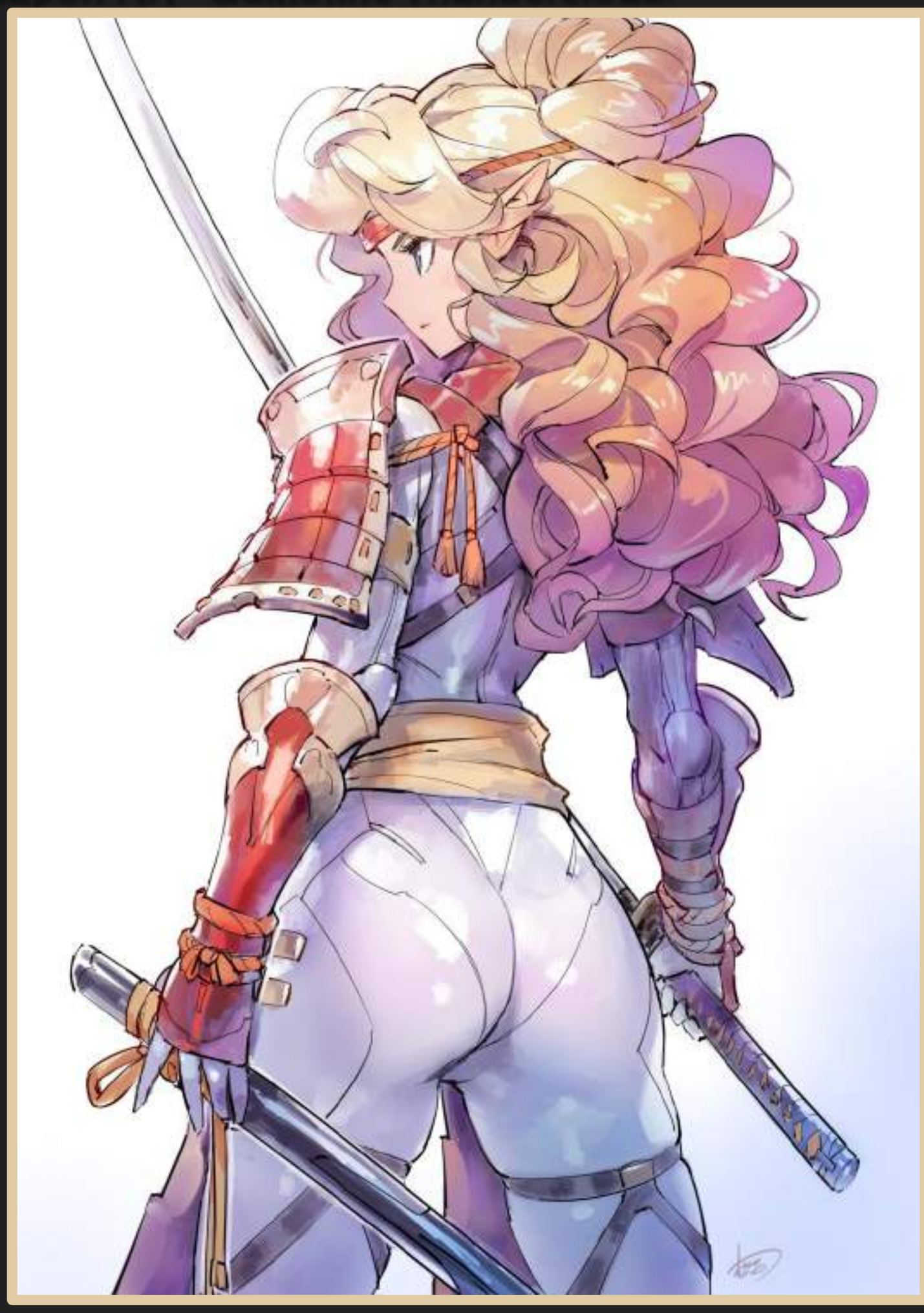
## Sayuri

Employed as a Bodyguard.

Favorite Techniques: Ceremonial Aura Cloak, Crossing Lunge, Sublime Weapon Injection, Weapon Art—Guillotine Thundercloud.

Sayuri is among the last of the legendary Sword Saints, a traveling band of honor-bound warrior women that live purely by the virtue of their blade. Their religious devotion to the sanctity of their word made them some of the most well-respected guardians for royalty and bureaucrats in the City Between, and in this present age of cloak-and-dagger her skill is in high demand. She is a busy woman, with little time for the charades of youth or companionship. Perhaps you can find the chinks in her armor—pun not intended.

As a **Companion**, Sayuri is fast, deadly, and stoic in the face of danger. She'll often insist on running headlong into a fight when it might be inadvisable, as the Sword Saints value above all else a death for a noble cause. It may take some time for her to register other fighters as her equals, but once she does, she'll blossom as a duelist and leader. She may develop a quite bull-headed rivalry with other wielders of the sword, as she already has with Zuruzaba, a peon she regards with total distaste for her lack of wisdom and respect for the blade. They are incorrigible rivals, bent on correcting the other's behavior through the proving ground of clashing blades.



As a **Romance**, Sayuri takes the duties of an honorable courtship very seriously. She is constantly trying to prove her worth as a future wife or concubine, with promises of gentleness, a warm home, and multitudes of strong children. She talks about that last one a lot, and a reasonable person might wonder if it's some kind of fixation. She blusters in your private life about how strong you are, how mighty your bloodline will be together, how thrilled she is to join your families. It's the same kind of talk in the sheets too, assuming you've made all the proper marital preparations.

As a **Rival**, Sayuri is bound by the edicts of the Sword Saints to face you in fair combat, a rule that she expects to be mutual, though she's strangely much stronger with these limitations than without them. Her challenges can get excessive, exhausting and injurious to you both, but that's no object to her. Her bottomless stamina and crystal-clear mind for battle will help her find a way out of your most orthodox strategies and demand a much more tactical approach.



## Lady Hakuma

Member of the Pale Demon Clan

(Not) Employed as a Housekeeper

Favorite Techniques: Aura Draining, Vorpall Poison Breath, Kissing Charm, Hypnotic Paper Sigil.



Nobody wants to hire a succubus as a housemaid. Their intentions are kind of obvious. It's why Lady Hakuma, despite repeated attempts, is *still* unemployed. She promises she'll try her best if you give her a chance. And, as she's wont to remind you, she's a great cook and maid. Very caring, loving and motherly. She'll even do it for free. She's that desperate. Her uncontrollable succubus instincts and insatiable hunger for Aura won't get in the way of her job at all. Pinky promise.

As a **Companion**, Lady Hakuma is your secret chess piece. The Hypnotic Sigil, her most powerful Technique, can take key targets out of combat before the fight even begins, provided she can catch them with their guard down. If your strategic mind can put her in the right circumstances, her hypnotism can be game-changing. Even if that never proves useful, you'll always have a well-tended abode to return to after your life of thrills and adventure thanks to her tender care.

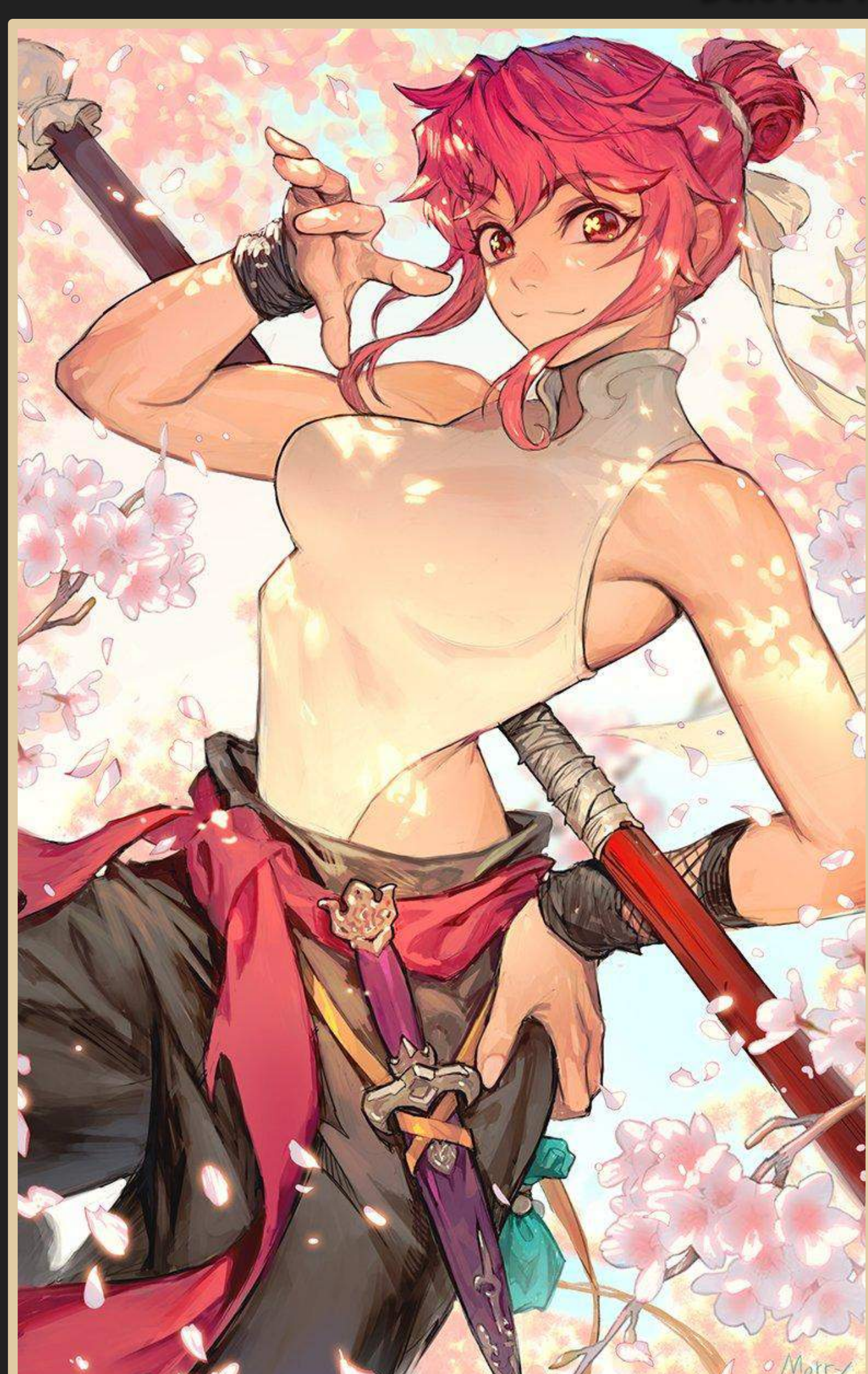
As a **Romance**, you will be spending every waking hour (and some of your sleeping ones too) smothered and drained right where you belong. She expresses for you an intoxicating mix of nurturing, unconditional love and sadistic, bittersweet cruelty. She'll make every effort to keep you relaxed and warm in her clutches, including breakfast-in-bed, forcible sedation, idle activities like reading books in her lap, and mesmerizingly soft cuddling. Her goal is to make sure she diligently does everything for you and ensure you never, ever, ever think of leaving her side. Her obsessions are madly possessive, and her affection is long, drawn out, and sometimes even ruthless. The upside is that it's mind-meltingly warm and satisfying, especially when you come home exhausted, frustrated or injured.

As a **Rival**, Lady Hakuma's main arsenal of Techniques isn't all that intimidating, but if she ever catches you with her Hypnotic Paper Sigil, the fight's over. She's not just going to let you go easily once she's won, either. Every cruel and humiliating thing she can think of will be levied against you, and she can think of a lot. She's had enough kicks with her Hypnotic Sigil to know how to best humiliate you.



## Hana

Favorite Techniques: Weapon Link—Falling Blossom and Wavering Petal, Binding Paper Sigil, Weapon Art—Porcupine Swordplay, Beloved Name Blessing.



Hana is the burgeoning prodigy of the so-called "More Weapons Style" of fighting, and the circus act of managing dozens of blades and instruments at a time is well-suited to her bubbling, infectious positive personality. Despite the amount of work and training it takes to stay at her level, her sole motivation is fighting for the fun of it. Unfortunately, the Institute has her doing paperwork when she'd much rather be sparring, and her thirst for adventure is getting more and more undeniable every day. She and Madoka have been friends since before they can remember, and took separate paths of weapons and martial arts mastery after extensive childhood debates on which was the coolest.

As a **Companion**, Hana brings out the best in everyone, and serves as a heart and soul when you're feeling discouraged, exhausted and bitter. It's shocking how infrequently she seems to experience negative emotions, and her clear head makes her an excellent leader and fighter, though she's a little reluctant at the prospect of being in charge. If you like weapons too, she'd gladly share some of her enormous and powerful stockpile, though she's a stunningly powerful combatant when she uses them herself. She switches between dozens of enchanted and blessed weapons as if by pure instinct, always choosing the perfect combination for a given situation to gain the advantage. She's also the voice of reason when it comes to rest, leisure time, and money, since she's determined to train and improve but loves fun enough to not neglect enjoying life every once in a while.

As a **Romance**, Hana is bouncy, silly, and just as thrilled about being head-over-heels for you as she is about life. That is to say, over the moon. She has a lot of energy to give, and loves anything new and exciting that you can do together. She always seems to know just what to do when you're feeling low, and might invite you to shenanigans in the City or tell you to lay down alone and let her gush over you depending on your mood. She has a very open attitude towards love and affection together, and treats it as a simple, happy part of everyday life—nothing to be stuffy, ashamed, or prudish about. Sometimes that exuberance can be a lot to handle; once she's comfortable around you, she doesn't see anything weird about always being naked in the house, sharing toothbrushes, or talking plainly about your bodies. She doesn't seem to have any embarrassment about anything at all, and that might take some getting used to.

As a **Rival**, Hana's energy and love of fighting will ensure she's always on your coattails, and won't rest until you've given her the battle she wants. She's constantly improving, and her stockpile of weapons is big enough that there's sure to be an ace in her sleeve. Cutting her off from this supply of weapons is your best shot at victory, and her fighting strategy practically revolves around exploiting that expectation to get in free blows.





**Futaba** Favorite Techniques: Summon Rite—Terracotta Warriors,  
Indoctrinating Body Sigil



The richest of the rich, the disowned princesses of the Hair Tribe, Futaba is one of the wealthiest of Youdu's upper crust, vacationing on the highest height of the Spiral Summit surrounded by the protection of her summoning and her army of brainwashed maids. She cares only for money, and she's the best there is at hoarding it all for herself. That very materialism cost her the esteem of her Tribe, but her current status more than makes up for it. The poor of Youdu hate her, and even the rich only put up with her haughty vanity in the hopes of currying her favor. They never seem to. You, on the other hand, have piqued her curiosity. Maybe you're unusually powerful and either a threat or her future pawn. Maybe you're the perfect one to take over the City in more than just economics. Maybe you're just a stud. Well, whatever it is, she's willing to stoop to your level and give you her attention.

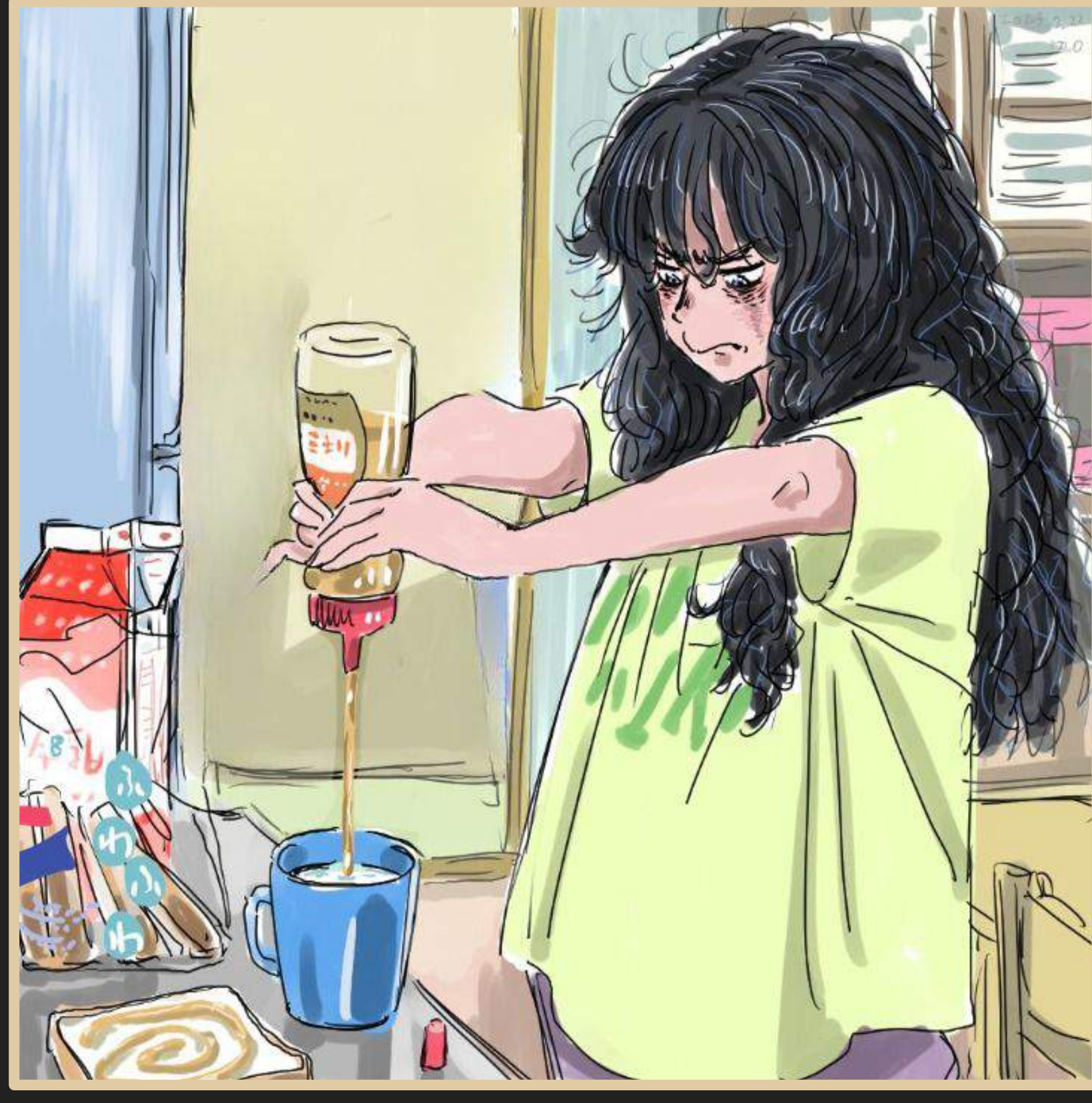
As a **Companion**, Futaba prefers to simply send her summoned armies on your behalf wherever they're needed. The logistics are really quite secondary to her. Past that, she's far too delicate and womanly to get her hands dirty on the battlefield. The blood might get all over her outfits. And either way, she's not going to fund your ventures dead, is she? She'll much prefer the lap of luxury far away from the fires of your battle, using her pawns to facilitate your victory. Maybe she'll join in if her maids carry her on a palanquin, but not a minute before.

As a **Romance**, Futaba will consider you below and beneath her until you can prove her wrong. Secretly, that's not so bad. She's doting, seductive, and tends to all your needs as if you were utterly helpless to do anything yourself. She'll coo in her buttery smooth voice over you and have her maids attend to your every whim, before at last ordering them to present her as an offering to you, like a gleaming pearl in the most tempting outfits she can find. She loves the hunt of seducing you, and will pursue your heart relentlessly in the hopes of keeping you as her permanent eye—candy and personal bedwarmer, though that relationship dynamic will be flipped on its head if you can manage to prove your superiority to her in wealth or power.

As a **Rival**, Futaba has an army of soldiers and highly-trained ninja maids under her control, all of whom will be tasked with the sole objective of causing you as many problems as possible. An army of thousands will be at your doorstep, and you'll have to pull off nothing short of the most spectacular one-man-army fight in the City's history to make it through the ocean of opponents. Multiple times a week, it should be added.



**Dr. Aki** Favorite Techniques: Forbidden False Buddha, Master Status—Transfiguration, Summon Rite—Monarch of Hair,  
Advanced Member of the Majushin Sorcerer Dynasty  
Tenured Professor of the Institute.



Don't let her appearance fool you. Doctor Aki is one of the most prolific sorcerers of the century, even though she stands at a meager four feet tall. She discovered, quite unfortunately, that the Forbidden False Buddha can change physical age in intervals of ten years, and took it a little further than she'd intended. Now she's looking for a personal bodyguard to protect her from those who would abuse her knowledge, and maybe get the cereal boxes off the top shelf sometimes.

As a **Companion**, Doctor Aki is seemingly always out of energy, easily frustrated and constantly barking orders. She's wont to remind you at the slightest provocation that she's a 68 year old woman and you ought to respect your elders more. When she's feeling helpful, she's able to assist you with her transfiguring sorceries and hordes of roaring grizzly bears, her summon of choice. Despite her size, she's a wise, fearless spitfire and often has a plan when you're out of ideas. Her years of experience are lifesaving in desperate situations. She is also a living library of Aura Techniques, and you could probably learn a thing or two from her lectures.

As a **Romance**, Doctor Aki is pretty disconcerted at your advances, and oscillates between admitting you're kind of cute and thinking you're a total weirdo. Aki is, for the record, of an *appropriate physical age*. She didn't turn back the clock *that far*. She's more concerned with the fact that you'd jump so eagerly at the opportunity to date someone decades your senior. You'll have to do a lot of coaxing to get anything more than a peck on the cheek out of her, and even then she'll always feel a little taken aback by the prospect of love between people born so far apart in time.

As a **Rival**, Doctor Aki is willing to make your life a living nightmare, especially if you're a student of the Institute. With a touch, her transfiguration can cause tumors the size of grapefruits that burst into sprawling masses of centipedes. Her office is filled with crawling rodents and lemurs, and she uses polar bears as step stools for her chalkboard, all of which you'll probably be facing en-masse. When she's not teaching, she makes a hobby of creating new species to serve her, all of which, venom barbed, needle-fanged and scuttling alike, will be your new opponents.



**Rokubi** Formerly employed as a Stalker  
Favorite Techniques: Master Status—Tandava Scourge,  
Sacrificial Blood Conduction, Devastation Series: Pursuit



Rokubi's image has thus far been that of a ruthless hunter of men, killing for sport and the lucre of the elite. Her reign of terror is cemented in gravestones and power vacuums. She's become very, very wealthy in her hunt, and has at length decided it's finally time to swear away her prior lifestyle before it catches up to her. Her sheer affluence puts her well into the realms of Youdu's highest nobility, but her reputation keeps her at the edges of society and alone. Perhaps your company would at last put her to rest. Perhaps it'd even return the excitement of her previous life that she craves but refuses to indulge.

As a **Companion**, Rokubi won't admit it, but she's desperate to return to the field of battle. Her exuberance and destructive capabilities will be a breath of fresh air to even the most hardened fighters. Her ability to create pure chaos and eradicate any obstacle to her goals is second to none, and the flash of a ruthless hunter shines in her eyes whenever she approaches her goal. Unfortunately, she always seems to experience a great deal of guilt afterwards, and has begun to increasingly prefer the role of defending and tracking, leaving combat to you unless emergency strikes. Even at these tasks, she's nothing short of a master. She seems to masterfully deduce the whereabouts of your targets like a bloodhound, noting details and evidence you'd scarcely find if your life depended on it. To complement her reservations, she prefers a teammate who is either willing to deal the killing blow or charismatic enough to coax her bloodlust out guiltlessly.

As a **Romance**, Rokubi is a classical and pristine romantic, and wants to use her immensity of wealth to court you with all the noble dressings and chivalry of the upper crust. She has a certain vision of your life together, unmarred by the violence of her past: flowing dresses and ballrooms, wines and festivals, long waltzes through the verdant countryside on a cloudy day. Sometimes she gets a little impatient with all the window dressing and confesses earnestly to you that she just wants to lay together, stay in pajamas all day and swaddle you in her arms. It's obvious that her posture of nobility is merely a measure to distance herself from the overwhelming desire she feels towards you, though she's much too bashful to follow her instincts easily. It may require some flattery and the right situation to bring out the 'real' her, but once Pandora's Box has been opened, it will take hours, maybe even days of depraved passion to finally put the fires of her love to rest.

As a **Rival**, Rokubi's reluctance to hunt and kill again melts away like butter out of a single-minded desire to see you brought down. If you can't overwhelm her physically, you will spend every day dodging her relentless pursuit, and the sheer breadth of her havoc will have no bounds. She'll gladly employ her less-than-savory methods of gathering intelligence to find and defeat you, including to leverage the ones you love.





## Katsumi

Favorite Techniques: Mellified Monk's Revival Sap, Fae Spore Conduction.

Katsumi is the only employee of the Porcelain Doll Teahouse, and the old crone who owns the place practically screams her ear off day and night. She's a sassy, fiery girl whose radiant personality is the only thing keeping the Teahouse in business. She patiently listens to old ladies croak about their grandchildren, always remembers how a customer likes their tea, and offers free bowls of steaming stew to anyone hungry enough to say please. She's long considered leaving the Teahouse in search of adventure someday, but never had the chutzpah to leave her old life behind in favor of danger and excitement. Maybe that will all change with you...

As a **Companion**, Katsumi is more than willing to help you in your adventures when she's off the clock. She's not much of a fighter, but her confidence in you will give her a little bravery when she needs it. Despite how little she uses it, she's a true prodigy with the Fae Spore, and can create cover with towering mushrooms or render a room unconscious and hallucinating if she pumps herself up enough. She'll need a lot of encouragement to really start buying her own hype, but when she does, she'll make a killer supporter. She always carries a few bottles of Revival Sap on her person in case anyone gets hurt, though she's often willing to use them up at the first hint of injury due to her overly caring disposition. You represent her first chance to really get out in the world, and she's not going to let it go to waste.

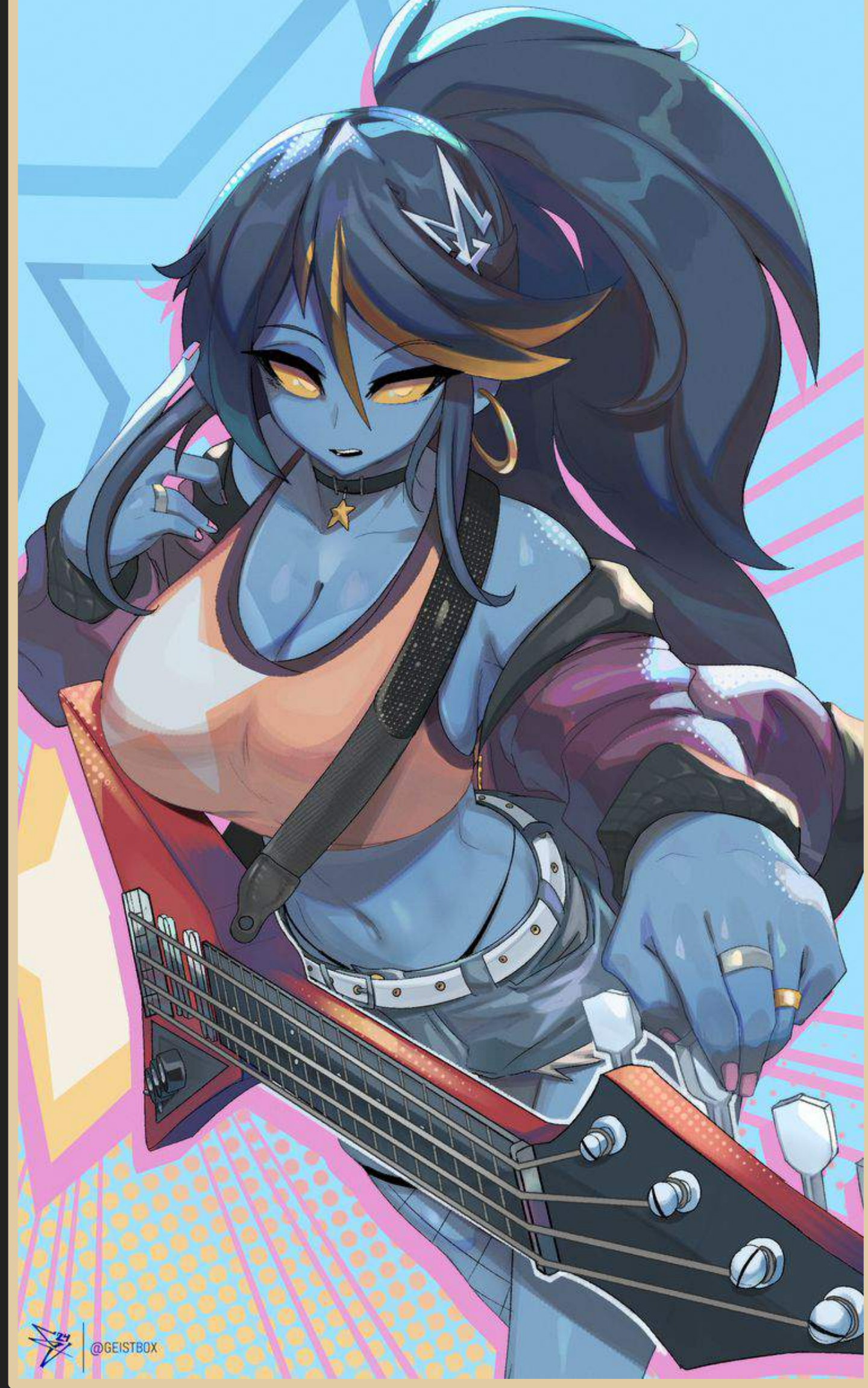


As a **Romance**, Katsumi is a smotheringly attentive lover, always finding excuses to make you food or tend to your injuries, even when you insist that you don't need help. She's really not the best at initiating physical intimacy and hopes you'll take charge when the moment's right. As it turns out, the moment's almost always right. She falls apart when you're sudden and impulsive. She's a little embarrassed by it, but she loves when you let her adore you without interference, and will probably put you to sleep with her Fae Spore every once in a while to explore you while you can't judge her.

As a **Rival**, Katsumi is more than willing to use underhanded tactics, and lords her victories over you long after they've come and gone. Even if she can't win, she'll make a point of bragging that she got "this close," to finally beating you, and spread all sorts of rumors that you're not as tough as you seem. Talk spreads, and put your reputation is anything of value to you, you'll need to be down her fibs as quickly as she can spread them, preferably by outdoing her in a public setting.

## Ayano

Favorite Techniques: Secret Weapon Art—Force that Shatters the Heavens.



Ayano's monolithic fame as the City's greatest delinquent is actually second to her strength as a fighter. Everything from Mortal World is considered culturally chic, music included, and Ayano's managed to weaponize it in both a cultural and literal sense. While the stuffiest elements of society will do nothing but scoff at her, the wild nighthawks of the Devil Moon and the City's counterculture lend their ears to her disrespect for the system and rebellious idealism. Maybe if you and her were on the same side, you'd have their attention too.

As a **Companion**, Ayano has a somewhat nonchalant attitude about fighting and danger, seeing as she has what she views as the perfect weapon. Aside from bludgeoning people over the head with her guitars, through a contrivance of interpretation she's composed a set of string just thick enough to constitute blunt weapons individually, allowing her to deal blow after crushing blow of concussive force purely through a sufficiently violent riff. Each one will weaken your foes progressively, and your best strategy with her at your side is to protect her long enough for your opponent to become a brittle pane of glass, shattered in a single blow. The fact that she so adamantly opposes unjust leaders also makes her a good leader herself.

As a **Romance**, Ayano is a sassy, loudmouthed horndog with the arrogance of a queen and the battle hunger of a lion. Fighting, eating, sleeping and rocking are all she knows, and now that you're here she finally has a lover to harass with all her pent-up angst. She can get pretty lackadaisical about training or improving because of her pride and hubris, and most of the time she just wants to play video games with you and lazily twang around on the guitar. That, or tear your clothes off. One or the other. Her personality is fiery and a little tough to reign in if she's not in charge. She's constantly trying to coax and manipulate you into letting her take the dominant role in your relationship, especially in bed. Even if you give in to her, she loves a good struggle, and play-fights with you to the point of wrecking the house sometimes. She loves blowout parties and crazy music, and knows enough people to start a block party like no other if you're game.

As a **Rival**, Ayano's fame means that you won't just be fighting her, but also the crowds of people that follow her. Those crowds generally compliment her battle strategy of weakening you with concussive riffs over time, meaning that a stealthy approach or exploiting her arrogance will be her biggest weaknesses. Even so, it's no easy task to reach her, as there's almost always security details between her and harm's way. After all, she has to be careful when the powers—that-be see her as a source of rebellious culture and dissent.



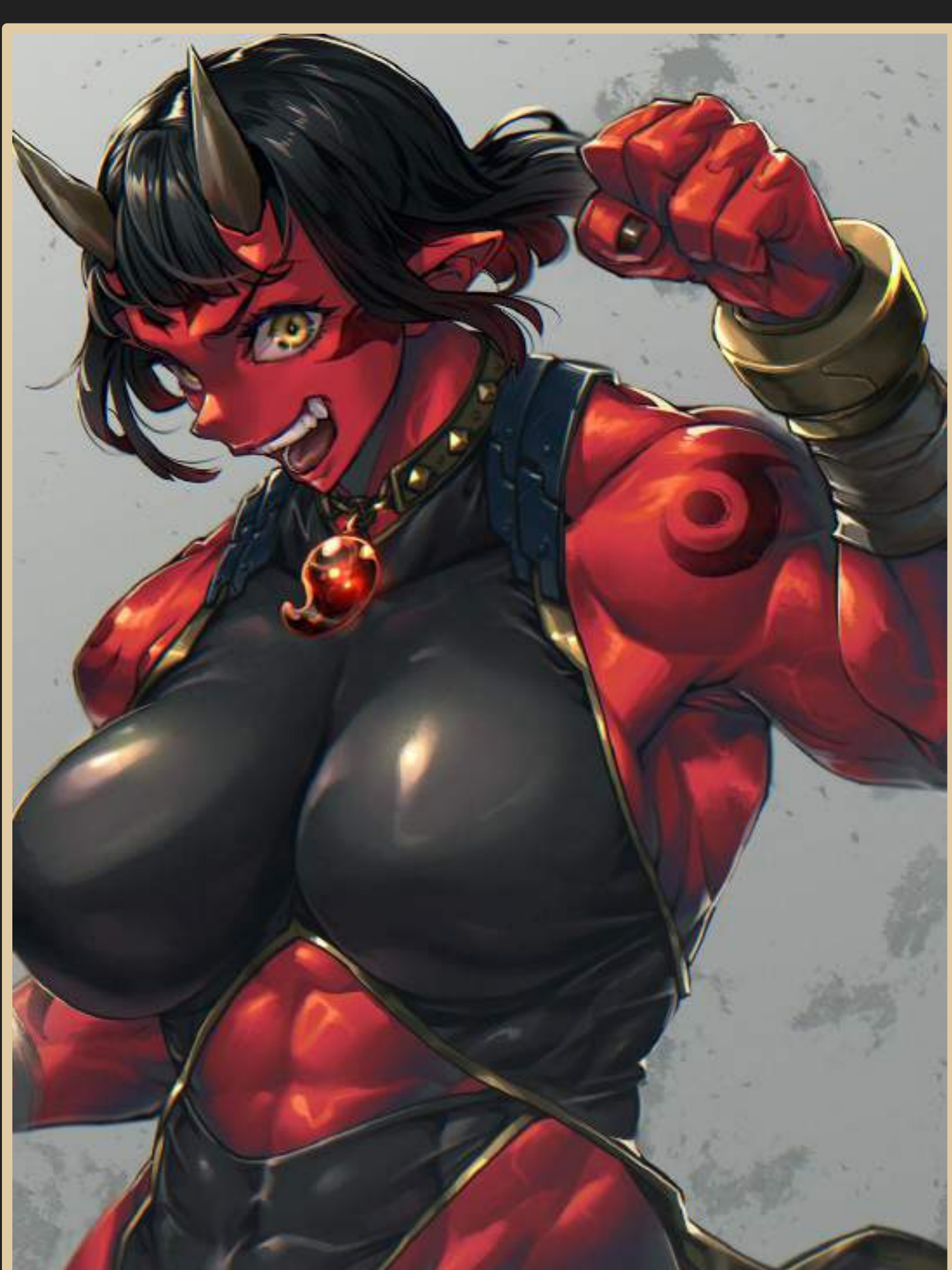
## Teraba the Savage

Favorite Techniques: Weapon Art—Blind Bludgeon, Master Status—Immovable Object, Master Status—Unstoppable Force, Aura Draining.

Head of the Capital Arena. Member of the Red Demon Clan.

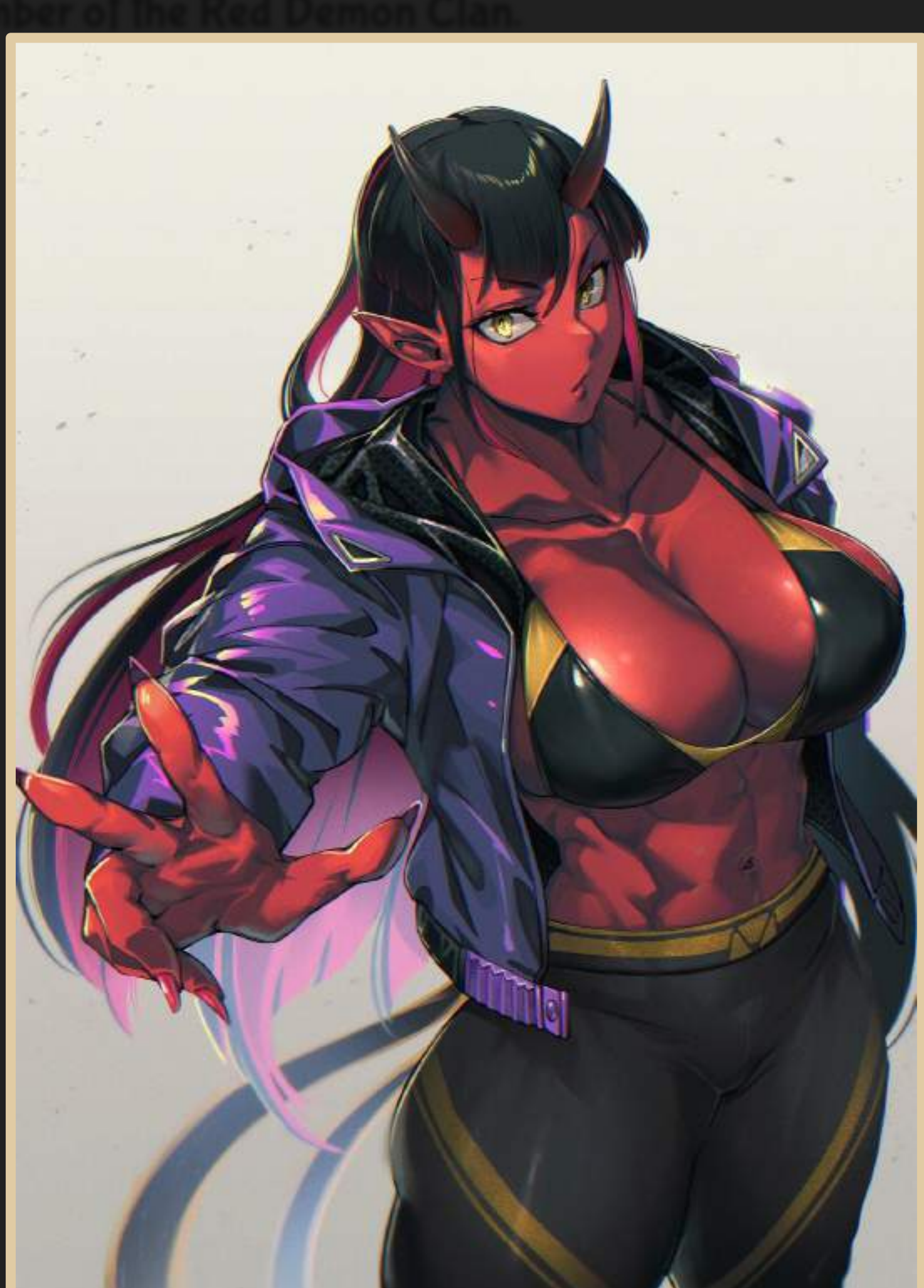
Teraba lives to fight. That's all she wants to do, every day, forever. Her dreams are full of even more carnage than her waking life, if that's even possible. When she wins, she wants stronger opponents; when she loses, she has to train until she wins. At nearly eight feet tall, the latter doesn't happen very often. It's been ten years since she won the Capital Arena in a grudge match against its previous head, and she hasn't been beaten since. Now her life centers around dragging new combatants into the sand and seeing if she can hold that title against every last man, woman and child in Youdu. She's in quite a conundrum in that sense; she wants an opponent who can beat her, but she doesn't want to lose her Arena to just anyone. It'd have to be someone special. Someone more than just another fighter...

As a **Companion**, Teraba is so relentless on the battlefield that you're practically releasing a bull into a sandlot every time she fights alongside you. In conjunction with supporting abilities and more indirect fighting styles, your duo could become truly untouchable. She'll take the hits, and you can rest your pretty little head until she needs a helping hand. You might also be necessary if the enemy starts using more niche or specialized strategies, as she's not very good at wrapping her head around a situation she can't punch her way out of.



As a **Romance**, Teraba is a fiercely competitive male, both against you and with anyone who tries to speak to you without her permission. Unless you're some kind of goliath, she's massively larger than you, and affection between you will usually involve being sandwiched in her giant red arms. Shockingly, it's pretty cozy. The only problem is the humiliating reality that she can outdrink you, outlift you, and consistently takes the top of your nightly struggle—snuggles. You'll probably only have her beat in intelligence, though that's not saying much. She really puts her heart into fighting, and a periodic wrestling match together or cheering her on during her matches would mean the world to her. Thankfully she's not in danger of being subject to the Arena's cruel rules, since she's the one making them up as she goes.

As a **Rival**, Teraba will challenge you in the Capital Arena, her home territory, and keep challenging you until you're a broken husk or splattered before her. Whatever it takes to get you in that ring, she'll find a way to put you there. You've only got so much time to prepare for the deathmatch of a lifetime. Winning would make you the new head of the Arena, but losing is certain death. Or worse.





**Yomi** Favorite Techniques: Ronin's Dead Eye, Animal Form, Stitching of the Heart, Balance of the Heart.  
Employed as a Beast Hunter  
Member of the Hair Tribe

Yomi doesn't talk much. She's intensely loyal, but highly suspicious of outsiders, and takes them through a gauntlet of testing and appraising before she places any trust in them. When she does have something to say, it's blunt and to the point, usually in the form of a reluctant acknowledgement that you did well or a brutal chastisement. She's very much subject to her pack instincts, and will automatically assume dominance over you if you don't quickly establish yourself in the pecking order.

As a **Companion**, Yomi is a drill sergeant on the battlefield. Her Dead Eye gives her insights into her prey's next move that nobody else has, and she'll seemingly always know best when it comes to strategy. Even against monsters and Chimeras, she refuses the prissy advantage of weapons and regards them as a crutch for the physically weak. Her equal disdain for armor keeps her scars fresh day after day, and she's more than willing to take a hit for you thanks to the Stitching of the Heart. Over her career, this ability has made her stronger and tougher than you can imagine, and an excellent close-quarters martial artist.



As a **Romance**, your relationship with Yomi can go two ways. You can completely offer yourself to her on a silver platter, body and soul. She'll manage everything from then on, protect you fiercely, give you orders, warm your bed, and keep you fed. She'll insist on these needs, forcing them upon you with no room to protest. She expects you to offer yourself to her whenever she wants you, with no refusal permitted. She owns you, through and through. Or, you can choose the other path. After sleepless nights of fierce, brutal dominance establishment, she'll finally give into your control. She may keep her tough-girl personality in front of others, but she'll helplessly wait on every word when you're alone together. By then, she'll practically live in your lap. Like she'd expect of you, she will give herself all—and all at your whim. You own her, through and through. *There's really no in-between with her...*

As a **Rival**, Yomi is a cold and calculating fighter, with sufficient information always being her only condition to beat you. The advantages of the Dead Eye, too numerous to review, will make any contingencies you come up with a moot point when push comes to shove. Brute force might work, but only if you kill her. She always gets up stronger, no matter how broken her body is, and her bull-headed persistence will prove annoying at best and fatal at worst. If you think she's dead, she probably isn't. She's got a cockroach-like survivability that always seems to come back to bite you, however thorough you think you are.

**Suzu** Favorite Techniques: Alchemist's Alcove, Summon Rite—Secret Supply, Enchanted Mirror of Darkness, Lifegiving Ink.



Suzu is a quiet, reserved sorceress, preferring the comfort of home to the frightening world outside. She's highly agoraphobic, and spends almost all of her time improving her art and her magic. Since she's so reclusive, she's had all the time in the world to focus her efforts on drawing and painting, along with perfecting the seclusion and safety of her nest in the woods. She's not very talkative, and hasn't had a friend in a long time other than the anime drawings that fill her secret sanctum with activity.

As a **Companion**, Suzu is too frightened to do anything more than can be done from the comforts of her home, but shockingly enough that's often quite a lot. She's able to supply droves of animated drawings to support you, use her Enchanted Mirror to spy on your enemies, or supply you with a variety of traded goods from other sorcerers through the Secret Supply. Her Alchemist's Alcove is one of the most well-hidden in the entire City, and can provide a tightly-locked safe haven for you far away from prying eyes. She's not very good at making decisions or being brave, and needs someone who will gently but firmly bring out the best in her and help her overcome her fears.

As a **Romance**, Suzu will want nothing more than to stay home with you every day, where it's comfortable, warm and quiet in her arms. She understands that occasionally you have to go, but she'll still get clingy and needy and try to entice you back as soon as possible. She can even squeeze in a training area and meditation room in her home, if staying at your peak would keep you closer to her. Quiet time together means as much cuddling and lovemaking as you can possibly endure. Days and nights will meld together between naps and home cooked meals, interspersed with spontaneous bouts of passion and long afterglows wrapped lovingly around one another. Drawings and diaries revealing how secretly lewd she is are scattered like hidden gems around the house, much to her red-faced embarrassment. Finding one usually means acting out a new fantasy of hers together. She's too flustered to confess all the things she'd like to do to you, so coaxing out her hidden desires is a game of cat and mouse between you.

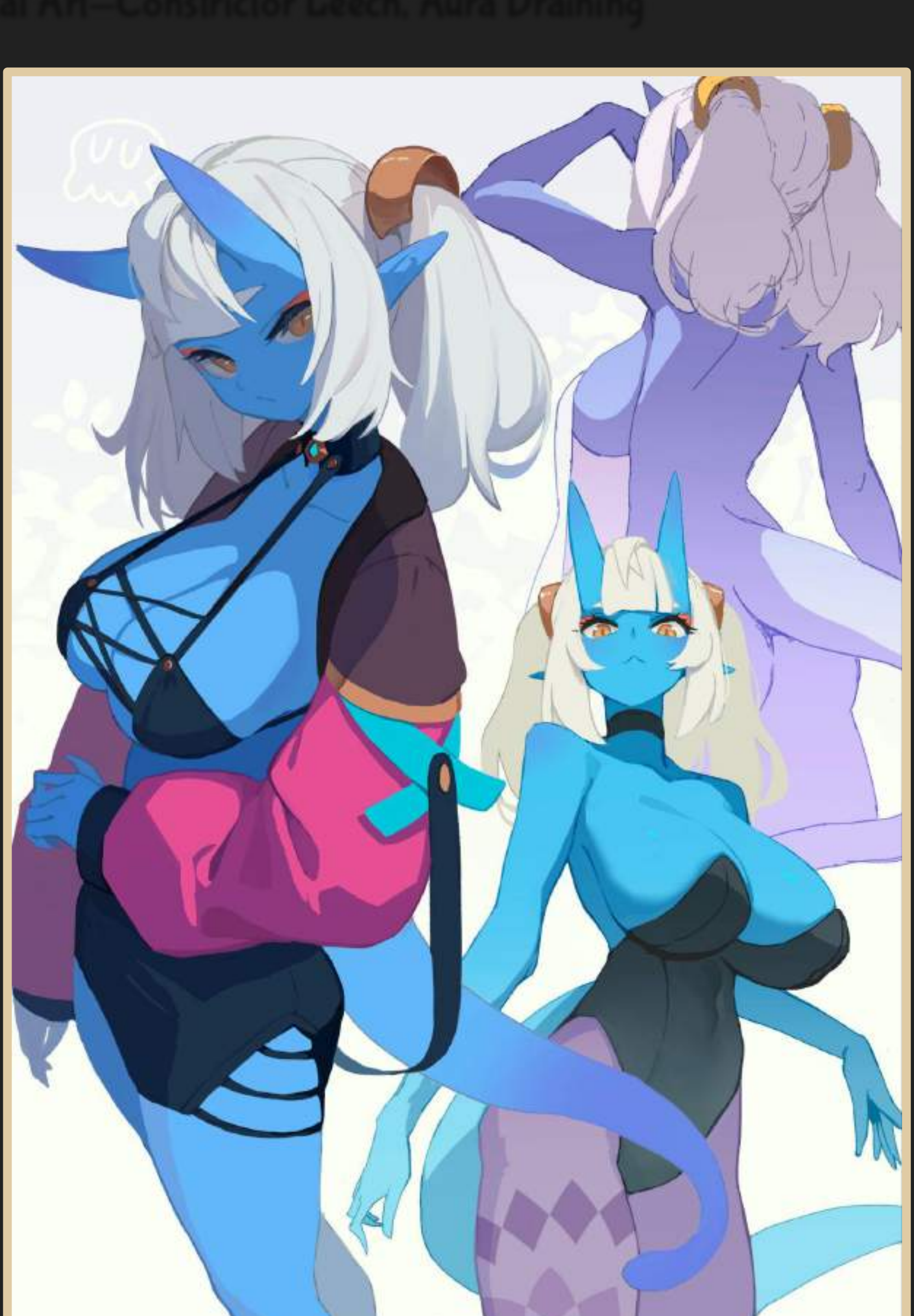
As a **Rival**, Suzu doesn't want any trouble. Really. If she happens to use the security of her impenetrable fortress of comfort to imprison you where you can't hurt anyone, it would just be for everyone's safety. It's her best chance at winning, and the worst place you could possibly try to escape from barring the Iron Manor itself. You can always avoid danger by never stepping foot near her Alcove, but it could be anywhere in the City, camouflaged beneath the ground or within a tree waiting to catch you like a spider web.



**Ono** Employed as a (wannabe) Yakuza  
Member of the Blue Demon Clan and Hellion Mob  
Favorite Techniques: Martial Art—Constrictor Leech, Aura Draining

Ono is simultaneously the most haughty and the most useless daughter of the Blue Demon Clan, totally convinced that she has what it takes to rule a criminal empire but woefully incompetent in every way. As you may have already read, she knows two Techniques, one of which takes about as much effort as breathing for a Yokai like her. Her brothers—a trio of giant blue demons far more impressive than her—are really the only reason she hasn't been beaten to a pulp for her attitude. They'd feel bad if she ever realized just how useless she is, and give her the permission to do for the most important work of their criminal empire. As long as you can keep up appearances, both she and her brothers will stay on your good side, and probably even help you out when you need it.

As a **Companion**, Ono is a mediocre fighter, but a fantastic taunter and harasser. She's the ultimate annoying distraction, the perfect bait to draw your enemies out with insults and taunts in her squealing gremlin voice. She's so unintimidating that her mere presence on your team makes everyone underestimate you, which can be a strategic blessing in disguise. In the rare cases where she is useful, she's best paired with someone ridiculously overpowered by comparison to her, so that her ineptitude balances you out and makes you seem like less of a threat. Shockingly, her Aura is so weak and so negligible that merely being around her can serve to disguise and hide the Aura of her companions, if stealth is your best strategic option.



As a **Romance**, Ono's zany antics and chaotic personality make her less than a romantic savant and more like a hilarious goblin. The sex jokes are unending, and your bedroom is sometimes closer to a carnival than a nest of love. She might try to seduce you while wearing a full-body hotdog costume, or tie herself into a straitjacket trying to wear shibari ropes, or chase you around the house in a ghostly sheet with nothing underneath. Her comical incompetence extends into every aspect of romantic life, but it's usually cute and silly enough that you can't help but put up with it. On those occasions where she really makes an earnest attempt to impress you and utterly fails, she might need a little bit of comfort and encouragement to keep from tearing up.

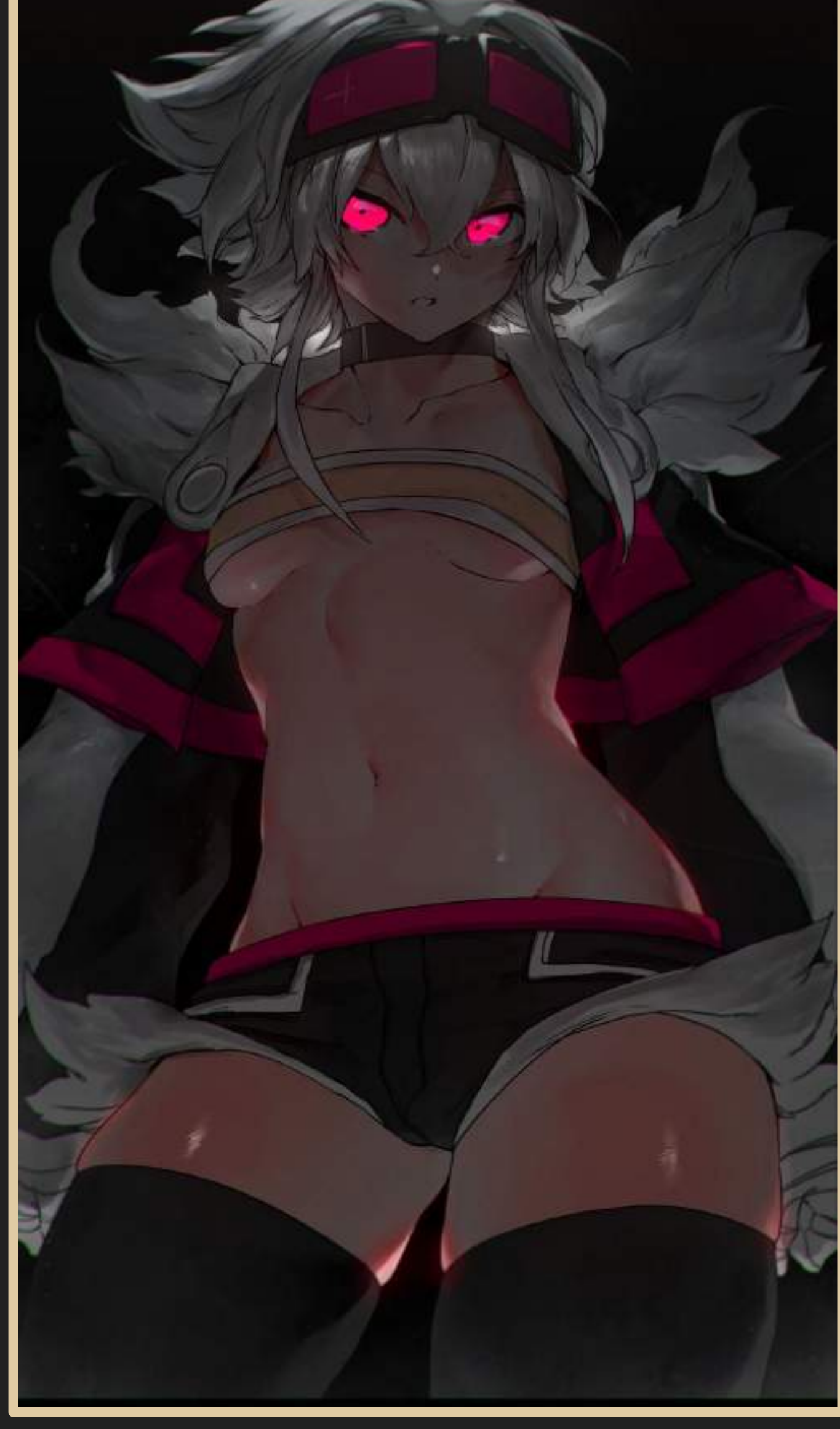
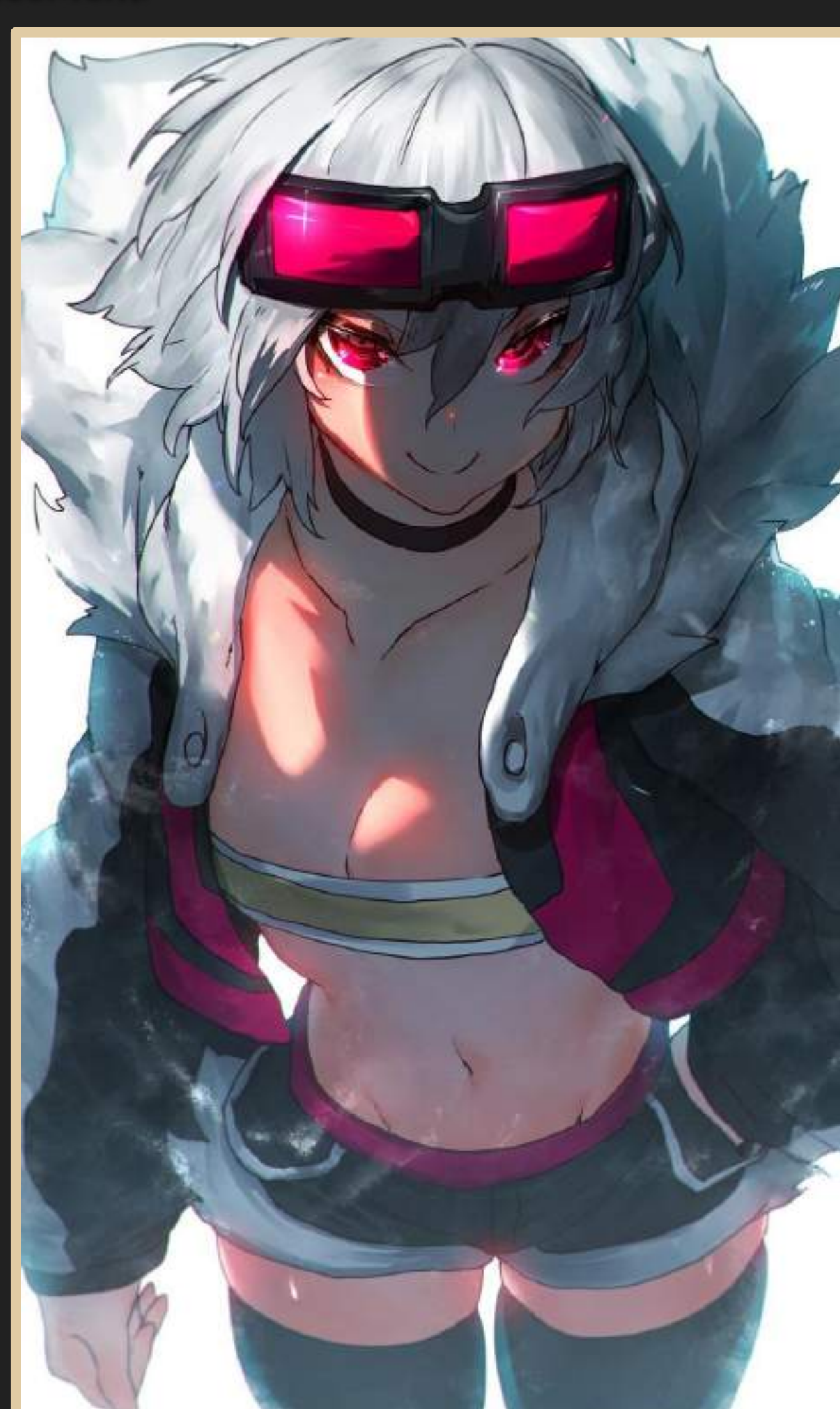
As a **Rival**, Ono is completely hopeless herself, but with the help of her brothers and her clan it might not even be worth it to silence her blustering and taunting with a single blow. She can't really do anything more than inconvenience you, and the amount of problems it'd cause you to retaliate just isn't worth it. Still, she'll certainly make the prospect tempting, especially when her annoying harassment starts to interfere with your goals.



## Niwamaru Favorite Techniques: Seismic Strikes, Martial Art—Laceration Touch, Meteor Drive, Body Enhancement.

The Conscript of powerful Spirits are quite a rarity, but still constitute a small sect of society in the City Between cut off from their former lives. Niwamaru is a Conscript of Majo Oni—san, a witch Spirit and an old rival of Kofuko's. Her former life as a hikineet in Mortal World is long behind her, and she's embraced the life of adventure that Youdu provides. Based entirely on her knowledge of the isekai genre, she's developed the impenetrable belief that she's the protagonist of the City, and she's determined to find a way to exploit the powers of Aura with loopholes and legalisms to become the strongest fighter who's ever lived. The enhanced body that Majo Oni—san's crafted has already allowed her to climb to heights of physical strength far beyond most fighters.

As a **Companion**, Niwamaru is constantly looking for opportunities to show off her strength and fight more challenging opponents, which will often keep you out of danger. Despite being a tiny, tiny woman, she's an incredibly aggressive and wrathful combatant, blustering about determination and the indomitability of the human spirit while fighting through her injuries. She's quite unwise about how she spends her Aura Reserves, and tends to run dry prematurely. Abilities that can unnaturally supplement her Aura in a pinch will be much appreciated in a team.



As a **Romance**, Niwamaru is a handful to say the least. Her experience reading pulpy wish—fulfillment manga has led her to believe that Youdu is where her wildest fantasies will come true, with you as the objectified fanservice love—interest. It can get pretty demeaning to be treated like an NPC designed to look good, especially when she expects you to take off your shirt with a single sentence of dialogue. If you share her immense knowledge of video games and anime, you'll have plenty to geek out about between training and fulfilling whatever daydreams she's had about you. With any display or romance or suave, she'll turn to butter in your hands, though her total social ineptitude prevents her from ever putting the moves on you with the same expertise. She'll certainly fumble her way into an attempt every once in a while, and would appreciate it if you'd at least pretend to be wooed.

As a **Rival**, Niwamaru is a physical powerhouse, and the rivalry between Kofuko and Majo Oni—san will surely be played out in the rivalry of their Conscripts. Majo will even put Kofuko and you up to regular contests of prowess just to prove the superiority of her Conscript over you. To avoid humiliating Kofuko, you'll need to be tough enough to fight her head—on, fair and square, on a periodic basis in spite of your other objectives. Your skeletal benefactor's reputation hinges on how well you can defend his honor before his sworn enemy.

## Faye

Member of the Red Demon Clan  
Favorite Techniques: Aura Draining, Multitude of the Earthly Fiends, Transfiguring Mirror Mask.



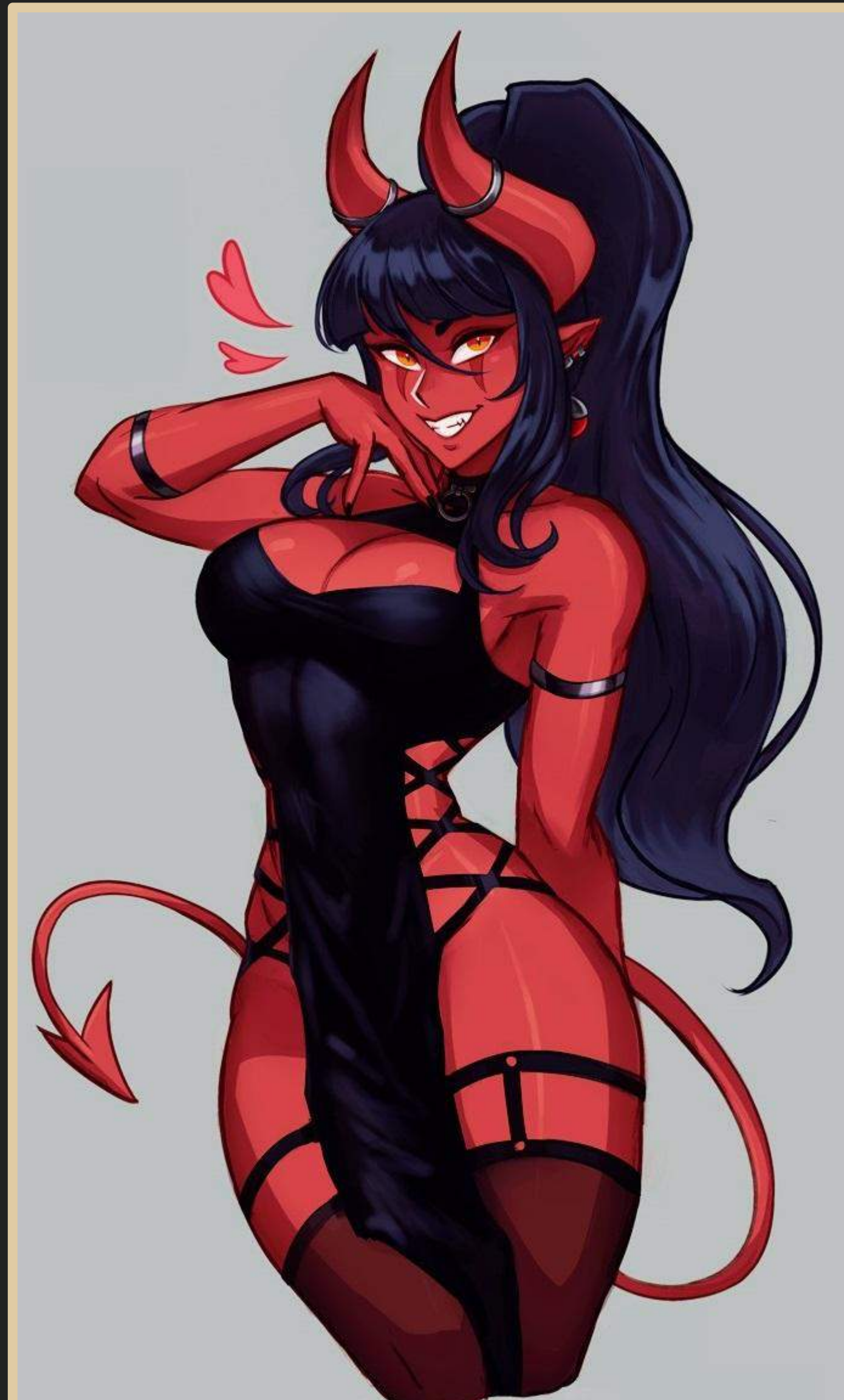
Employed as a thespian and entertainer, Faye claims to be the greatest masquerade actress in the City Between. Her irredeemable kleptomaniac means that she loves games of trickery and practical joking, often when around people who are too stuffy and serious. Her blustering isn't all hot air; she's a talented face—stealer when she's out for blood. If you need someone impersonated, slandered or framed, Faye is the girl for the job. Despite her flirtatious, spunky persona, she can never seem to find any romantic success. Maybe she's too intimidating, maybe she comes on too strong with all her crude gestures and innuendo. Whatever it is, she's single, and she'll be sure to remind you over and over and over again. Just in case you didn't happen to know.

As a **Companion**, Faye isn't much for fisticuffs. Sure, she can turn into an eight—foot ogre or a howling demon bat when she needs to, but why play fair when you can cheat? She'd much rather play games of disguise, blend into crowds, or backstab your enemies than get her hands dirty. If she does have to fight someone, she'll at least make sure there's a hundred cards up her sleeve, not excluding running for the hills. By luck or cunning she always seems to find a way around putting herself in danger, in spite of the exorbitant risks she puts herself—often for the pure thrill of it.

As a **Romance**, Faye's a sultry butterfly, if you can handle a lot of wry joking at your expense. Her perfect date is ruining some poor fool's day with devilish shenanigans together, or roleplaying some scenario from her imagination. She's unbelievably competitive, especially at video games. Beat her too many times and she'll start sabotaging your controller. When she's in the mood (and she almost always is) Faye can be a lot to handle. She's spent so long imagining what real romance would be like that she sometimes forgets your life isn't a smuffest. She'll certainly try to make it one. Being a succubus, she's completely insatiable, and you're either going to learn to tell her "no" every once in a while or you're done for.

*Not that that's such a bad thing.*

As a **Rival**, Faye is one big chess game of acting and slander. You really think she's above disguising herself as you and streaking at sporting events? You really think she wouldn't? She would, and she'd do a hundred pettier disservices to your name too. What do you think Kofuko—san will say when he finds out you got fired for mooning your employer? Or got evicted for spray painting no less than twenty—two phalluses on your landlord's door? I doubt you're going to reconcile over Sunday brunch. You'll have explaining to do every other week when this hellion gets up to her mischief.

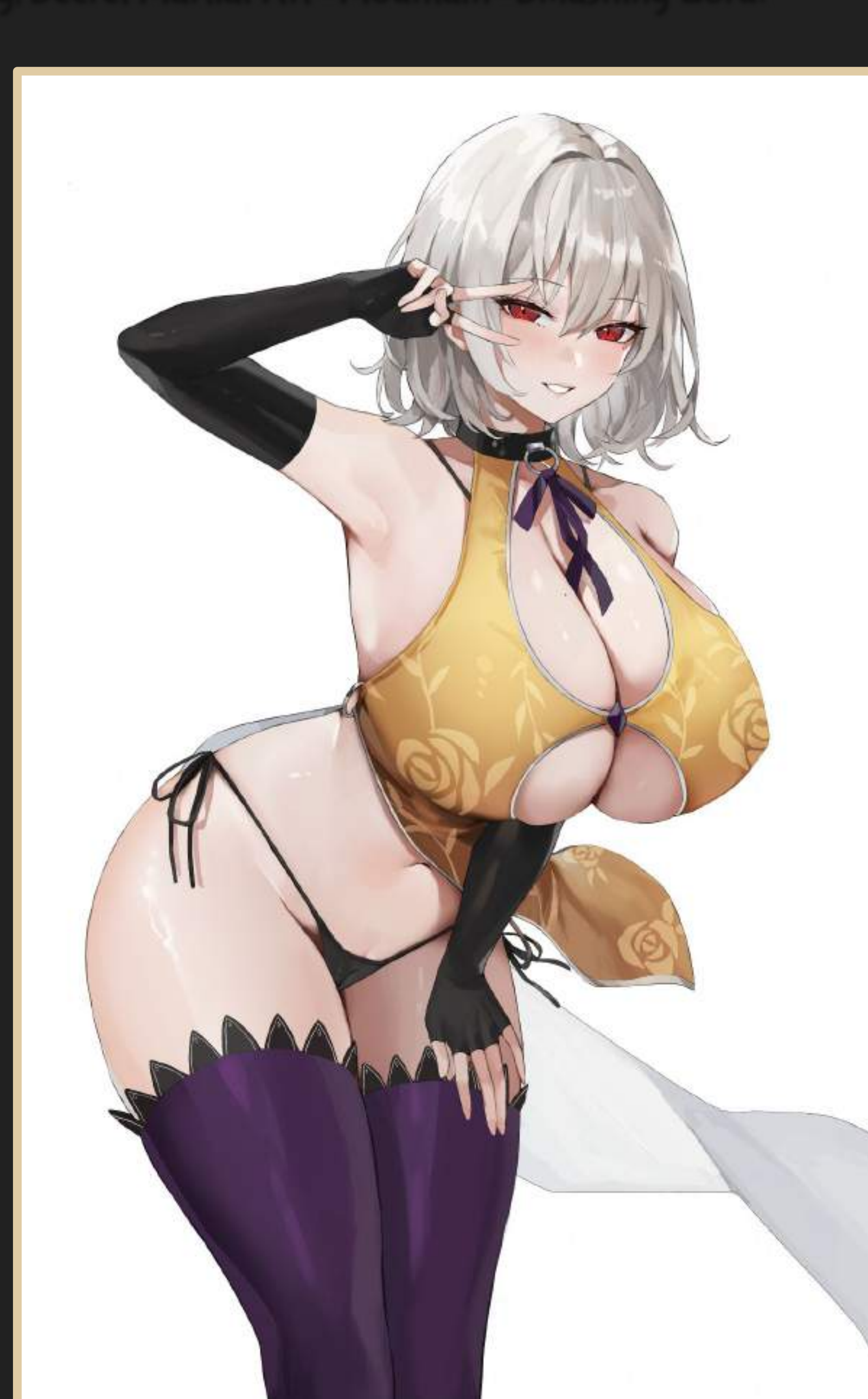


## Mai, Fourth Golden Sage

Employed as the Jade Sovereign's Golden Sage  
Favorite Techniques: Naked Warlord Armor, Reconciliation of the Immortal Coil, Five Immortalities of Wukong, Secret Martial Art—Mountain—Smashing Lord.

Mai, the fourth of the Seven Golden Sages representing Yudi's influence, is famed for two things; first, her unimaginable resilience as a fighter, and second, her reputation as a depraved debauchee. The only reason she keeps her position in spite of the latter is because of the former. With all the assassinations and cloak—and—dagger in the City Between, she's managed to keep the chair for longer than any other by sheer, bull—headed resilience. If anyone were to have any honesty, they might admit that her constant lewd remarks, her lack of propriety, and her flagrant choice of dress are bringing the repud of the Sages into question (though the Warlord Armor is a convenient excuse for that last one). If anyone were to ask why the Sages put up with it, it's quite simple: she's immune to corruption. Mai can't be threatened into compliance with intimidation, nor can she be swayed by special interests. After all, money can't buy love. Day—to—day, she spends most of her time pushing the bureaucratic boulder up a proverbial hill of paperwork, with little time to train and new exhausting problems piled on her shoulders by the hour.

As a **Companion**, Mai is a living wall. In addition to the enormous endurance from the Naked Warlord Armor—which she herself created—she can restore herself from whatever glancing blows she suffers from the Immortal Coil, and evolve to endure ever—increasing barrages over the battle. If you need the protection of an impenetrable barrier, Mai can remain in close range to your opponents while you operate at a distance. Her long career as one of Youdu's strongest fighters also makes her an ideal leader and strategist, if you prefer her to take the lead in combat. If you have sensitive eyes, it might be wise to turn your gaze away when the battle becomes tough, as it's not uncommon for her to completely disrobe mid—bout to achieve the ultimate state of the Warlord Armor.



As a **Romance**, The Pervy Fourth will have very little on her mind other than how to get you into the bedroom as quickly and frequently as possible. She's extremely eager to experience the new palette of emotions and feelings a partner will bring into her life, as her reputation has scared away any hope of romance until she found you. While she delights in making you as satisfied and aroused as possible, sometimes your intimacy will just be to help her fulfill her responsibilities throughout the day without being bombarded by uncontrollable cravings, casually and purely as a way to let off the unbearable building pressure. Her ideal day together is spent with the windows drawn and the doors locked, only for you to emerge red—faced and covered in lipstick marks when you're spent and delirious. She keeps track of new kinky activities and scenarios she wants to experience with you while pouring over her paperwork, sealed in a private black book that she only shares with you.

As a **Rival**, Mai is an unkillable beast, and her political station means that you'll have to deal with an army of guards in addition to her. The number of things she's immune to far outweigh her weaknesses, and any approach other than stealth and capture will almost certainly prove fruitless. She's not very coordinated or fast, so dodging is your best bet in close quarters, or, if you're desperate, exploiting her knee—buckling weakness for debauchery.



## Kohana, Kohaku, Koharu

Advanced Member of the Majushin Sorcerer Dynasty  
Employed as an Exorcist  
Favorite Techniques: Mind Splitting, Summon Rite—Spirit  
Acolyte, Outer Banishment

A born prodigy of the Majushin, Koha inherited not one, but three powerful Spirits from her clan, which in later life would correspond to her three split bodies connected through her powerful mastery of Alchemy. Eventually, each body began to take on its own personality, its own dispositions, and eventually its own name. Kohana, Kohaku and Koharu used their split consciousness to their advantage, acquiring knowledge and ceremonial acumen that would normally take lifetimes of study to master. While individually they are quite skilled Exorcists, as a trio they have yet to face a Spirit they couldn't overwhelm with sheer power. From top to bottom, Kohana is the more exuberant and lighthearted of the three, Kohaku is cold, serious and monotone, and Koharu is a gentle, mousy woman.

As a **Companion**, Kohana, Kohaku and Koharu's respective Spirits fulfill different roles in battle. Kohana's Spirit of Blood deals killing blows and flies above her enemies on batlike wings, Kohaku's Spirit of Bone shapes the battlefield and creates spines, rib cages and clasp hands to guard and pierce, and Koharu's Spirit of Flesh entangles and encases the enemy in grasping tendrils and mouths to immobilize them. Against Spirits where physical means are insufficient, the Outer Banishment allows them to make eye contact from three different angles, making escape from its effects almost impossible.

As a **Romance**, the trio vary in their approach depending on which one you're with. Kohana is bubbly and positive, and loves exploring the City Between, dancing and staying up late together watching movies. Kohaku is much more calculated, intensely jealous for you and expressing her feelings almost exclusively through physical intimacy, seduction and calculated assertions of possessive dominance. Koharu barely says a word, stuffing herself into your arms and wanting nothing more than to be in your presence, to admire you quietly, to gently attend to your every need and want. It's sometimes shocking that all three are different expressions of one woman's personality, but you'll slowly begin to notice the few traits they share, not the least of which being a profound, gushing love for you.

As a **Rival**, Kohana, Kohaku and Koharu are a perfect, synchronized fighting force with the weight of the Majushin Dynasty behind them. Their strategies are nearly flawless, and they can't be put down unless all three are defeated simultaneously at once. Naturally they're not going to give you that opportunity often, if at all. Being sent to some far-off patch of wilderness is the best outcome in most combat scenarios, and being subjected to the full power of their Acolytes is the worst.



## Chimako

Member of the Scale Tribe  
Favorite Techniques: Martial Art—Sake River, Dragonbreath  
Fire Conduction, Animal Form.



As a **Romance**, she likes to be in charge, with a soft spot for signs of genuine affection and romance. She'll pretend her feelings aren't as strong as they are, and then get tipsy and gush over you with the slightest provocation. She gets sappy when she drinks too much, admitting how much you mean to her before remembering that she's saying all of it out loud. It's usually pretty embarrassing, and she gets bright red when it happens. Her favorite approach is teasing you, wearing something a little more risqué every day until you cave in and let her remind you who's boss in bed. It goes without saying, but she loves to romp around town with a bottle passing between your hands.

As a **Rival**, Chimako is deadly and unpredictable. She barely knows what she's doing, but seems to miraculously end up on top. Is it subconscious genius hidden under a false layer of intoxication? Is it sheer fortune? Whatever it is, she always seems to find a way to escape when you're about to beat her, and leaves you scorched to cinders when you're cornered. When she gets enraged, she'll probably burn down the house, so it's best to relocate your standoffs somewhere flame retardant.

Chimako refuses all prudence. She bows to no one and nothing, unfettered by notions of social conventions or propriety. She makes a small sum on whatever suits her fancy for the week, drinks herself silly, and does it all over again come Monday. She's seemingly handy at every odd job you can imagine, from fighting to cooking to hunting, and can probably outdrink you anytime. She swears like a sailor and lets tomorrow worry about itself, which is usually something she says immediately preceding a killer hangover. She is always looking for a better way to make a quick buck, and is chronically impoverished by her bad habits and unwillingness to make her living the hard way.

As a **Companion**, Chimako always takes the lead, throwing herself into danger with bravado. She's a great distraction for that reason, but isn't much for stealth and strategy. She doesn't have many brain cells left, and can be a bit of a ditz. When she fights, she's a tornado of hot rage, shifting from a ten-foot dragon to a blur of blazing kicks and scorching fireballs in wild flurries of motion. Still, she struggles against opponents too tricky for her alcohol-riddled brain, and appreciates a teammate that's got a good head on their shoulders. And preferably, one with money to spare.



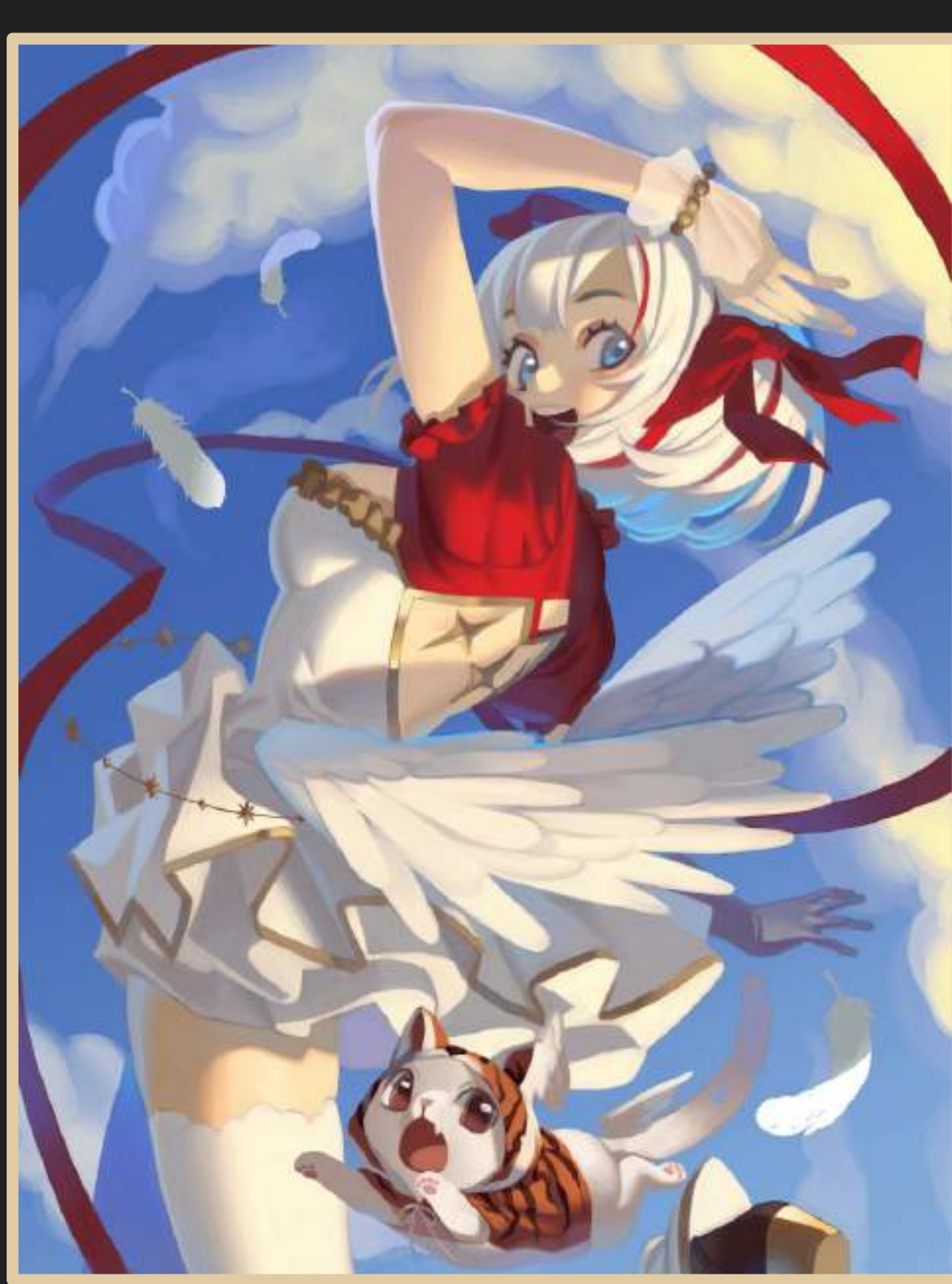


## Noriko

Favorite Techniques: Amplification Series: Coronet, Revealing Light Conduction, Formation Series: Lens

Noriko is a tourist from Mortal World, exploring the City Between with leisure. How she got here is a secret she's yet to reveal, but she's certainly not dead. In spite of having no experience with Aura in her mortal life, she somehow managed to rapidly pick up on a few devastating tricks between sightseeing in a matter of months, indicating exceptional hidden talents. Her personality is bright, charming and coquettish, seemingly able to see the silly side of every situation—even the grimmest ones.

As a **Companion**, Noriko is complemented by anyone who can keep the distance between her and her targets to a maximum. Flying gracefully as a balloon overhead and striking with thunderous beams of exponentially intensifying light through her Lens is her typical plan of attack. With no defensive measures outside of the Lens, she can be highly vulnerable if your opponents aren't properly secured or distracted, meaning that she is best paired with a highly durable teammate in combat.

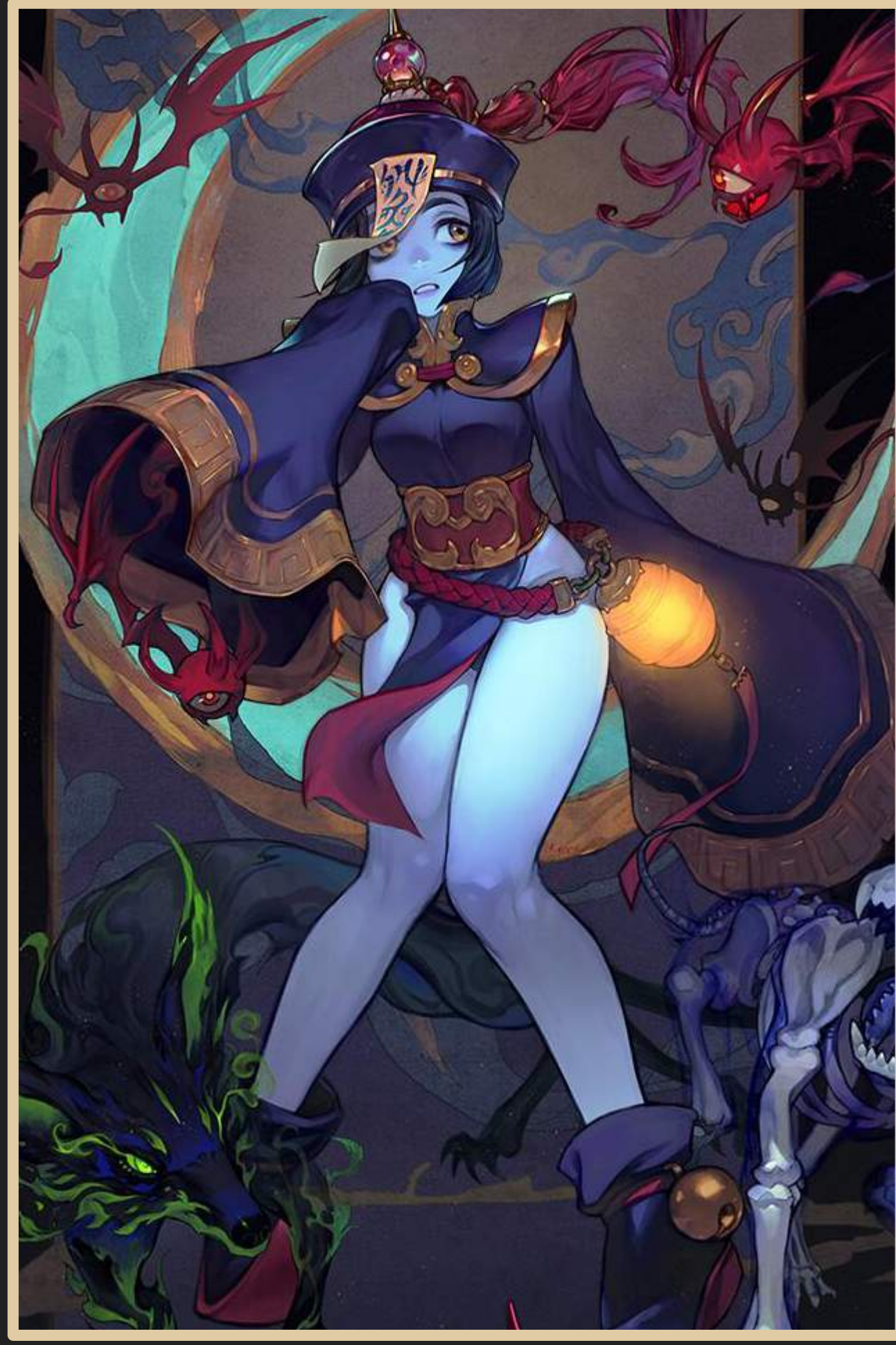


As a **Romance**, Noriko is all about fun. Her dream is to spend the entire day together, squeezing as many adventures into as many hours as possible, all to fall exhausted in a cuddly heap together in the grim hours of the night. Her energy level might be a lot to handle at first, but you're sure to eventually grow into it. As far as intimacy goes she's innocent as a dove, and you'll probably have to jumble together an awkward explanation of human intercourse before you can enjoy it together. Even then, she's probably always going to have a touch of naivety about such matters until you're well into the years of your relationship.

As a **Rival**, Noriko's sheer destructive capabilities are nothing to scoff at, and by their very nature her exponentially amplified beams of light are fast as light, and no less difficult to dodge. Stealth—or perhaps insurmountable physical toughness—are ideal routes to defeat her.

## Ming Yue

Favorite Techniques: Spirit Subjugation, Oblative Gesture. Member of The Great House of Catacomb.

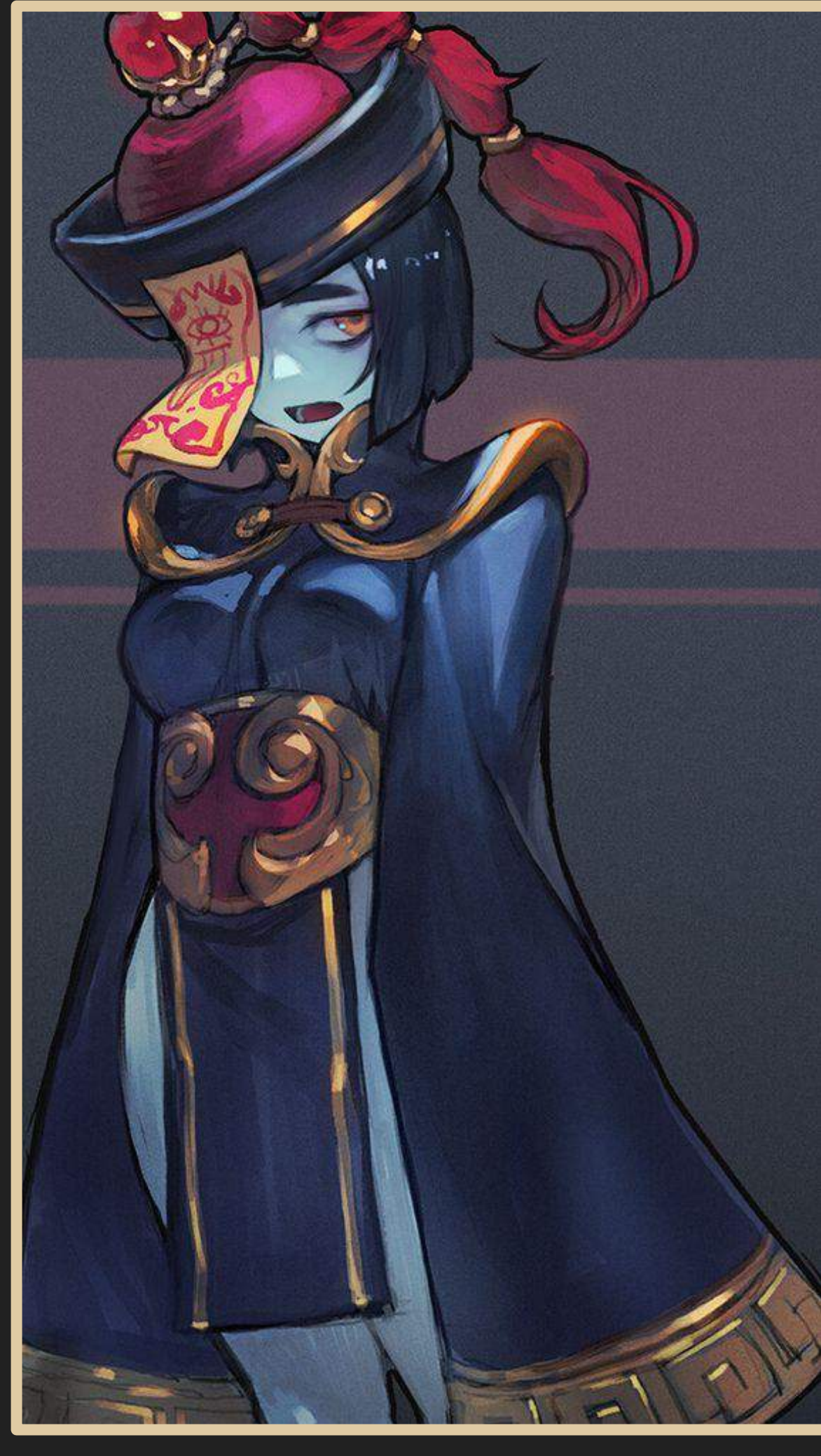


Ming Yue is the sheepish prodigy of the Catacomb family, born with great potential but so meek that she's never even learned a martial art, much less fought someone face-to-face. Most people can barely get a word out of her, and she much prefers the company of Spirits. She's mastered the subtle art of bargaining with them and currying favor, and frankly has more connections in the world of Spirits than anywhere else. Over the years, she's amassed a veritable army of them to ruthlessly protect her from danger, some of which are her close friends and others are like pets.

As a **Companion**, Ming Yue is best kept far away from direct confrontation so that her armada of Spirits can do the heavy lifting. These Spirits have many different powers, giving her an answer to situations far more delicate and complex than most Aura users are equipped to handle. When faced with Spirits as foes, such as in an exorcism, her expertise and ability to persuade and bargain with them can also give you a significant advantage. However, she lacks defenses or athletic skill, and she may need frequent protection from danger.

As a **Romance**, Ming Yue is quite skittish, and wants to feel protected in your presence at all times. She clings to your arm when she's nervous, pulls on your sleeve when she wants to whisper something in your ear, and tries to avoid so much as speaking with strangers out of apprehension. When she's feeling low, all she wants is to hide her head in your chest and be coddled to sleep. She's intensely attached to you, and likes long stretches of quiet time together with no interruptions, noises, or distractions allowed. She also may need to supplement her diminutive height by climbing on your shoulders or getting lifted up to reach high places.

As a **Rival**, Ming Yue is so cautious and reserved that reaching her through her armies will be no easy task. What's more, the variety of their abilities means that if you have some kind of Achilles heel in your arsenal of Techniques, they're sure to find it. Being an Exorcist might put you at an advantage, but not by much.



## Arisa

Advanced member of the Pale Demon Clan. Favorite Techniques: Emergent Origami Recursion, Origami Servant, Watching Paper Sigil, Confining Paper Sigil, Bursting Paper Sigil.



Arisa is the official messenger and recordkeeper of the Pale Demon Clan, and a frequent messenger for everyone else too. Her home is filled with the flitting wings of origami creatures, containing within their folds the most critical messages of the City Between wherever its primitive radio technology cannot reach. Insidiously, her duties to the Pale Demons do not end there, and her innocuous creations may also be used to confine undesirables and gather intelligence from a distance.

As a **Companion**, Arisa is a creative chessmaster with the aid of nearly unlimited papercraft entities at her disposal, who typically do the heavy lifting of protecting her and fighting on her behalf. She uses her smaller cranes and beetles as living bombs, prisons and spies through various Sigil Techniques, while her larger and more elaborate constructs serve as flying mounts, personal guardians or living weapons. Beyond mere combat, her Sigils can provide utility to you with Aura restoratives, clandestine intelligence, or transport across vast distances by containing yourself in a Confining Sigil.

As a **Romance**, Arisa's doting, coddling side shows itself, delighting in soft caresses and cooing whispers of gentle approval and reassurance, a passionate but quiet woman who is as practical as she is romantic. She's eager to immediately begin the preparations to become your wife or concubine, and desperately wants to be a mother of your children—as many as you'll let her have. Maybe even more, if you aren't careful. It might take some real discipline on your part when she's hot and bothered with baby fever. She will, on no shortage of occasions, calmly but firmly encourage you to throw all inhibition to the wind and breed like rabbits as frequently and as fruitfully as possible. If you're trying to raise a bloodline—or a small army, for that matter—Arisa is more than happy to oblige. It might take some smoothing over with her clan, but that's nothing she can't handle.

As a **Rival**, Arisa's most deadly strategies revolve around confining you or delonging veritable swarms of paper airplanes covered in Sigils, making use of an equal number of other paper constructs to keep constant tabs on your position and wait until you're vulnerable. It will take a keen eye to dispose of her predatory paper servants, and the paranoia of an insomniac to avoid her all-seeing eyes that fly silently in the skies of the City Between.



## Ryoko

Favorite Techniques: Secret Martial Art—Divergent Lifestreams, Cloudy Spirit Hand

Ryoko's life is a bit of a mess. She eats too much, she stays up far into the night, and she doesn't have friends or a clan to keep her on the straight and narrow. But there is one thing she's good at, and that's sandbagging pit fights. Nobody expects this five-foot, baggy-eyed bedraggled loser to do much of anything, much less actually win in mortal combat with random strangers in the Devil Moon's underground rings. Every time she beats some roiling lunatic who's more than willing to punch her lights out for a quick buck, she makes oodles of cash that keeps her afloat until the gambling public has forgotten about her or considered her win a fluke. The scam can only go on for so long, and occasionally she has to take a brutal loss to keep up appearances, but it's a living in her eyes.

As a **Companion**, Ryoko, like her pit fights, has the advantage of appearing completely inept, and if you and her are able to strategically lower your enemy's guard, her Divergent Lifestreams can easily disable their best Techniques and chip away at the defenses of particularly durable opponents. A utility like hers is especially valuable if you yourself aren't equipped to deal with the toughest and most resilient warriors in the City.



As a **Romance**, Ryoko's total inexperience and desperation makes her less of a romantic and more of a skittish pervert, simultaneously terrified of scaring you off by being gross or weird and unable to tell when she's doing just that. Sometimes she just says completely out-of-pocket things that makes you question if she has brain damage, sometimes she'll do something so ridiculous your jaw will hang open, and sometimes, rarely, you'll note a curious sparkle of deep, brooding introspection in her eyes as she stares off into space, only to immediately disappear when she notices you. It's hard to get a read on her. Is her zany loser persona really who she is, or somewhere inside of her is she also sandbagging her life—an excuse to have grown so messed up inside without feeling like a waste of space? Well, you'll have time to get to know her. She's just gonna need a lot of your love to start moving forward.

As a **Rival**, however well you know Ryoko, you'll never manage to overcome that anomalous, gut-feeling she radiates of being a useless loser, and she'll gladly exploit any such notions to cripple your arsenal of abilities with a few swift strikes. Thankfully, she can be equally crippled with attacks from a distance, or alternatively any kind of verbal abuse. She kind of crumples like wet paper if you hurt her feelings too badly.



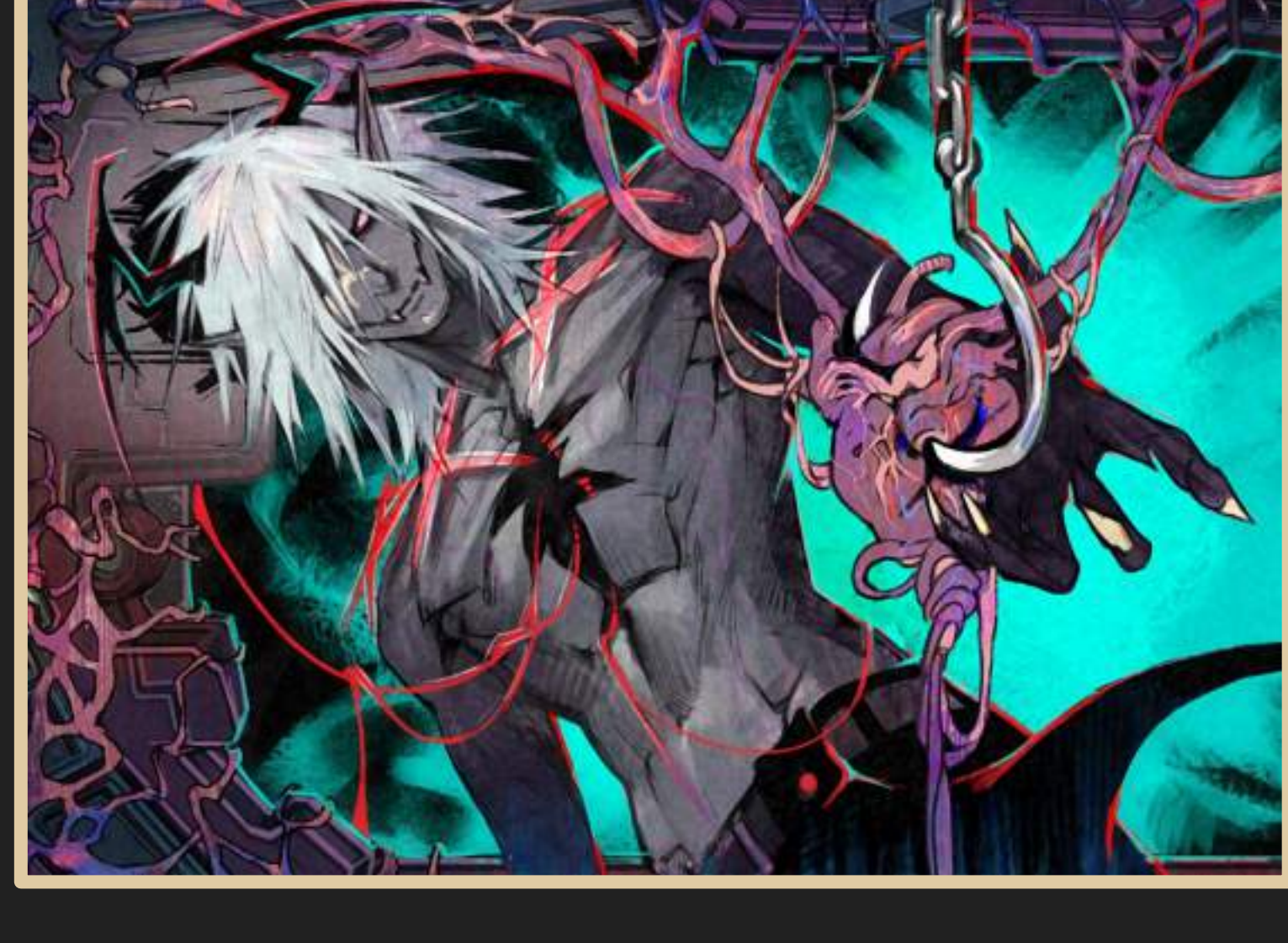


## Jawbone

Member of the Great House of Catacomb  
Favorite Techniques: Stitching of the Heart, Anointed Rebirth, Sacrificial Liquidation.

Jawbone is the delinquent problem—child of the Catacomb empire, preferring nights of lawless hilarity to carefully managing the family's fortunes. Most of his fighting abilities stem from his frequent run-ins with the Overseers, and he hasn't enjoyed much formal training beyond street fights and scraps. Still, he's as tough as they come, and can put up with more physical trauma than most people could dream of by sheer, bull-headed willpower. He's the kind of person who feels he always has something to prove, especially with his fists.

As a **Companion**, Jawbone's entire strategy relies on self-sacrifice and endurance, leaning hard into his ridiculous pain tolerance and the strength and resilience built up over decades with his Stitching of the Heart. He can and will take the brunt of the damage in a fight, and above all needs someone who can fight at his level and heal him in the aftermath of grave injuries. All that suffering has built not only strength, but a great deal of character, and despite his tough-guy, individualistic personality, he'll also prove to be a stable, wise friend in even the toughest situations.



As a **Romance**, Jawbone is a stolid, protective type with little regard for himself. He prioritizes your needs even when he's in dire straits, and it may take a long time to build the trust necessary to get him to open up to you. He's had a lot of pretty rough stuff happen in his life, and while that gives him the persona of a cold, cool renegade, it also means emotionally connecting with him will be a long process. When you do, you'll find someone you can always depend on.

As a **Rival**, Jawbone is tough, well-connected, and probably better able to take damage than you are. Social manipulation might work, but unless you have a way to kill him in one fell swoop, he'll only come back stronger. You'll need surgical precision to defeat him by force.

## Riku

Favorite Techniques: Concealing Shadow Conduction, Devil Deal, Subspace Slip



While Riku isn't much of a fighter, he's one of the most infamous informants, investigators and saboteurs in the City, and most annoyingly of all, one of the greatest at taunting too. He works on—and off for whoever has the means to commission him, and in his off time makes light of theft and misdeeds at the expense of the City's upper crust. He's well known and just as hated by the pompous bourgeois, and probably won't get along with anybody who considers themselves better than the commoners they stomp on.

As a **Companion**, Riku's not particularly capable at fighting, and won't do much in even the lightest scraps. He's not tough or muscular, though he's got enough speed to quietly bob and weave through most danger. What he lacks in combat skill he more than makes up for in espionage and infiltration. With his Subspace Slip, he can easily swim through walls and barriers to reach any information or hidden treasures, and his network of Devil Deals gives him considerable leverage across a multitude of factions in the City's underground. Your reputation still might suffer from associating with this inglorious hellion though.

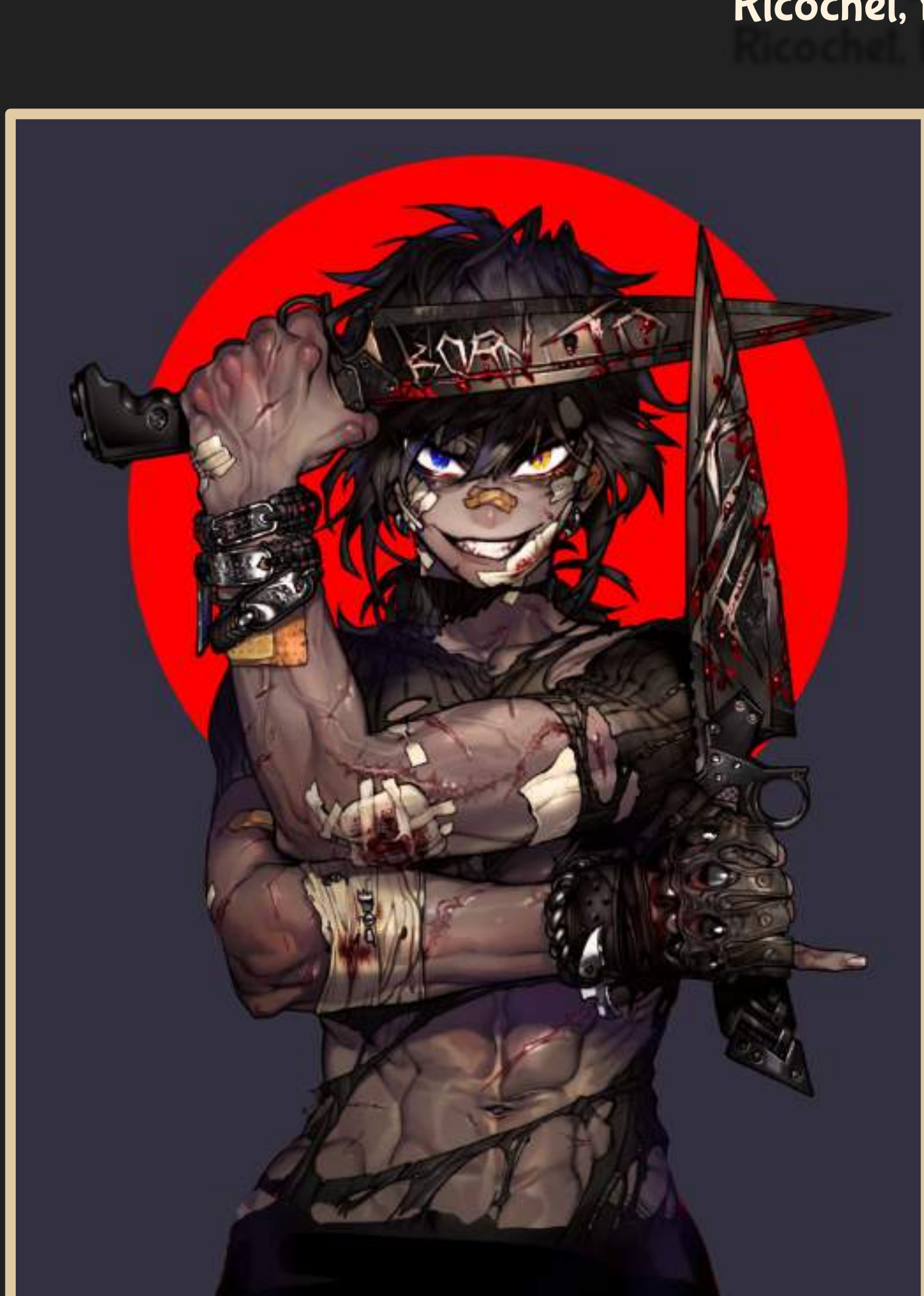
As a **Romance**, Riku is purely a tease. He never makes the first move, never asserts himself, just bothers you with whatever gets under your skin. Everything's a game to him (your relationship included) so expect no shortage of dramatics and possessiveness. He's shockingly new to the whole prospect of romance, so infamous is his reputation, and you'll be guiding him through most if not all of the proper steps and procedures so to speak.

As a **Rival**, Riku will inform on your whereabouts and abilities to anyone and everyone who'd like to see you die, since he's probably not capable of doing the deed himself. Your misadventures are haunted by his presence, phasing in and out of sight where you can't follow, making Devil Deals with the mafia and authorities purely to your detriment, and overall making the whole City your personal nightmare.



## Kansuke

Employed as a Stalker  
Favorite Techniques: Inversion of Agony, Weapon Art—Dagger Ricochet, Harmonic Phantasm



Scar-clad and addicted to violence, the demon Kansuke is a renowned professional killer in the City Between, in spite of his youth and unorthodox methods. Perhaps his most remarkable and frightening trait is his uncanny degree of resistance to pain, and his willingness to exploit this masochistic tolerance for torture as a way to augment his battle strategy. His entire body is laden with the grooves of hundred, perhaps even thousands of scars, and he usually is forced to wear a concealing turtleneck to hide the savage reminders of his occupation from public disgrace.

As a **Companion**, Kansuke relies almost exclusively on feints, speed, and his Harmonic Phantasm to consistently avoid being struck with a killing blow, and even in the event that he does get hit, can immediately convert that wound onto his assailant with the Inversion of Agony. What he needs in his team is someone who can patch him up, or at the very least safely transport his crippled body somewhere he can wrap himself in bandages when his wounds become truly grievous.

As a **Romance**, Kansuke can be emotionally distant from you at times, as he makes a constant effort to suppress his manic side because he doesn't want to scare you away. If you can patiently coax him into trusting you, you'll find him to be the wildest beast in the City, with no restraints in love and battle alike. Just don't go overboard, because he'd certainly like you to. It should go without saying, but he has a pretty feral S&M streak. Who knows. Maybe you're into that.

As a **Rival**, Kansuke is a force to be reckoned with, as you must kill him in a single blow to avoid suffering catastrophic injuries reflected back onto you. To come out unscathed, you'll have to catch him by surprise. No easy feat, as he's a well-known insomniac whose daily routines and whereabouts are known only to him, and even that can prove unreliable on his whims.



## Fang Wenyan

Gambler at the Fortune's Sepulcher  
Favorite Techniques: Noble Commandment



Fang lives by his luck, playing games of fortune to win his keep in a life of lavish luxury. How he manages to stay afloat when the odds are so against him is anyone's guess, but he has some secret methods to his madness. Yuxi has proven a sworn and hated rival, the only one who can manage to match him in sheer gusto and fortune at games of chance. He has for most of his life been a casual drinker, a womanizer and a player, honing his charms and acting as one of the last great heartbreakers in the City. As he's gotten older, his love of dancing and midnight delights has waned, and he's begun to feel more and more hollow as even his dangerous and wild life grows dull on him. He needs something new. Something life—and—death.

As a **Companion**, Fang's primary utility is the power of his word, with his Noble Commandment creating an enormous variety of effects in the heat of battle. Its protections are minimal in keeping with his gambler's heart, but the variety of effects it produces will certainly prove useful, especially outside of combat. Even without using the Noble Commandment, Fang has a powerful force of personality behind him, and can convince others to your side, navigate complex social situations with tact, and act as your personal mouthpiece to win hearts and minds.

As a **Romance**, Fang is a true charmer, initially laying on his typical suave to try to win you like the rest. When that doesn't work, he'll actually grow more interested, trying every which way to get under your skin and into your heart. If all else fails, you may yet crack the facade and reach Fang's core: a lonely man whose aims for wealth and women have all been little more than distractions in lieu of a real connection—to you. Once you've got your hooks in him, intentionally or not, you'll be all he thinks about, a new obsessive interest to protect and cherish no matter the price.

As a **Rival**, Fang is at his deadliest in earshot, and even the strongest defenses are hard-pressed against the power of a Noble Commandment. To defeat him will require minions, proxies, or attacks at a vast distance, a requisite which few Aura users can fulfill. The number of Commandments he's learned is also unpredictable, as you don't know their number and variety in the heat of battle.

