Since the alchemists of ancient times, the pursuit of immortality has been one of humanity's greatest works.

Across the 20th century, a shadowy cabal of scientists known only as AGLAIA have been working to create a new human race, and it would be through this work, Project Hephaestus, that they would stumble upon the key to eternal life: VF, or Vital Force.

Since this discovery, AGLAIA's agents have been stalking the globe, abducting VF-sensitive Persons of Interest and spiriting them away to AGLAIA's headquarters, Lumia Island, to be subjected to inhumane experiments in the name of humankind's evolution.



ETERNAL RETURN

Jumpchain by:

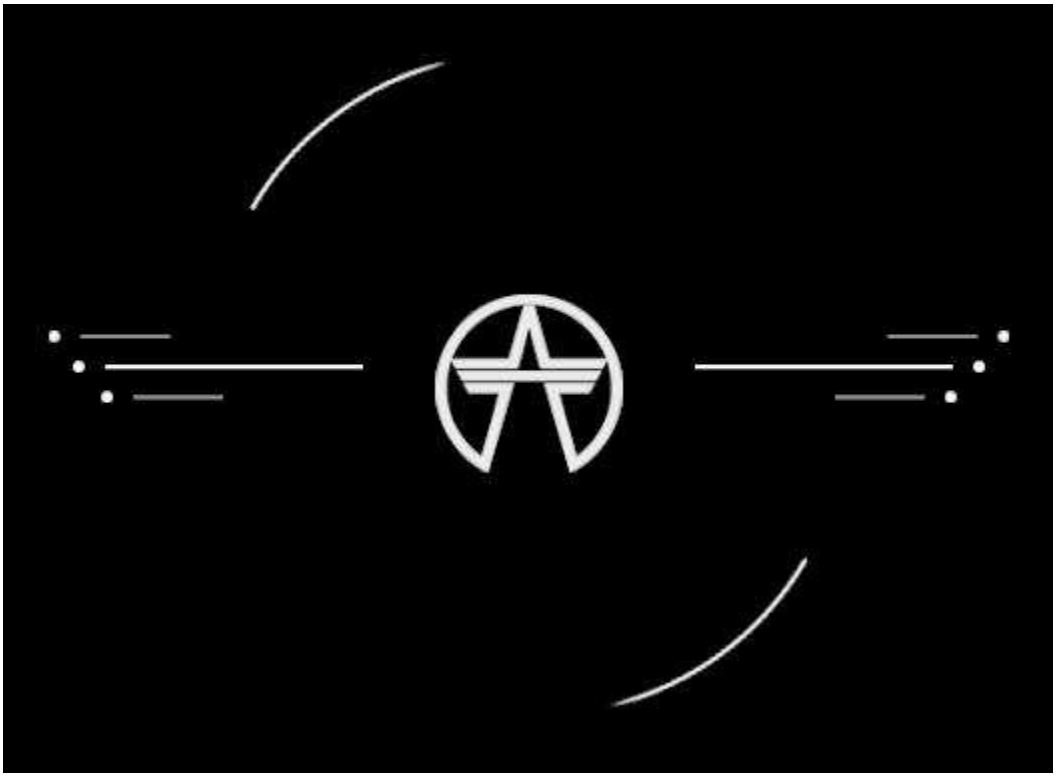


Though AGLAIA's hope for the future of humanity, Lumia Island itself has no hope and no future. To be a Survivor here is to be subject to their twisted games— Your life might be peaceful and amiable, with good friends and wanting for nothing, but you'll know no privacy, and once an Experiment begins, all that goes out the window: You'll fight, die, be revived, and have your memories reset so the cycle can begin anew.

The experiment will now commence.

Glory to the pawns who reach the end of despair.

+1000 CP



ORIGIN:

Only humans are known in this world, though VF makes the definition of human slightly more flexible (there is at least one bonafide anime catgirl). Choose your age and sex for free, but bear in mind that child Survivors may experience significant difficulties in Experiments. You'll enter the world on Lumia Island during Phase 2 of experimentation, somewhere between 2014 and 202X.

Instead of standard discounts for Perks and Items, Survivors receive a special package of Perks and Drawbacks for free.

AGLAIA:

You're one of the lucky few on Lumia, having been inducted into AGLAIA's VF research program as an agent or scientist rather than a test subject… though these categories aren't always mutually exclusive.

Survivor:

You've been blackbagged by AGLAIA agents, were baited into joining their experiments under false pretenses, or perhaps simply awoke in a Cellular Reconstruction pod, if you're a Drop-In. Being trapped on Lumia Island implies a few things about your new body, however, represented by the following perks and drawbacks:

Vital Force (Free and Mandatory Survivor, 400 CP AGLAIA): VF is a form of exotic energy found in nature, capable of granting supernatural abilities to humans if concentrated in the blood—but only a tiny fraction of a percentage of Earth's population have natural VF receptors in their bodies and brains that allow them to make use of it. You are one of these lucky few, and almost without a doubt an exceptional human specimen, selected for experimentation thanks explicitly to this perk. If AGLAIA, you might be a former test subject taken into the position of an assistant researcher, like Dr. Wickeline, or perhaps a Charity, one of the four (or a fifth) of Project Hephaestus' original, now immortal experiments, two of which now sit on its board of directors.

Because VF is typically stored in the blood and projected through biological processes, VF powers can typically only be wielded in forms with functional circulatory systems (but see *EXP Δ*, below).

You gain 1000 VFP to use in the Vital Force section, below, and may convert CP into additional VFP at a 1:1 ratio.

ARCH Cells (Free and Mandatory Survivor, 200 CP AGLAIA; requires Vital Force): Through the use of genetically engineered A-cells, R-cells, C-cells, and H-cells, each of which have a specialized regenerative or restorative purpose throughout the body, you no longer age, and physical injuries heal almost instantly at the cost of the depletion of cells— as long as you have ARCH Cells in your body, you become essentially immune to dismemberment, are aware of but unaffected by pain, and can operate at 100% capacity,

regardless of the scale of the violence visited upon you, right up until the point of death. More ARCH cells can be quickly metabolized through eating or undisturbed rest, but if they drop to a critical minimum, death occurs in seconds as their absence causes spontaneous and total biological system collapse. If killed, your ARCH cells can be rejuvenated and instructed to completely restore, repair, and resuscitate your body in a Cellular Reconstruction tank, provided your brain is recovered intact.

Because ARCH Cells run off of VF, they too require a functional circulatory system, though they won't adversely interfere with transforming into a form without one.

Exceptionalism (Free and Mandatory Survivor, 100 CP AGLAIA): Thanks (probably) to your VF-sensitivity, you have an uncanny capability with one art, craft, vocation, or occupation of your choice, which comes to you as intuitively and naturally as breathing and can be performed at a superhuman level. Your Exceptionalism will and should flavor the expression of your VF powers (if applicable).

23M-RFT100 (Mandatory Survivor, +200 CP AGLAIA): As a vital and extremely sensitive asset of AGLAIA's, you've been subjected to rigorous safety precautions.

You have a cheery bright orange ID cuff attached to the wrist of your primary hand, skin-tight, rigid, and with an ambiguous metallic-plasticky texture. On the upside, it serves as your AGLAIA ID in the Research Center and will open low-security doors, as well as being a handy PDA for tracking your vital and Experiment-related statistics and an IFF transponder for any assigned teammates during an Experiment.

On the downside, while any stealth powers you might possess will work normally on other Survivors, the cuff's internal wide-band array renders them ineffective at hiding you from the omnipresent cameras and sensors hidden on Lumia Island. Worse, it's essentially unremovable, as it's affixed by a large bolt *through* your wrist, which combined with your ARCH cells (if you have them) effectively welds it to your arm (which the cells already prevent from being severed). Even *worse*, it acts as your own personal killswitch: Should you linger in a restricted area (such as the Research Facility or other areas cordoned off during an Experiment, or certain areas within the Facility) for too long (it will display a handy countdown for this), the cuff will terminate your experiment by triggering a high explosive implanted within your torso with a yield carefully calculated to cause ARCH-depletion death in the course of preventing the bomb from liquefying your chest cavity, but not so large as to actually blast you into chunky salsa (unless you lack ARCH cells, in which case, it is, in fact, calibrated to completely dismember you; AGLAIA take their internal security *very* seriously). This is widely considered to be extremely unpleasant.

Should your safety termination device (chest bomb) fail to terminate you, the cuff also serves as a remote backdoor into your ARCH cells themselves, and in truly extenuating circumstances can be used to send an emergency shutdown signal to them, also effectively killing you instantly (through AGLAIA prefers to avoid emergency shutdowns, if at all possible, due to a nonzero risk of permanent brain damage to the subject).

Thanks to years of testing with a wide variety of Survivors with varying degrees of creativity, unusual power, and mental instability, it's been updated repeatedly with layered fail-deadlies which will also trip the killswitch, including: Attempting to remove, destroy, or breach the digital security of the cuff; Attempting to remove or tamper with the safety termination device; Attempting to destroy the brain of yourself or another test subject (deliberately, beyond ARCH cells' capacity to prevent); Escaping (i.e., moving more than 10 miles away from Lumia Island in any direction, as measured by GPS and its internal kinematics)

Post-jump, you may keep it for its microcomputer capabilities if you wish, but its backdoor/killswitch capabilities will be permanently removed (unless you want to keep those as well, for some reason).



PERKS:

AGLAIA:

Assistant Researcher J (100 CP): Though neither a super-scientist or a super-office worker (as you would be through Exceptionalism), you possess a comprehensive suite of low-level skills for AGLAIA's research center that will help you merge seamlessly into any future office environment, security work, or shady (bio)technology corporation you might find yourself in. Includes an intuitive understanding of established rules, procedures, and protocols for your place of employment, including and especially lab safety and evacuation; skill in small talk and assistant work (such as brewing coffee and fetching things for superiors); the ability to operate and monitor all forms of electronic

security, observation, and recording equipment; and basic principles of psychology, interrogation, and therapy.

Black Box (200 CP): Nothing gets out of you, as you have the depth of information security training of a veteran government spook: You know intuitively when people are watching or trying to pry information out of you, are able to consciously forget information, can mentally generate and process cryptographic keys, have a sixth sense for spotting electronic bugs and trackers, and are trained to resist interrogation and torture.

Bottomless Pit (200 CP): You possess a high-level mnemonic self-defense mechanism: In an emergency, you can split your own psyche and inflict yourself with temporary retrograde amnesia in order to go incognito. Your front 'civilian' persona that awakens from your brief lapse in consciousness retains most of your personality, but is fundamentally innocent, while your dormant 'reserve' persona inherits all of your skills, abilities, and other traits—such as your cold, ruthless efficiency, or your will to dominate all life—that would make you less personable to others.

This split lasts upwards of a month, as you gradually recover your memories and reconcile your split personality, but if the 'good' you finds themselves in dire straits—not merely danger from being in a fight, but immediate, mortal peril—the 'bad' you will automatically intervene, taking over your body and unrestricting your arsenal for just as long as it takes to save your life. Each incident accelerates reintegration by a few days, as memories return in bursts and your reserve personality becomes more dominant, and may also be traumatic, as your civilian personality blacks out and wakes up to find themselves surrounded by mutilated corpses.

While split in such a fashion, your memories and abilities are shielded from detection: If an ability, item, or spell from another universe is capable of objectively quantifying your abilities, your civilian persona will register as a completely ordinary baseline human, regardless of your true power level, which can make this technique effective for sneak attacks by baiting opponents into unwinnable fights.

Special Operative (400 CP): You're a field agent tasked with tracking down and procuring VF-sensitive test subjects and/or putting external agents off of AGLAIA's scent—or, if a Survivor, a national intelligence, INTERPOL, or EREBUS agent tasked with infiltrating Lumia Island and unraveling AGLAIA's secrets. Though just short of a super-spy (unless you have Exceptionalism), you're well-versed in at least 6 languages and 4 forms of close-quarters combat, have the skills of a professional actor and make-up artist, can consciously control subconscious tics and habits to supplement your abilities of disguise, and are capable of identifying, deploying, reverse-engineering, and (given the right tools and materials) manufacturing an array of appropriate spy gadgetry. Your ability to resist interrogation and torture stacks with the Black Box perk; if you have both perks, nothing short of the truly esoteric and flagrantly inhumane can even find purchase on your iron will.

If you're a Survivor, Alex will coordinate and cooperate with you where possible, only attacking you as required by an Experiment (i.e., you're the last two alive and/or on opposing teams), but he won't become your Companion unless you spend the CP for him to do so.

EXP Δ (600 CP): You are not human at all, but a sibling to Alpha, Omega, and Gamma in the form of a sapient combat AI in the shape of a fully VF-conductive humanoid robot (You are technically 0 years old, but the gender of your personality matrices and apparent age of your chassis can still be whatever you like). An artificial circulatory system carries coolants, lubricants, and VF blood around your body; you require no food, water, or rest; your VF systems give you superhuman physicality; and if you have the Vital Force perk, you can project VF weaponry in the form of a highly conductive VF plasma (blades or blasts) and/or coruscating waves of telekinetic force. If you have the ARCH Cells perk, you have a biomechanical structure to support them, they supplement your self-repair nanomachines, and your ability to metabolize additional ARCH cells makes you monstrously difficult to put down. If you *don't* have the Vital Force perk, conversely, you have a range of 6-18 hours, depending on activity load, before you need recharged with fresh VF blood. If you run out of fuel (or are damaged beyond your ability to self-repair, regardless of perks), you'll enter an emergency shutdown state, disabling all of your systems except your AI brain inside its nigh-indestructible hard case. Be advised: Using too much power and/or taking too much damage in too short a span of time can overload your systems and temporarily stun you, similar to the Exuviation state of a VF Prosthesis (below).

Unless you can find a way to jailbreak yourself, you will be slaved to AGLAIA's control servers until the end of the Jump (regardless of Origin), though you still have some autonomy in interpreting incoming orders. Incompatible with VF Prosthesis, as your entire body technically qualifies as one already.

Survivor:

Scrounger (100 CP): You have a knack for finding things in unlikely places and sifting through rubbish and rubble to pick out valuable items, basic cooking and mixology skills, and a MacGyver-esque affinity for improvising equipment and traps out of whatever you find.

Tactical Skills (200 CP): You have access to advanced cybernetic implants that grant you Tactical Skills (see Additional Information) to supplement your combat abilities. They require no training, being usable intuitively on mental command, but only one may be used at a time; you can swap them out once per day (without incurring deleterious biofeedback). If you have the Vital Force perk, these abilities grow in power with use and experience, and may be Enhanced with additional effects via the addition of Skill Modules, which can be purchased from AGLAIA kiosks, found in air drops, or looted off of Alpha and Omega during Experiments.

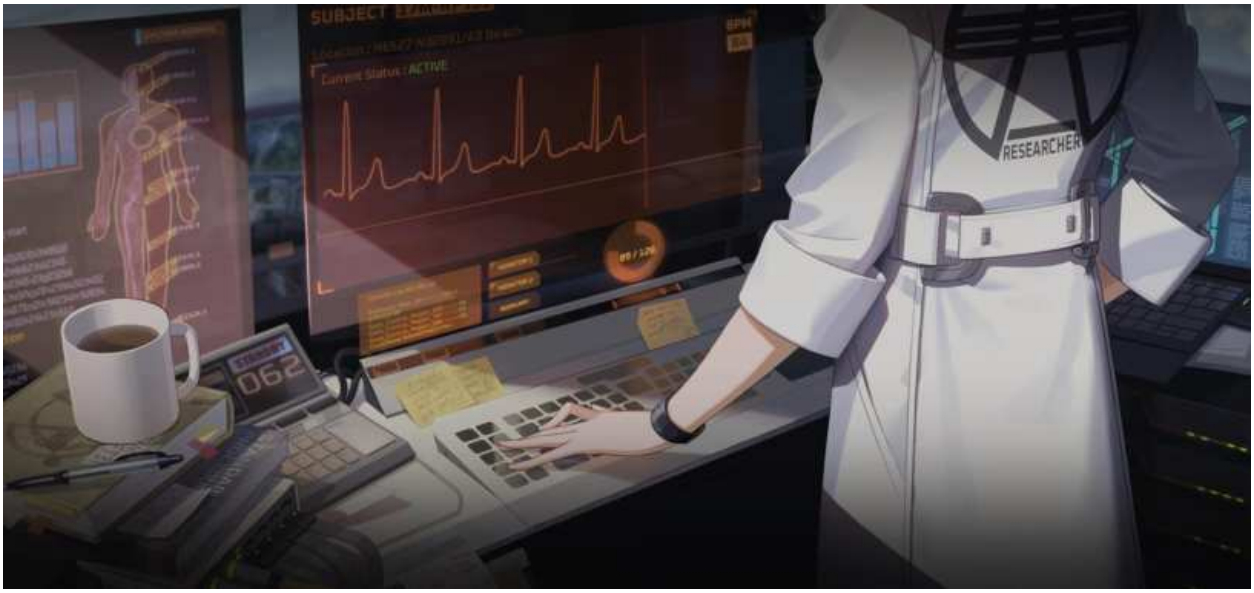
If you are a Survivor and do *not* purchase this perk, you can still use Tactical Skills for the duration of the Jump, but they can only be replaced through invasive surgery, and are thus usually only swapped out when you undergo Cellular Reconstruction.

First Generation (200 CP): You were a participant in AGLAIA's disastrous 1st Phase testing in 2006 and lucky or skilled enough not to be liquidated in the process. Regardless of whether you remained a test subject (like Jackie) or were adopted into the researchers' fold (like Dr. Wickeline), the experience has given you a better intuitive understanding of your abilities and rendered you immune to memory modification. For a discount, this comes with traumatic memories of being painfully and repeatedly murdered.

Survival Sense (400 CP): You have a finely tuned sixth sense for things relevant to your survival: You passively and intuitively know the approximate distance and direction to the nearest source of water and food or game; whether or not something you're looking for is within 50 meters of you and approximately where it is within that radius; whether you're going to be ambushed within the next ten seconds; your approximate odds of defeating an observed target in a fight; and the best direction to move in order to escape something you're running from.

VF Prosthesis (600 CP): As part of AGLAIA's VF-machine integration pilot program, Project Spartoi, you, like Echion, have a VF-integrated cybernetic arm or leg (or other limb, as appropriate) capable of projecting spikes, blades, bolts etc. (your choice) of pure energetic Vital Force which behaves in most respects like a plasma (in a color of your choice). Also serves as a focus and conduit for other VF abilities, which vent excess VF buildup from the limb: Too much load will trigger a VF Overflow state where its abilities are highly enhanced for about a minute, but then enter an Exuviation state, burning out for several minutes until the VF-sensitive nanomachines inside of it (which also serve the same purpose as the ARCH cells in the rest of your body, if you have them) can restore system operations, during which time it'll act like a tough but otherwise perfectly ordinary prosthetic limb. If you don't have Vital Force, it requires energy cells filled with VF blood to enable energy projection and self-repair, each of which give you about 5 minutes of uptime before burning out and needing replaced.

If desired, you may purchase a second VF Prosthesis at half price; they work independently of one another. Incompatible with EXP Δ, as a robot's entire body technically qualifies as a VF prosthetic already.



ITEMS:

Items that are lost, destroyed, or expended will automatically be replaced after one week, unless otherwise specified.

AGLAIA:

Coffee Mug (100 CP): A sophisticated vessel for sophisticated people. Looks like a large but otherwise ordinary white ceramic coffee mug with AGLAIA's winged A logo emblazoned on it, but is double-walled and has a battery-operated heater/cooler and thermostat in the base in order to keep your drink at just the right temperature. If supplied with Vital Force, a small cluster of VF-reactive nanomachines recharge the battery and allow the mug to self-repair.

Black Site ID (100 CP): A name tag and lanyard denoting Dr. (You) as a member of either AGLAIA Biotechnology or Lumia Island Geological Survey Corp.; flicking the card switches identification. A wafer-thin shielded microcomputer layered into the card and connected to its internal RFID chip allows it to spoof security clearances based off of audio input.

Hyperloop (200 CP): A console about the size of a telephone booth containing a holographic map of your present region; when a target area within it is selected, you'll be loaded into a hard-light burrowing capsule (generated using your VF or an internal energy bank) and shot through the earth at ridiculous speeds to your destination. While slightly slower, somewhat less versatile (due to technical limitations, it can't reach airborne destinations), and considerably less accurate than teleportation, it leaves no trace of passage (as the capsule disintegrates on arrival and leaves no tunnel behind it) and gives you a few seconds of invulnerability on arrival, so that you can't be immediately jumped. Liable to cause brief dizziness and/or nausea due to the G-forces

involved; test subjects often compare the initial jolt of hyperloop transportation to a roller coaster.

Can be placed wherever you like in your destination world in subsequent jumps, or retained as a facility in your Warehouse, but can send you to destinations in either by simply toggling the map—you may define which areas of your Warehouse can be reached by Hyperloop and which are off-limits. Requires a security key defined by you to access, so it's not a security liability (unless you're bad at making passwords, or your Companions can't be trusted with them).

Gene Lab (400 CP): A portable field kit for genetic engineering on the go: Includes a handheld DNA sampler and gene sequencer, a pocket cell incubator, a small centrifuge for refining VF blood and separating other materials, and a seed cluster of ARCH cells.

Cellular Reconstruction Tank (600 CP): A ceiling-height, twenty-ton Science Tube™ fitted with an array of diagnostic panels, a brain scanner connected to an engrammatic database, and a backup capacitor in case of power loss. After being onboarded via a body and brain scan, a human, animal, or other creature imbued with ARCH cells can be resurrected here, provided at least its brain is recovered intact, by being suspended in nutritive Science Fluids™ while the tank cultivates their dormant ARCH cells, reactivates them, and then instructs them on how to completely and seamlessly reconstruct and then resuscitate the body, like a narrow-AI conductor leading a biological nanomachine swarm.

Complete Cellular Reconstruction of a human from only a dead brain takes approximately 24 hours, though the more of the patient is left intact, the shorter the procedure. Will automatically reset their memories to the checkpoint stored in its database (though this safety can be disabled, if desired). If overclocked, tripling its VF, electricity, and nutrient consumption, it can also perform Rapid Reconstruction, which takes only a few minutes and only flash-burns the last minutes of the patient's memory (i.e., their death; this leaves a conspicuous gap in memories). Importantly, it restores the body to how it was, not how it 'should be', meaning that it will faithfully preserve conditions obtained pre-onboarding, such as Lenox and Rozzi's burn scars, Sissela's illness, and Adriana's broken fingers.

By default, this is attached to your Warehouse, but can be deployed into the world in subsequent Jumps if you prefer.

Survivor:

Weapon Of Choice (50CP): Pick one of the following: Dagger, Two-handed Sword, Axe, Dual Swords, Pistol, Assault Rifle, Sniper Rifle, Rapier, Spear, Hammer, Bat, Throwing, Shuriken, Bow, Crossbow, Glove, Tonfa, Guitar, Nunchaku, Whip, or Camera.

You have a signature weapon of your choice of that type and the latent talent to become a master at wielding it (glove represents hand-to-hand combat but *can* be augmented by

literal gloves). Additionally, you gain its associated Weapon Skill (see *Additional Information,* below). If you have the Vital Force Perk, this needn't be an actual weapon, just something that has roughly the same shape or function; a giant cheeseburger on the end of an equally giant fork can serve as a hammer, and a huge paintbrush can double as a bat, for instance. Additionally, guitar-like instruments and cameras actually become effective ranged weapons in your hands, assaulting enemies with focused and projected sound or light, and you may choose Arcana as a weapon type, representing the ability to shoot bolts of raw VF out of your hands. May be purchased any number of times.

You may import any weapon or appropriate you already own as this weapon, if desired.

If you have the VF Prosthesis Perk, you gain Weapon Of Choice (VF Prosthetic) for free; if your Vital Force archetype (see the *Vital Force* section, below) is Blaster, you may gain Weapon Of Choice (Arcana) for free; and if you have both the EXP Δ Perk and the Vital Force Perk, you may choose one or both for free.

Signature Threads (50CP): You've been given an outfit by AGLAIA; it could take any form, but thanks to their extensive psychoanalysis, it perfectly expresses the essence of who you are as a person—if someone had to summarize you in one image, it would be wearing this outfit. It's also extremely comfortable, having been tailor-made for you, and is resistant to dirt, grime, and stench. If you prefer, you can import an existing outfit to gain this item's appearance and abilities in addition to its own.

Campfire Kit (50 CP): A small box; pull the string and it unfolds into a cozy, self-lighting, and surprisingly park-safe campfire, perfect for rustic home cooking. Lasts an hour (unless refueled), and you automatically receive one per day.

Toolkit (100 CP): A large roll-up kit containing just about every hand tool you'd need to do just about anything that doesn't explicitly require power tools, and some things that probably should (like soldering electronics). Comes with its own dedicated hammerspace, as it takes no inventory space and always seems to disappear when you don't need it (as long as you pack it up and stow it somewhere) and spring to hand when you do.

Rootkit (200 CP): A jailbroken regeneration cuff combined with emergency shutdown codes from an AGLAIA console: It would be the perfect tool for escaping Lumia Island if they hadn't made it as a deliberately engineered and controlled backdoor. As a Survivor, as long as you survive to the third day of an experiment, you can use this to hyperloop to Lumia's abandoned offshore dock and "escape" through the unguarded submersible there, provided nobody makes their own to try to do the same before the timed lock on the sub lets you board. It won't actually let you *leave*, of course, as your killswitch will pop once you get too far from the island, but it does let you get through experiments with a minimum of violence.

For AGLAIA users, and outside of this Jump, the Rootkit functions as an effective hacking tool, using the cuff's unreasonably beefy microcomputer to crack encryption and subvert computer security it's connected to; given adequate time—which depends

on the victim system's comparative technology level—it can break into pretty much any system that isn't actively controlled or secured by AI.

VPAD (400 CP): The Vectorized Projection Assistance Display is an upgrade to the ID cuff's microcomputer (or a separate standalone system if you don't have one or would prefer not to keep your ID cuff): At a glance, said vectorized projection that it displays gives you a breakdown of your current skill and ability levels measured as objectively as it's able, and lets you view, create, and modify crafting plans, detailing exact instructions on how to make a wide variety of useful items and equipment, along with what you need to gather to construct them.

Over time, and as you hunt and kill animals and/or other survivors, you'll receive credits: These expire at the end of each week, but can be spent in small quantities directly from a crafting plan to summon an AGLAIA tri-copter drone which will automatically deliver you any item common to your current district. Additionally, if you don't currently know what you need to be doing, the VPAD can be prompted to give you suggestions, albeit not necessarily optimal ones.

Outside of this Jump, credits can be earned from killing anything that would otherwise give you appropriate loot or experience, and summoned tri-copters can deliver you anything common to an area of about a kilometer around you.



COMPANIONS:

Squad (100 CP): Lumia Island isn't a very large place, all told, and there isn't that much going on outside of it. Import two Companions of your choice: They have the same Origin that you do, and 600 CP to spend on Perks and Items. Be advised that if you're Survivors, you won't always be on the same team, so you may occasionally be forced to kill each other.

Man's Worst Friend (50 CP): You obtain the loyalty and friendship(?) of some of AGLAIA's cybernetically enhanced animals: This can be up to a dozen vicious attack sparrows, half a dozen unusually large chickens, four boars or mastiffs, two wolves, or a bear—or take half as many, but they're Mutants, half again as large and twice as tough (a mutant bear may be purchased for 100 CP).

All of said animals share one companion slot, are equipped with augmentations that make them tougher than any natural specimen of their species, as well as huge combat razors for claws/tusks and body armor for anything larger than a chicken. They're no more intelligent than regular animals, but can be remotely commanded using appropriate software, will attack anyone not designated IFF friendly, and are infused with VF and ARCH Cells (complete with ID cuff and failsafes as described in the 23M-RFT100 drawback, which can be reconfigured or removed post-jump), allowing them to regenerate passively and be resurrected through Cellular Reconstruction.

Survivor (50 CP): Choose one of the myriad test subjects trapped on Lumia (character notes in *Additional Information*, below); as long as you can convince them you're not morally reprehensible (e.g., Aya, Chiara) or that you can provide them with what they need (e.g., Jackie, Silvia), they'll join you in your future Jumps. Can be purchased any number of times. During experiments, if you're a Survivor, they'll be naturally inclined to ally with you, and will only attack you if required to (e.g., you're on opposing teams and/or the only survivors remaining).

Scientist (50-100 CP): One of AGLAIA's researchers has agreed to join you for scientific purposes and/or to escape the company's clutches: For 50 CP, this can be Dr. Nadja or any non-specific personnel, while for 100 CP, this can be an elite staff member or experiment, such as a member of the Board (like Mr. Meiji), one of the Charities (like Dr. Angelica or Ersha), Alpha, Omega, Gamma, or Dr. Wickeline.



VITAL FORCE:

If you have the Vital Force perk, you have 1000 VFP (Vital Force Points) to spend on customizing your powers here. First, choose one of three VF archetypes: Physical-Type VF users enhance their own bodies to perform superhuman feats, Blast-Type users use

VF energy directly, typically attacking with 'magical' bolts, beams, and bursts of raw VF, and Manipulation-Type users use it to control themselves, others, or objects, through moving, manipulating, and manifesting them. All of your abilities should fit thematically with this archetype and any Exceptionalism perk you have.

Once you've chosen your archetype, you may create up to 5 abilities (four active and one passive) using purchases within that archetype, splitting your VFP between them however you like. If you have Weapons Of Choice, you also get additional abilities for them, though you can only use one at a time; see *Additional Information,* below. While some addons can refund VFP, an ability can never cost *negative* VFP.

If desired, CP may be converted into additional VFP at a 1:1 ratio.

Effect (Free/50+ VFP):

VF abilities always have at least one of five types: Offense (an attack or damage boost), Defense (reduction or mitigation of damage), Mobility (speed, flight, dashing, or teleportation), Crowd Control (disruption or disabling), or Utility (healing, shielding, assisting allies, or special synergy with other skills).

1 Type: Free

2-5 Types: 50 VFP/ea.

Secondary Effect: This ability has an additional passive effect, or can be recast for a different, separate effect. Design it as if it were a separate ability, then add their costs together.

Form Change: This ability toggles an ability mode or transformation that completely changes one or more of your abilities. Design those abilities separately. You may only have one Form Change, and it costs an additional 50 VFP for the versatility of having up to 9 total abilities. Generally speaking, Form Changes are used by Manipulation-type VF users.

Usability (Free):

VF abilities are either At-Will (can be activated at any time, subject to Cooldown), Triggered (used automatically when certain conditions are met, subject to Cooldown), or Continuous (always on). Passive abilities are always Triggered or Continuous, while Active abilities always have at least one At-Will component.

Stealth: Using this ability turns you temporarily silent and invisible, though you can still be hit by blind-fire attacks and abilities. Counts as a Utility Effect, and can't be applied to Continuous abilities. 50 VFP

Untargetable: You can't be directly attacked or crowd controlled while using this ability, though you can still be hit by area-of-effect damage. Counts as a Defense Effect, and can't be combined with Invulnerable or applied to Continuous abilities. 50 VFP

Invulnerable: You can't be damaged while using this ability, though you can still be crowd controlled. Counts as a Defense Effect, and can't be combined with Untargetable or applied to Continuous abilities. 50 VFP

Channeling: The ability requires a charge-up period or is used over several seconds, rendering it especially vulnerable to crowd control. +50 VFP

Delayed: The ability is strongly telegraphed, allowing non-disabled opponents to easily avoid it. +50 VFP

Secondary Resource: The ability requires a secondary resource to use (usually gained over time or by attacking enemies) and can't be used at all without it. +50 VFP

Blood-Based: The ability directly utilizes your blood and/or ARCH cells rather than your internal VF supply, meaning that you functionally cast it from HP. +50 VFP

Restrictive: The ability has some kind of self-inflicted drawback that limits its general utility. +50 VFP

Item-Dependent: The ability is channeled through a held object, meaning it couldn't logically be used if somehow disarmed. +50 VFP

Contingent: One or more of the ability's Effects won't activate unless some additional criteria is met. +50 VFP

Power (Free/50+ VFP):

Approximately how powerful or versatile the ability is.

Minor: About as powerful as a regular attack, or able to shrug one off. Free

Useful: More powerful than regular attacks, or able to absorb multiple attacks; has some kind of general utility. 50 VFP

Major: Immediately threatening in a fight, either through inflicting damage or tanking it, and/or has a common and widely-applicable use. 100 VFP

Decisive: Powerful enough that entire skirmishes hinge on whether or not it lands or is timed correctly. 200 VFP

Executes: The ability deals more damage the weaker the target is, making it an excellent finishing move. 50 VFP

Range (Free/50+ VFP):

The ability's effective range or area of effect. Physical-type VF tends to have a shorter range than other types, and more Self-range buffs.

Self: Only applies to yourself. Self-range Offense effects boost your attacks, while self-range Mobility effects boost your speed, rather than letting you jump or dash. Free

Close: Has a range or AoE of only a couple meters. Free

Medium: Has an effective range or radius of about 5-10 meters. 50 VFP

Long: Has an effective range or radius of up to about 20 meters; abilities with this range often have to be blind-fired into the fog, or rely on spotting from an ally or camera. 100 VFP

Extreme: Has an effective range of up to several kilometers; can functionally target anywhere on Lumia Island. 200 VFP

Flash Step: This Mobility Effect is so rapid as to amount to instant teleportation, preventing it from being intercepted by crowd control or blocked by obstacles. 50 VFP

Cooldown (Variable):

How frequently the ability can trigger or be used. Continuous abilities don't have a cooldown.

Rapid: <=3 seconds. Functionally instant, a bread-and-butter skill that can be used multiple times in a single engagement. 100 VFP

Short: ≈10 seconds. Probably only usable once or twice in a skirmish, but you'll rarely ever be caught flat-footed. 50 VFP

Medium: ≈30 seconds. Only usable once per skirmish, and likely not to be available in back-to-back fights. Free

Long: Around about a minute. Consideration should be given to its uptime. +50 VFP

Extreme: Two minutes or longer. Use with discretion so you don't miss it when you need it. +100 VFP

Charges: The ability can store charges or be used multiple times before going on full cooldown. 50 VFP for up to 3, 100 VFP for up to 5.

Recharge: Attacking an enemy or using other abilities lowers the cooldown of this ability automatically, OR the ability's cooldown is instantly reset in certain circumstances. 50 VFP

Fixed: The cooldown of this ability can't be reduced by things that would normally give you cooldown reduction. +50 VFP

Example:

Li Dailin is a Physical-Type VF user and an Exceptional martial artist (even if she resents this fact). She has Weapon Of Choice (Glove) and Weapon Of Choice (Nunchaku), letting her choose either Uppercut or Breath Of The Dragon as a Weapon Skill, and can choose a Tactical Skill (probably Blink or Sword of Truth), but these don't cost any VFP.

As a drunken master, she metabolizes alcohol super quickly, and it gives her strength and agility: Her passive ability, Blood-Alcohol Content, gives her faster attacks and

stronger skills when she drinks, and gives them extra effects if she's drunk enough. (Offense + Utility, Continuous use, Useful power, Self-range; 100 VFP) However, if she gets *super* drunk, reaching full BAC, her attacks get even stronger, at the cost of briefly Silencing herself, preventing her from using her other skills until her BAC fully drains. (A Secondary Effect with Offense, Triggered use, Useful power, Self-range, but Restrictive; balances out to 0 VFP for a total cost of 100. Technically, her BAC isn't a Secondary Resource since it acts more like an overheat meter.)

Her first active ability, Spirited Kick, lets her launch a series of up to three VF-empowered sliding/jump kicks to damage and chase enemies; being tipsy increases their range and damage. (Offense + Mobility, At-Will, Useful, Close range, Short cooldown with Charges; 200 VFP)

Her second, Drink Up, has her take a swig of her gourd, increasing her BAC and automatically ducking and weaving to evade regular attacks. (Defense + Utility, At-Will, Useful, Self-range, and Short cooldown; it Recharges (from regular attacks), but is Channeling and Item-Dependent, for 100 VFP)

Her third, Bottom Shelf, lets her spit cheap liquor at enemies in a cone with such force that it damages and slows opponents, and, if tipsy, slows them down as well. Also lowers her BAC. (Offense + Crowd Control, At-Will, Useful, Close range, Short cooldown, and Item-Dependent, since it also uses her gourd or available liquor. 100 VFP)

Finally, her showstopper, Striking Tiger, is a massive flying jump kick that suppresses its target with additional midair combo kicks, locking them down longer and dealing even more damage if she's tipsy. (Offense + Defense + Mobility + Crowd Control, At-Will, Major power, Medium Range, Long Cooldown, Untargetable, and Executes; 350 VFP)

In total, Li's kit costs 850 VFP.



DRAWBACKS:

Everybody Loves Skins! (+100 CP): AGLAIA's researchers (If you're part of the organization, one of your ranking superiors; if you're on the board of directors, a unanimous vote from the rest of the board) have decided to make you their dress-up doll. When engaging in experiments (or appropriate corp work), you'll frequently be expected to wear any number of arbitrary outfits, ranging from themed outfits to increasingly ridiculous cosplay, to outright bikinis. Some of these will be cool and sheik, and they're all tailored to you specifically, but most will be impractical, uncomfortable, and/or embarrassing. Failure to comply means going naked.

Wild Talent (+100 CP, requires Vital Force): You're one of a rare handful of the already-rare VF users whose VF abilities were manifested by a traumatic, high-stress event in your past rather than by AGLAIA's laboratory experimentation and augmentation. On the one hand, you're more intuitively familiar with your powers, but on the other hand, their inextricable emotional context and your lack of formal training have burdened you with idiosyncrasies and bad habits that make your powers much less efficient than they would otherwise be, both in terms of power and effort required, and you have significant trouble thinking laterally about how to apply them—when all you have is a hammer, all the world looks like a nail. Assuming your memories or skills aren't being periodically reset, this can be overcome, but breaking down your ingrained psychological barriers will take years of dedicated effort.

Since your powers are tied to your history, you can't take this Drawback as a Drop-In.

Black Survival (+100 CP, Survivor-only): Gameplay and story segregation is in full effect. ARCH cells are substantially less effective, making battles significantly shorter and more lethal: Though they still block pain and restore most injuries near-instantly, traumatic injury can still sever limbs, a single well-placed shot to a vital organ

can still kill, and the cells are linked to the survivor's ID cuff, requiring an unbroken path from it to the brain to function, meaning that severing the back of the neck or the wrist can prevent regeneration. Guns are king, but ammunition for them is desperately scarce (until 2022, when Haze's introduction makes her everyone's best friend/worst enemy), and experiments can last up to 3 weeks instead of 5 days, making food, water, sleep, and shelter significantly more pressing concerns. Instead of the 3rd day, the security vulnerability that allows escape via submarine won't be available until the 10th.

Compulsion (+200 CP): You have some kind of crippling addiction or baked-in psychological need to partake in a certain activity or perform a specific ritual, to the point that you'll actively risk your life to fulfill it—after all, what's the point in living anyway if you can't? Though your circumstances make this significantly less likely to be lethal, it's still a weakness your enemies can exploit and a source of frequent aggravation.

Lockdown (+200 CP): Most test subjects have some measure of downtime between experiments, where they can hang about the Research Center, work and talk with the scientists, make friends through social activities, or explore non-restricted areas of Lumia Island, at least until the next experiment forces them to murder or be murdered by those same friends and drives them once more into despair.

You are not afforded this luxury: If not actively engaged in an experiment (or field work), you will be confined to the dormitories in the Research Center (or your offices) at all times. Should it become necessary to escalate your confinement (due to attempts to escape, e.g.), this will become a prison cell/cage of minimum necessary size to contain you, or, in extremis, simply leaving you unconscious in your Cellular Reconstruction pod and only detanking you when needed.

Containment Breach (+200 CP, AGLAIA-only): Lumia Island isn't quite so secure as you might have hoped. Roughly every 1-2 years, a major security lapse will occur, with test subjects managing to find a way to disable Restricted Areas and/or their own killswitches. Though they're still not able to escape the island, the survivors can and invariably will storm the Research Center in order to slaughter everyone AGLAIA-affiliated inside—which includes you unless you can kill, avoid, or somehow fool them, since allying with one of their captors is a nonstarter—until the offshore recovery team is able to land and restore order at the end of the current experiment period.

Teamwork Makes The Dream Work (+200 CP): Lone wolves starve. Survival is a team exercise, and you can't win alone—literally, as the universe itself seems to conspire to make you lose, fail, and/or die in undertakings you attempt without the assistance of others, in as contrived a manner as is necessary. If you're a Survivor, all experiments will be team-based (with teams of 2-3), so if you lose your teammates, escape is the best option, as you'll become literally incapable of winning fights. Doesn't count clones or extensions of a hive entity if you have them/are one, as that's still fundamentally just you, and conservation of ninjutsu will overwhelm any utility they provide. Does count Companions, but there will still be a few instances where your Companions simply aren't available to help you, forcing you to rely on others.

On The Grind (+100/300 CP): Though it seems easy to explain why survivors need to re-learn all of their skills and retrain all of their abilities across experiments by way of memory resets, you disprove this theory: Even if you're immune to memory modification, you're reset to level 1 between experiments or operations, and have to rebuild your repertoire of superhuman/supernatural abilities on the job, from scratch, every single time. This is functionally a rebate for the First Generation Perk, but if you have powers and/or abilities from previous Jumps, this can affect *all* of them for an additional 200 CP.

Ohh, Dizzy… (+300/400 CP): Like with Eva, there's a severe flaw with the manifestation of your VF abilities. Choose three primary senses (sight, sound, smell, taste, touch) and/or secondary senses (pain, balance, proprioception, etc.). Every time you use a VF ability, these senses dull slightly; heavy use will completely deaden them within one or two days. If you *don't* have the Vital Force Perk, this is instead a degenerative neurological disease that will rob you of your senses slowly but continually over the course of months. The only treatment for this condition is an expensive neurostimulant injection that AGLAIA's medical division knows how to produce, and which will temporarily restore your senses: Cellular Reconstruction will purge it from your system, effectively resetting you for each experiment, but if you're AGLAIA-affiliated, find a way to reproduce it, or just never die, overuse of the drug will gradually immunize you to it.

If you have other supernatural abilities, this sensory deprivation can apply to active uses of *all* of them (in addition to gradual degeneration if you don't have VF) for an additional +100 CP.

Plagued (+300 CP): You're misfortunate enough to have whatever it is that Sissela has; a rare (~100 reported cases worldwide) wasting disease whose symptoms include (but are likely not limited to): Severe chronic pain, nerve sensitivity, weight loss, fatigue, frailty of the skin and bones, paleness of the skin, greying of the hair, bruising, tumors, organ damage, and lesions of the eye. Numerous pharmaceutical conglomerates have thrown their weight and billions behind discovering a cure merely for the prestige (and likely Nobel Prize) of doing so, but it is presently, by all accounts, incurable. Healing factors, such as ARCH cells, will stabilize the disease and prevent it from killing you without continual and dramatic medical intervention, but even those only reduce the pain and won't completely heal the plethora of cuts and bruises you'll accumulate, and you'll still be chained to an IV pole for anything more strenuous than complete bed rest—without a healing factor, you'll be performing your duties from a hospital bed for the next 10 years, when you aren't being put under for any of the myriad operations and surgeries necessary to keep you alive.

On the upside, Sissela will have someone to relate her constant, abject misery with.

Jumper Must Die (+300 CP): For whatever reason, you're not popular on Lumia Island. If you're a Survivor, other survivors (except Companions) will refuse to ally with you at best, and team up in order to kill you early at worst. Mandatory allies in team-

based experiments (if you've taken Teamwork Makes The Dream Work, e.g.) will grudgingly cooperate with you, but expect them to abandon you at the moment things turn sour. If AGLAIA, you're a social pariah within the corporate culture, and it will bend to limit what you know and how quickly you know it, give you the least pleasant jobs appropriate for your position, and expose you to the most risk from dangerously unstable survivors and experimental technologies. If you're a field agent, opposing secret agents always seem to have an uncanny amount of intelligence on your position and abilities, and will tend to shoot first and ask questions never.

Blank Slate (+300 CP): You have suffered total retrograde amnesia, to the extent that your first two months will be mostly spent in rehabilitative care, re-learning basic functional skills like speaking, walking, and eating using utensils—given AGLAIA's goals, you're not likely to re-learn how to do much beyond those and combat or job skills, as required (though you don't need to be rehabilitated more than once, since your memory checkpoint, if applicable, will be registered afterwards). Though you don't lose access to your Warehouse or powers from prior jumps *per se,* you have no memory of them or how to access or utilize them.

If you have memory backups or failsafes that are capable of restoring your memory, they either become irretrievably corrupted (until the end of the Jump), or this Drawback isn't worth any points.

Project Zeus (+400 CP): You'll only be staying for nine years instead of ten. Or, rather, your first year will be spent in a coma in AGLAIA's research center; with a full year of uninterrupted access to your body, they'll discover your nature as a Jumper and become aware of all of your outside-context abilities, even if they don't fully understand them. Though they'll understand that they can't permanently kill or restrain you because you have the ability to leave the world at the end of the tenth year irrespective of what they do, and they can't access your Warehouse except through you, they fully intend to make the most of the time they have in order to try to decipher and replicate your powers with their technology and reverse-engineer your items.

Though extremely callous, the researchers aren't pointlessly cruel or sadistic, and some will try to build a rapport with you as if you were a regular test subject, especially if you're personable yourself or a "member" of AGLAIA (as they see through the façade but are willing to entertain it). They will, however, implant you with remotely controlled inhibitors that disable all of your extra-normal powers and gear, only re-enabling select ones under stringently controlled and failsafe-covered experimental conditions in order to better understand them. Essentially, imagine being Mewtwo in the first Pokémon movie, except the scientists know *precisely* how dangerous you are and have taken every precaution humanly possible to keep you safely contained—and, as with Mewtwo, will throw you into every ridiculously unfair challenge to test and pick apart your abilities, pushing your limits as far as they can, just shy of killing you in a way you can't recover from. You'll be completely deprived of your freedom while here, but whether that's a wholly unpleasant experience will largely be up to you.

By way of compensation, if you're amiable and cooperative in your role as EXP Z, it seems likely you won't subject them to horrific revenge beyond mortal ken the moment you leave, and you either Move On or Retire after this Jump, you may take a Scientist Companion for free in the form of your personal handler, a bright young man/woman (your preference) serving as the Assistant Lead of their newly-minted Extradimensional Research Division, who will volunteer to accompany you as a Companion in order to study and record your ongoing adventures/homeworld, where they'll begin work on a dimensional relay in order to try to beam information back to AGLAIA.

If this is your first Jump, or you've only visited ordinary Earth-like worlds (and therefore have nothing interesting to study beyond your nature as a Jumper), this drawback is only worth +200 CP.



THE END:

Ironically, for being an eternal stage play of death and despair, Lumia Island is fairly safe, insofar as it being difficult to permanently die, and your time here will feel incredibly short if you're a Survivor, unless you're immune to memory editing. At the end of your 10th year here, all drawbacks affecting you will end, and you may, at your discretion, receive the memories of any of your experiences that AGLAIA have audited.

Provided you haven't found a way to die permanently or gone irretrievably insane, you'll be presented with the following choice:

SETTLE IN:

Perhaps there's just more science to be done. Perhaps you've found true love or a way out and want to live out your days somewhere here that isn't Lumia Island. Or, maybe, you've become addicted to the thrill of the hunt, and want to continue the experiments until they maybe, eventually, conclude. I won't judge. Time resumes in all of the worlds you've previously visited, you become a missing person in your home world, and your Chain ends here.

NEXT EXPERIMENT:

Pack up and continue on to your next Jump, wherever in the Multiverse that lands you, older, wiser, and better-armed than you were before.

EVACUATE:

Return to your original home world. Time resumes in all of the Jumps you've previously visited, and your Chain ends here. If you die (permanently, not somehow being raised or resurrected by the end of the Jump) or are driven mad to the point of non-sapience, you take this option by default.



NOTES/CHANGELOG:

Some of the art here was pulled off of Google Images and isn't official art; full credit to the artists, reverse image search them and follow their work.

Q&A:

>Where is (survivor)?

If you're referring to 14M-RFT06 (Rosalio) or 14M-RFT08 (JP): They were never back-ported from Immortal Soul to Eternal Return, so I didn't include them here. Feel free to include them in your jump. If you're referring to someone else: They weren't released at time of writing. I may come back to add new characters to the dossiers, but again, you're free to include them in your jump.

>(lore) is wrong!

The lore is obtuse and hard to find on purpose, so that wouldn't surprise me. Character lore has been compressed and rewritten in a way that I hope is entertaining to read, and

has been occasionally extrapolated out to reference characters that didn't exist when they were released in what I hope are reasonable and logical ways. If anything's outright wrong, let me know in the thread and I'll see about correcting it.

>Why are you pouring so much time and effort into a character appendix that nobody will read?

Autism. Also, because there's a bunch of characters in the game and I don't expect many people to be familiar with them, as it's pretty niche and obscure, so I want to give Jumpers a handy guide for who to waifu.

>(thing) is/isn't actually in the game!

Some things (like the Bottomless Pit perk and the Black Survival and Containment Breach drawbacks) reference the previous game and/or the manhwa. Also, I only play the game occasionally, so I may miss out on new developments.

>How do ARCH Cells interact with other healing factors?

Assume the standard law of stacking but diminishing returns. ARCH cells repair your body, but are biological themselves, so it stands to reason that other healing factors would cause them to replenish more quickly.

>Can I install a VPAD on my Rootkit instead of my cuff from 23M-RFT100?

They're fundamentally the same device, so yes.

>Can I use a Rootkit to jailbreak my cuff from 23M-RFT100 as well?

This will trigger your failsafe, though you could theoretically just turn it into a second Rootkit post-jump.

>As EXP Δ, what do I look like?

Sleek lines and purple accents to match your siblings, but your specific appearance can be whatever you want, and you can obviously change it later.

>As a Perk, do VF Prosthetic(s) benefit from training?

Since they're not biological limbs, they won't benefit from physical training like organic ones, but they will scale in power to your VF abilities if you have them and can be upgraded like any other technology. Since they're Perks, they're integral to your body, so they can't generally be lost or destroyed like an Item could be, even temporarily (though damage will disable them until they can repair/be repaired).

>Post-jump, do EXP Δ or VF Prosthetic(s) hide their mechanical appearance or nature?

I don't consider inter-jump balance, so not unless you take active means to do so.

>Can I have a VF penis?

If you absolutely insist, but somebody's pay's getting docked. Watch out for Premature Exuviation.

>Can't I defray the downsides of the Plagued drawback by taking the Ohh, Dizzy... drawback to kill my sense of pain?

It'll bottom out at a constant, dull ache that you can never quite get used to. It's difficult to overstate how badly fucked Sissela is.

>Doesn't the Project Zeus drawback make the Lockdown drawback redundant? Can you take both?

It's a matter of the comfort of your confinement and the allowances AGLAIA's willing to give you between experiments, mostly.

>Which survivor has the biggest tits?

Jenny or Sua, with Aya and Laura competing for third. Conversely, Sissela and Leni are competing for the flattest, as the former's health just can't support breasts and the latter has an injury-induced endocrine condition that gives her a neotenous body. (Despite the fanart above, Li Dailin appears totally flat in her default skin... but her bustline varies considerably across her skins, so it's ambiguous as to whether she's binding or padding her chest. Possibly both, just to fuck with people).

>What makes Haze so relevant to the Black Survival drawback?

As an arms dealer, Haze channels Vital Force through her armored gun case, allowing it to produce firearms *ex nihilo,* preloaded and in several different varieties. They're only temporary constructs, dissolving in a shower of sparks when discarded, but *infinite guns*.

CHANGELOG:

V0.01: Intro/Origin Preview

V0.5: Initial release, including the first ten character profiles.

V0.6: -Added Teamwork Makes The Dream Work drawback (by request)

-Clarified that WOC (Arcana) doesn't require Blast-Type VF, just VF at all

-Added the next ten character profiles

-Corrected a couple minor inaccuracies in character profiles

V0.7 (post-launch): -Minor adjustments/cleanup

-Additional Information: Revised Whip skill, more character profiles

V0.8 -Added Tactical Skills perk

-Added Man's Worst Friend companion

-Cut Style Wheel perk

-Dropped Scrounger to 100 CP

-Clarified how the VPAD works, both in and out of jump

-Additional detail for the Jumper Must Die drawback

-Additional Information: Added Tactical Skills and cooldowns for Weapon Skills; More character profiles (I think; these are getting put on hiatus because they've become a chore); corrected Bianca's vital statistics (which were incorrectly copied from Echion); updated Magnus' profile image

-Minor tweaks

V0.9 -Corrected an oversight in Vital Force: Utility-type VF powers are no longer restricted from having a Self-range, because that didn't make sense and directly contradicted the example sidebar.

-Added a note in Q&A re: Haze, since it'll be ages before I get to her profile

-Additional Information: Added 3 more character profiles (somehow)

-Minor tweaks

V1.0 -Declaring this jumpable due to lack of major fixes

-Clarifying tweaks to Cellular Reconstruction Tank, Man's Worst Friend, and Black Survival

-Additional Information: Character Profile work; minor tweaks, added remaining heights (weights stopped being recorded), corrected several birthdays (from a template copy/pasting artifact; mostly just removing them because information becomes quite sparse after Yuki), corrected Eleven's name (which was a Korean transliteration of her Chinese name), added a couple more profiles.

V1.1 -Added import options for Weapon of Choice and Signature Threads

-Dropped the Campfire Kit item from 100 -> 50 CP

-Balance tweaks in relation to the interaction between EXP Δ, VF Prosthesis, and Weapon of Choice; EXP Δ and VF Prosthesis are now mutually exclusive, as taking both would be completely redundant

-Additional Information: Added several Q&A entries, added 7 more character profiles

V1.2 -Added Ohh, Dizzy... Drawback

-Cleaned up some stray typos

-Additional Information: Added/tweaked Q&A entries, added 4 more character profiles, added remaining character profile templates

V1.3 -Added the Wild Talent Drawback

-Made the option to convert CP:VFP more visible

-Further clarification of the Weapon of Choice Item

-Additional information: Minor tweaks to a couple profiles to correct errors, added 4 more of them.

ADDITIONAL INFORMATION:

TIMELINE:

1917: A group of scientists working under a certain national government begin working on the questions of genetic engineering and human immortality, using casualties/POWs supplied from the battlefields of World War I as live test subjects.

1928: Cell Stabilization is discovered, allowing patients to rapidly regenerate injuries while resting. After a laboratory mishap, this is proven not to be the immortality they were searching for: Brain injuries can't be fully repaired, and patients can still die of suffocation, disease, and loss of vital organs.

1932: Funding and test subject supply for the human immortality project dry up. The scientists strike out independently, codifying Project Hephaestus, and offer up their own children for experimentation.

The discovery of unique archaeological finds, including a perfectly preserved pterodactyl and a live beetle trapped in a jewel dated thousands of years old (that immediately disintegrates upon the jewel being broken) lead to the discovery of Vital Force. Given the rarity of VF receptors in humans, all but 4 of their 160 test subjects are dropped in order to focus on the VF phenomenon.

As tensions begin to ramp up towards WWII, the Project Hephaestus team realize their prior work on Cellular Stabilization is liable to get them roped in as some country's super-soldier program and relocate operations to the remote Lumia Island under the guise of a geological research organization.

1978: Research trudges along, stymied by the mysteries of the human brain. Lumia Island's population slowly dwindles as residents move overseas to bigger cities. Around this time, unusual local weather phenomena cover the island in a pervasive and near-constant blanket of fog.

1993: Dr. Angelica, one of the original four test subjects from 1932 (now known as Charities) is elected as the chief director of the research team, and officially reincorporates it as AGLAIA in order to attract private investment, promising the next stage in human evolution, though the geological survey unit persists as a front organization. As the ageless doctor still resembles a teenager, her trusted associate, Dr. Orlando, serves as AGLAIA's face.

1999: Dr. Angelica and Dr. Orlando have a falling out, as the perspectives of an ordinary man and an octogenarian pseudo-immortal prove to be irreconcilable. Orlando leaves AGLAIA; Angelica's only response/farewell is "May God light the way."

It's speculated that Dr. Orlando may have founded EREBUS in the following years in order to bring AGLAIA down and save Angelica from herself, but no conclusive connection between the two exists.

2001: The Lumia Island geologic research front declares a volcanic emergency on the island; all civilians and nonessential personnel are evacuated, leaving it abandoned save for AGLAIA's research facility.

2006: Lumia Island is prepared for Test Phase 1, experiments proving the validity of Cellular Reconstruction; CCTV, sensor suites, and hyperloops are installed across the entirety of the island.

The experiments are successful, but test subjects experience severe trauma from death memories; this leads to a full-scale revolt of test subjects, which is summarily quashed by weaponized VF. All Phase 1 test subjects except for Jackie and Wickeline are liquidated, either during the experiments or the following rebellion.

2014: AGLAIA finishes processing and implementing data gathered from the 2006 tests but suffers an internal schism over the ethics and safety of additional testing. Dr. Angelica advocates a slow-and-steady approach, but is overruled 3-1 by the board of directors, including Ersha, another of the Charities, who desire immediate results.

Phase 2 testing is approved, and, with the perfection of ARCH cells, pivots to experiment with practical applications of VF. The death game format of experiments is formalized, using restricted zones to control the tempo of experiments, and care packages intended for the geology corp. are used as loot for survivors. Wickeline is taken on as a research associate, caring for test subjects between experiments and serving as a lethal obstacle during them.

Erasing the memories of test subjects upon revival to avoid death trauma becomes standard operating procedure, though Jackie and Dr. Wickeline prove immune to memory erasure (but are unhinged enough by this point not to be seriously affected by death trauma anyway).

2015-2018: Accumulation of new test subjects and data leads to creation of side-projects: Several candidates are augmented with cybernetics to test VF-machine integration under Project Spartoi (though only Echion survives), and androids Alpha and Omega are created both to test VF-AI integration and to give AGLAIA fully controllable test subjects as variables in experiments.

2019: A second uprising occurs and is considered to be the first instance of active meddling by EREBUS (though Alex, their mole, has been a test subject since 2014). This incident is also contained using VF force of arms, as emergency subject shutdown is deemed to have an unacceptably high risk of collateral damage (i.e., permanent brain

damage of test subjects). Some subjects display heightened power from acute rage and despair, which AGLAIA begins studying.

2020-Present: A supply console system is added to allow survivors to order supplies via drone, increasing experiment variables by giving them additional avenues for survival. Shortly thereafter, security vulnerabilities in it and the hyperloop system are discovered and turned into a controlled backdoor by AGLAIA, allowing test subjects to reach a conspicuously unguarded submersible in order to fulfil their desire to escape the island (though only after fighting for the right to do so, as there are only 3 backdoor keys and one spot on the sub)—their killswitches and the submersible's recovery autopilot ensure they never actually do so.

Another side project, Cobalt Protocol, is initiated to test military utilization of VF, pitting subjects against each other in tactical 4v4 deathmatches in a secure bunker. Targeted teleportation and Rapid Reconstruction, a form of Cellular Reconstruction that takes only minutes and flash-burns only death memories, are pioneered to facilitate it. Gamma, a VF-integrated autonomous mech, is created to test both teams of survivors and its own prototype technologies, proving to be more than a match for any single survivor, even at the apex of their abilities.

TACTICAL SKILLS:

NOTE: Subject to change

Tactical Skills come from the Perk of the same name and require no VFP, but require the Vital Force Perk and a Skill Module to gain the benefit of its Enhanced effect.

Blink: Instantly teleport forward a couple meters. Cooldown: Extreme

Enhanced: Your movement speed is also boosted for a couple seconds afterward. Cooldown reduced to Long.

Quake: Momentarily destabilize the ground near you, slowing nearby enemies. Cooldown: Long

Enhanced: You emit a seismic shockwave every few steps while in combat, damaging nearby enemies. Cooldown reduced to Medium.

Protocol Violation: An unstable E.M.O.T.E drone is summoned and explodes after a brief delay, with a stimulant gas healing and invigorating allies while shrapnel briefly shreds enemy armor, both over a wide radius. Cooldown: Long

Enhanced: Healing and armor-shredding effects are stronger. Cooldown reduced to Medium.

Electric Shift: Briefly envelop yourself in electrical energy, dashing a few meters and extending the range of your attacks (but not abilities) for a few seconds. Cooldown: Long

Enhanced: Range is extended further. Cooldown reduced to Medium.

Force Field: Envelop yourself in a glowing golden shield; the tougher you are, the tougher it is. Cooldown: Long

Enhanced: Your movement speed is boosted as long as the shield lasts. Cooldown reduced to Medium.

Totem: Briefly fall out of phase with time, entering a stasis that renders you unable to act, but completely immune to outside attacks, effects, and abilities. Cooldown: Extreme

Enhanced: Cooldowns for your abilities recover 150% faster while in stasis. Cooldown reduced to Medium.

Nullification: Instantly end all debuffs and crowd control effects affecting you. Does not cure being physically thrown or grappled or being placed in stasis (like the effect of Totem). Cooldown: Long

Enhanced: You remain immune to all debuffs and crowd control effects for a couple seconds afterwards. Cooldown reduced to Short.

Soul Stealer (Requires ARCH Cells): Death of ARCH Cells in your bloodstream charge an internal capacitor, which can be discharged to affect yourself and allies within several meters, boosting your movement speed and giving a life-stealing effect to your attacks and abilities for several seconds. Capacitor will deplete if you don't take any damage for too long. Cooldown: Long

Enhanced: Increases the capacity of the capacitor and its charging efficiency. Cooldown reduced to Medium.

Blasting Bullet: Adds fragmentation to your attacks (but not abilities), damaging enemies near the original target. Cooldown: Long

Enhanced: The strength of the fragmentation effect increases based on your toughness. Cooldown reduced to Short.

Blade of Truth: A trio of conductive hard-light blades manifest and scythe once around you, briefly boosting your movement speed the more enemies they hit (up to 3). Cooldown: Long

Enhanced: Additionally shreds the armor of targets hit. Cooldown reduced to Short.

False Oath (Requires ARCH Cells): Consume a large quantity of your ARCH Cells to supercharge your body for 6 seconds, rapidly regenerating your ARCH count and boosting the strength of your attacks (but not abilities), damage scaling the longer the charge lasts. Cooldown: Long

Enhanced: Kills and assists renew the charge. Cooldown reduced to Medium.

Healing Wind: Instantly restores moderate wounds of yourself and all allies in a medium range, though multiple people using the skill in rapid succession has diminishing returns. Cooldown: Long

Enhanced: Defense of allies touched by the wind is also fortified for a couple seconds. Cooldown reduced to Medium.

Weapon Skills:

NOTE: Subject to change

Everyone who has at least one Weapon of Choice receives a Weapon Skill. Weapon skills don't cost VFP. Cooldowns denoted with an arrow become shorter the more skilled you become with the weapon in question.

Dagger: Cloak and Dagger: Briefly turn invisible and speed up; while invisible, blink behind a target and shank them, slowing them. Cooldown: Medium -> Short

Two-handed Sword: Parry: Stance up and block all incoming attacks and abilities from the direction you're facing for a second, then dash towards your attacker, slicing all enemies in your path. Cooldown: Medium

Axe: Maleficent Helix: Can only be used after building up momentum by attacking enemies; a powerful, arcing swing that drains life from your opponents. Cooldown: Short -> Rapid

Dual Swords: Dual Sword Rampage: A charging flurry of strikes, that, if they connect, enable another powerful dash that slices all enemies in your path. Cooldown: Medium -> Short

Pistol: Moving Reload: Hustle while automatically and instinctively reloading your weapon; significantly reduces the cooldown of your other abilities. Cooldown: Medium

Assault Rifle: Overheat: The more you shoot, the more Overheat you build up; this wears off outside of combat but can be expended to enhance your gun with VF, instantly reloading and actually shooting faster and harder for a few seconds. Cooldown: Short

Sniper Rifle: Ballistic Advantage: Stance up and down scope, while loading two special shots: The first illuminates the target in your vision, even through walls, and briefly cripples them, while the second deals more damage the more injured they already are. Cooldown: Medium

Rapier: Quick Cut: A simple dashing attack for closing the gap with an enemy or chasing them down. Cooldown: Medium -> Short

Spear: Shadow Stab: A powerful lunge that slows struck victims, doing extra damage to and pushing back those already too close. Cooldown: Medium -> Short

Hammer: Armor Piercing: A wide, ground-pulverizing smash. Has a large windup, but unbalances and weakens the defenses of enemies hit. Cooldown: Medium -> Short

Bat: Full Swing: Swing for the fences, smashing enemies in a cone away from you and stunning them if they collide with anything. Cooldown: Medium

Throwing: Smokescreen: Lob a ball of blinding smoke that obscures the vision of anyone inside its radius for a few seconds. Cooldown: Medium -> Short

Shuriken: Caltrops: Spread caltrops on the ground in an area, damaging and momentarily hobbling those who try to pass through. Cooldown: Medium

Bow: Rain of Arrows: Pop off a long-range indirect shot that splits into an entire volley of arrows, pelting and slowing enemies in the target area after a brief delay. Cooldown: Medium

Crossbow: Expulsion Shot: Fire off a powerful, buckshot-like blast that, like Full Swing, knocks back enemies in a cone and stuns them if they collide into anything. Cooldown: Medium

Glove: Uppercut: Pop off a rapid, lunging, armor-piercing strike; scales impressively to your strength but can't critically hit. Cooldown: Short

Tonfa: Quick Spin: Momentarily shield yourself from all directions, reflecting a fraction of incoming damage back to your attackers. Cooldown: Medium -> Short

Guitar: Love &...: Fire off a sonic lance that momentarily overwhelms a target, the music compelling them to approach you. Cooldown: Medium

Nunchaku: Breath of the Dragon: Charge a powerful blast of projectile wind by swinging the nunchaku, capable of stunning opponents. Cooldown: Medium -> Short

Whip: Wind Cutter: Snap your whip out twice, damaging and slowing enemies in a cone. Cooldown: Medium -> Short

Camera: Flash: A high-intensity blast of light that damages enemies in a cone, and, if they're facing you, momentarily blinds them. Cooldown: Medium

Arcana: VF Dispersion: Evoke three orbiting spheres of condensed VF, which can be lobbed and explode like grenades; consecutive hits slow enemies. Cooldown: Medium -> Short

VF Prosthetic: VF Stabilization: Recalibrate the VF flow of your prosthetic through a moment's concentration: if it's too low, gain VF; if it's too high, consume some of it to reduce the cooldowns of your abilities and gain a burst of speed; if it's in VF Overflow, extend the duration of overflow and reduce cooldowns/gain speed as above; if your prosthetic is Exuviated, inject it with VF to speed up its reboot cycle. Cooldown: Short

TEST SUBJECTS:

!!THIS SECTION IS A WORK IN PROGRESS!!

Records taken from secure AGLAIA servers.

	Test Subject ID: 06M-RFT01 Name: Jacqueline "Jackie" Quilt (assumed), Angela Winslair (birth)	Nationality: United Kingdom Sex: Female Age: 22 (Aug 4)	Height: 167cm Weight: 62kg Occupation: Serial Killer
Weapon of Choice: Dagger (hunting knife), Two-handed Sword (katana), Axe, Dual Swords (kukri)			
Vital Force: Physical-Type VF Abilities: WIP			
Profile: The disturbed daughter of wealthy but neglectful politicians, whose answer to her developing psychopathy and torture/murder of small animals was to lock her in the basement when she misbehaved, indirectly cultivating her acting skills and ability to meticulously cover up her crimes. Ultimately, the Winslairs (and, allegedly, Angela) became the first of 30 victims of Jackie's killing spree—along the way, she earned the moniker 'Quilt' from police investigators, as her victims were chopped into such small pieces they'd have to be sewn back together to be positively identified. Apparently, she was proud enough of this fact to adopt it as her assumptive last name.			
Psychology: A hedonistic womanchild with no empathy for others, and whose only desire is 'fun'—anything's fair game so long as you don't get caught. Even AGLAIA researchers are wary of her, as their only psychological lever against her is her fear of solitary confinement. Likes fruits that pop in her mouth and hates being on the receiving end of teasing and pranks. As a first-generation test subject, she's immune to memory-wiping; that her sanity is still intact after so many experiments is a testament to her psychopathy.			
Relationships: None. Other living beings exist purely as toys for her enjoyment, whether through harmless teasing and pranks, fucking with their heads, or tearing them limb-from-limb. Occasionally picks up allies by deceiving them into thinking she's been framed, a tragic but redeemable figure, or has DID and that her split personality is responsible for the killings; she's physically strong, and has unparalleled area knowledge of Lumia Island, so some survivors stick with her for protection under those false pretenses. These allies inevitably become victims, however, and once her proclivities come to light, other survivors frequently band together to put her in the ground. No surviving family since she killed her parents.			

	Test Subject ID: 14M-RFT02 Name: Fiora Pellerin	Nationality: Italy Sex: Female Age: 24 (Jul 21)	Height: 158cm Weight: 48kg Occupation: Fencer
Weapon of Choice: Rapier, Two-handed Sword, Spear			
Vital Force: Physical-Type VF Abilities: WIP			
Profile: The daughter of an extremely conservative man, who's spent most of her life working to overturn his notion of traditional gender roles, rejecting feminine things, and picking up fencing in order to prove her capability in 'manly' pursuits. Wishes to protect those she perceives as weaker than her and be recognized by those she perceives as stronger.			
Psychology: An easy test subject to control. Smart, strong, strait-laced, and reliable, recognizing her circumstances immediately when an experiment begins, but has OCD tendencies and is burdened by her stubbornness and rigid code of honor. Her martial prowess and excellent situational awareness often bring her to the end of an experiment, but her refusal to employ tactics she sees as dishonorable means she's rarely the last survivor. She's also extremely sensitive about her femininity and detests being looked down upon; though she's terrible at traditionally womanly pursuits, she'll nonetheless pour herself into them if confronted with her lack of ability. Unfortunately, her father passed away before he would acknowledge her, so her need to be seen as 'good enough' will forever go unfulfilled.			
Relationships: Will often ally with, protect, or spare test subjects like 14M-RFT07 (Jenny), 15M-RFT15 (Barbara), 17M-RFT27 (Sissela), or 21M-RFT51 (Tia), who she perceives as being weaker than her, while rejecting those who offend her sense of honor (like 16M-RFT23 (Shoichi)). Most importantly, she seeks to defeat traditionally strong men like 15M-RFT18 (Magnus), 22M-RFT56 (Markus), and 22M-RFT59 (Piolo), and any supposition that she's "[X] for a woman/girl" triggers immediate hostility in her, even if it's a compliment. Despite despising male chauvinism, she's pretty chauvinistic herself when it comes to the 'strong' and 'weak'. Survived by her mother.			

	Test Subject ID: 14M-RFT03 Name: Zahir Singh	Nationality: India Sex: Male Age: 18 (Jun 13)	Height: 175cm Weight: 74kg Occupation: Follower
Weapon of Choice: Thrown (crescent blades), Shuriken (darts)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: Escaped an abusive orphanage and wound up on the steps of a Sikh temple, where he was taken in as a devoted follower. His eyes are a breathtaking solid gold, and occasionally seem to glow of their own accord (NOTE: corresponds with dramatic brainwave fluctuations not explained by VF activity; monitor).			
Psychology: Fastidious and calm to the point of stoicism but has stunted social skills; he's virtually impossible to anger, as he cares little for the opinions of others, and frequently attempts to communicate with nothing more than blinking. Noted to have excellent hair due to his daily morning routine and seems to genuinely not mind people fawning over and touching it, despite his tendency to mentally check out of uncomfortable social interactions. When he does speak, he speaks like a chuunibyou—worse, he's genuinely dead serious, because he believes that not only did God save him, but that he is literally God's chosen vessel on Earth. Spends much of his idle time meditating in order to commune with the divine. While his faith is vast and allows him to act without hesitation, as he believes his will is God's will, it's not bottomless, and extreme, prolonged duress during experiments can break him down, causing him to wander the island listlessly, neither eating nor drinking, searching for salvation.			
Relationships: Varies. In some cases, he'll join survivors like 16M-RFT22 (Hart) and advocate for pacifistic coexistence in defiance of the experiment, while in others, he'll join survivors like 14M-RFT11 (Aya) in order to slaughter the other survivors, acting as God's judge, jury, and executioner of sinners. No known surviving family.			

	Test Subject ID: 14M-RFT04 Name: Hyunwoo Jang	Nationality: Korea Sex: Male Age: 17 (Apr 6)	Height: 174cm Weight: 73kg Occupation: High School Student
Weapon of Choice: Glove, Tonfa			
Vital Force: Physical-Type VF Abilities: WIP			

Profile: A precarious, empty soul battered by childhood trauma, who turned to cheap thrills like fighting and biking in a vain attempt to fill the hole in his heart. Shows off physically to cover up his psychological frailty, and dreams of winning the lottery.
Psychology: Defined by severe abandonment issues and clinical depression. Researchers often need to cajole him into participating in the experiment by emphasizing his agency, stoking his sense of vengeance via relationships to other survivors, or stringing him along with promises of life outside the island, as the psychological pressure of experiments frequently drives him to suicide via restricted areas. Ironically, he would probably already be dead had he not come to Lumia. Hates junk foods like instant ramen, as they remind him of his loneliness, which has driven him to become a surprisingly skilled home cook. Likes dogs and tries to tame them but has no idea how.
Relationships: He'll take literally anyone who'll accept him on a first-come, first-served basis, and will be whatever they need him to be so that they don't abandon him, meaning that his role in an experiment's social dynamics varies widely. Abhors the idea of killing, as his father is in prison for murder, but hates the idea of being left alone even more, and will always choose to kill if his allies will abandon him if he won't, slipping naturally into the role after his first victim. Survived by his parents.

	Test Subject ID: 14M-RFT05 Name: William Benson	Nationality: USA Sex: Male Age: 28 (Jan 17)	Height: 185cm Weight: 73kg Occupation: Professional Baseball Player (Pitcher)
Weapon of Choice: Throwing (baseballs)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: The older brother of a poor family, who always sought to take care of his younger brother Rosalio (14M-RFT06), but when the opportunity came for one of them to receive formal baseball training, took the opportunity in order to try to become a breadwinner, consigning Rosalio to the minor leagues. His skill as an athlete made him a minor celebrity, but he left the major league in disgrace after his brother stole his girlfriend and framed him for a match-fixing scandal (of the same kind he had already been expelled from the minor league for)—though he stepped down willingly, seeing it as a sort of repayment of his debt to him. Tends to plants as a hobby, though he's clueless as a gardener.			
Psychology: Stern, serious, and inflexible, always striving to go above and beyond what's expected of him, but conflict averse. Moreover, he's driven by overwhelming senses of responsibility and guilt, just as much as Rosalio is driven by rage at being unable to escape William's shadow.			
Relationships: His parents divorced when he was 6, with his mother keeping the family's wealth and his father keeping the children and debts. Doesn't tolerate			

irresponsible behavior of test subjects like 16M-RFT20 (Li Dailin) or 14M-RFT14 (Cathy) but will leave them rather than trying to argue them into changing their ways. His relationship with his brother is irreconcilably twisted—if they learn the other is on the island, William seeks to avoid Rosalio at all costs, still loving him despite his brother's concerted efforts to ruin his life, while Rosalio immediately sets out to kill William first, believing his brother to be responsible for ruining his life. Survived by their father.

	Test Subject ID: 14M-RFT07 Name: Jenny Sinclair	Nationality: United Kingdom Sex: Female Age: 23 (Dec 4)	Height: 167cm Weight: 49kg Occupation: Actress
Weapon of Choice: Pistol			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: A perfectly average daughter of a perfectly average family in a perfectly average neighborhood. Despite having a better life than most test subjects, she sought to become a superstar to escape crushing mediocrity, but a lukewarm debut saw her hit the B-List. Volunteered to come to Lumia Island on the basis of it being a reality TV show where she could make her big break; is too proud to admit she's been deceived. Despite being physically weak, she often makes it far in experiments off of her acting skill alone, grifting mercy from the soft-hearted and playing dead against stronger opponents, only to either sneak attack them or flee to fight another day.			
Psychology: Copes with her lack of fame by pretending that she's actually a huge celebrity merely acting the part of a struggling aspiring actress, always looking to dress and consume conspicuously according to her desired station. When asked about herself, she defaults to carefully practiced responses for interviews that describe her A-List persona. Sentimental and romantic in reality; her cool, aloof elegance is an act, and she cares immensely what others think about her. Stress and criticism can drive her to near histrionics.			
Relationships: Has never been in a serious relationship due to her massive ego, though she's easily become a semi-professional friend to 19M-RFT39 (Eleven) in past experiments, touring the island to stream and relating their shared passion for fast food. Only unwinds around test subjects who she can rely upon implicitly like 14M-RFT02 (Fiora), or who she believes won't care about appearances like 16M-RFT20 (Li Dailin). Survived by her parents.			

	Test Subject ID: 14M-RFT09 Name: Xiukai Zuo	Nationality: China (birth), Korea (citizen) Sex: Male Age: 34 (Aug 19)	Height: 187cm Weight: 152kg Occupation: Cook
Weapon of Choice: Dagger (cleaver), Spear (bamboo pole)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: The former personal chef of a close associate of a high-ranking CCP official, flush with wealth and connections, which he used to flee to South Korea and found his own Chinese restaurant after his clients were swept up in a party purge. Sees the limited resources and facilities of Lumia Island as a challenge to overcome as he pushes himself to greater culinary heights. One researcher reports having seen him make a meal out of nothing but a pair of wooden chopsticks. Claims that he was once skinny, handsome, and blessed with elegant posture, but nobody believes him.			
Psychology: Professional and restrained from his formal culinary training, but obsessed with food as a classical artisan, pursuing the pinnacle of his craft for his love and enjoyment of the artform. Eats meat at least once a day if able, being especially fond of meat dumplings (which he will make out of literally any animal on the island he can catch). Appears to have a purely academic interest in cannibalism—he does not appear to have ever actually experimented with cooking with human meat.			
Relationships: Jovial but intimidating, as he always has one hand on his cleaver. Often forms alliances just to have someone around to enjoy his cooking, as he's friendly towards those who appreciate his work, but cool towards those that don't—argues frequently with 15M-RFT18 (Magnus), who insists that cooking is an unmanly pursuit. Massively intolerant of fussy eaters and those with bad table manners, going so far as refusing to team up with them, and literally breaking the hands of those who ignore warnings and persist in misbehaving at the table. Survived by his estranged mother.			

	Test Subject ID: 14M-RFT010 Name: Nadine Chandrawinata	Nationality: Indonesia Sex: Female Age: 21	Height: 178cm Weight: 66kg Occupation: Archer
Weapon of Choice: Bow, Crossbow			
Vital Force: Manipulation-Type VF Abilities: WIP			

Profile: Lost her parents to a landslide when she was 4 and was unironically raised by wolves. Though declared dead for 8 years, she was later found by a hunter and has been slowly reintegrating with human society. Possesses a great instinct for tracking both animals and humans and has a knack for working with meat, hide, and bone; she's a natural-born hunter.
Psychology: Violently claustrophobic due to her impromptu burial as a child—at least one recorded instance exists of her falling into one of 15M-RFT16 (Isol)'s traps and having to be put out of her misery on the spot due to a complete mental breakdown. Despite living among humans for most of her life, she's still poorly socialized despite the efforts of her stepparents, lacking 'human instincts'; she speaks bluntly, acts without speaking, and has to navigate matters of manners and etiquette carefully and deliberately in order not to mess them up, all of which give her a false impression of gruff aloofness. Since she suffers from analysis paralysis, becoming confused and flustered in emergencies, and doesn't have a strong understanding of right and wrong, she tends to follow the direction of those she perceives as being more knowledgeable than herself. Still sniffs and cuddles those she becomes fond of.
Relationships: Tends to associate with test subjects that don't make her anxious about social interaction and/or that she perceives to be following their instincts, like 16M-RFT19 (Silvia) and 16M-RFT20 (Li Dailin). 14M-RFT09 (Xiukai) particularly gives her anxiety since she's still accustomed to treating all food like finger food. Survived by her stepparents.

	Test Subject ID: 14M-RFT11 Name: Aya Suzuki	Nationality: Japan Sex: Female Age: 26 (Aug 5)	Height: 161cm Weight: 56kg Occupation: Police Officer
Weapon of Choice: Pistol, Assault Rifle, Sniper Rifle			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: Kidnapped and held hostage at the age of 13; idolized the police after they rescued her and joined the homicide unit as soon as she was eligible to do so. Insisted on taking shaky investigations and cold cases out of an unrelenting sense of justice. Forced to go on psychiatric leave after a serial killer tore apart her parents and took her brother's legs, but refused offers to transfer to other departments. An exceptionally talented marksman capable of operating pretty much any firearm that falls into her hands. Fond of nostalgic comfort foods like hotpot and Haagen-Dasz that remind her of her family.			
Psychology: PTSD and necrophobia from witnessing her mother's remains. Seems serious, strait-laced, kind, and unyielding, but is clumsy and forgetful, to the extent that her after-action reports indicate her occasionally misplacing essential equipment like her handcuffs or firearm.			

Driven above all by an equal parts fanatical and naïve view of ‘Justice’, to the point it defines her entire worldview: The world is black and white, and things are either ‘just’ or ‘unjust’. Those things that she decides are ‘just’ she pursues with unhesitating zeal, and those that are ‘unjust’ (like the usual suspects, drinking, smoking, gambling, and drugs) she condemns.
Though she’s driven to help and protect people and to serve justice, this can easily become selfish and self-righteous; exposed to enough injustice, she begins to believe that she’s the only who who can dispense justice, and although she’s quick to judge people like 06M-RFT01 (Jackie) and 14M-RFT03 (Zahir) as ‘suspicious characters’ and ‘likely criminals’, she’s morally flexible enough to work with them to massacre the other survivors if she can be persuaded that “it’s in the name of justice”.
Naturally, her psyche isn’t capable of enduring revelations like ‘there is no justice’ or ‘your self-righteousness has made you an enemy of justice’. Depending on the circumstances, she either becomes a crazed vigilante, dictating what is and isn’t ‘justice’ herself; or lays down her arms and quietly accepts death as punishment for her crimes.
Survived by her brother, with whom she separated for their mutual mental health, though they remain on good terms.

	Test Subject ID: 14M-RFT12 Name: Hyejin Lee	Nationality: Korea Sex: Female Age: 18 (Oct 31)	Height: 163cm Weight: 46kg Occupation: Shaman
Weapon of Choice: Bow, Shuriken (talismans)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: The daughter of a long line of hereditary shamans. According to their rites, had she been born after dawn, she would have led an easy life, but being born before dawn condemned her to a great tribulation in her 18th year, and this seems to correlate both with her arriving on Lumia and her prior experiences: She was treated as a cursed child in school since the 8th grade, when she became the sole survivor of her group on a field trip when their bus rolled over and killed everyone aboard—Hyejin missed the bus after they stopped at a rest area, and had to take a different one prior to the accident. Plays the bipa to (allegedly) commune with spirits. Cares deeply for her belongings, and her body is often found clutching precious items protectively.			
Psychology: A hardline fatalist due to her upbringing, and consequently one of the easiest test subjects to control, as she believes that everything that occurs is due to the intractable hand of Fate. Conversely, this makes her a terrifying opponent: As all outcomes are predetermined and unchangeable, all she needs care for is doing her best with her current circumstances in order to avoid having regrets, which makes her fearless of death, inured to despair, and able to dedicate all her might to struggles that			

she knows intellectually are completely useless, calmly accepting the consequences come what may… though such zeal depends on the importance of the task. When life and death isn't on the line, she recognizes a clear delineation between what she can do and what she can't do and will give up immediately on things she knows she can't do. Dislikes sweet and salty food, preferring unseasoned vegetables and broth.
Relationships: Rarely strikes up alliances with other test subjects, preferring to remain an observer. Dislikes test subjects who swear frequently, like 15M-RFT18 (Magnus), as she believes foul language invokes bad luck. Frequently found around 22M-RFT55 (Adina) due to her supposed ability to divine the future and insists on corroborating that 23M-RFT66 (Ly Ahn) is in fact possessed by an evil spirit. Survived by her grandmother and (estranged) parents.

	Test Subject ID: 14M-RFT13 Name: Alex Pajitnov	Nationality: Russia Sex: Male Age: 31	Height: 178cm Weight: 70kg Occupation: Linguist
NOTE: The above information is known to be falsified. We know he knows we know he's an EREBUS secret agent. We *could* dispose of him trivially if we wanted, but it's more important that we know who's behind him, and he knows we know he knows that as well. Cocky bastard.			
Weapon of Choice: Tonfa, Two-handed Sword, Shuriken, Pistol (simultaneously)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: A spy deployed to Lumia Island in order to infiltrate the Research Center and convey its secrets back to EREBUS, springing its trap on himself willingly to enter into a game of cat-and-mouse to see who lets their secrets slip first. Cover story backed by being a polyglot. Despite his pale and slender appearance, he's exceptionally fit; his only hobby seems to be playing Tetris, which he does whenever he has idle time.			
Psychology: Secretive for obvious reasons, and disciplined due to his military training, but absolutely brimming with self-confidence. Even though he knows he's trapped and must fight and die, he acts like he's entirely on top of everything at all times; even if you eviscerate him, his expression doesn't betray anything but 'all according to my plan'.			
Relationships: He's quite sociable, even though he only gains information about others rather than letting slip any information about himself, and thus makes alliances of convenience with just about anybody. No known surviving family, though this is on account of him being a ghost in the machine, with no traceable civilian or military records.			

	Test Subject ID: 14M-RFT14 Name: Cathy Huggins	Nationality: Canada Sex: Female Age: 32 (May 9)	Height: 169cm Weight: 58kg Occupation: Doctor
NOTE: 14M-RFT14 is *not* covered by your health insurance. Please consult the medical staff for a second opinion before acting on any of her medical advice.			
Weapon of Choice: Dagger (scalpel), Dual Swords (scalpels)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: Kind and sentimental, but her unique flavor of kindness and sentimentality led her to being sacked from her hospital job for several incidents of medical malpractice. Currently runs a free clinic; while it earns enough donations to survive, locals tend to skip it straight to the hospital for anything more severe than stitches or the flu.			
Psychology: Insane. Not a psychopath, despite superficial similarities to 06M-RFT01 (Jackie) and a record of killing patients through incorrect or over-dosages: Rather, she has a unique pathology of being almost *too* empathetic while simultaneously suffering from being psychologically incapable of feeling the emotion of guilt. She'll fall for any third-rate sob story and ask how she can help, but her drive to help others will have her take their wishes entirely at face value, even if those wishes are blatantly pointless and/or self-destructive, and she's prone to earnestly saying off-the-wall things like 'Have you considered amputation?' (for minor cuts and scrapes) and 'At least you didn't die of disease out here; you're welcome!' (to a test subject she's just stabbed to death). Emotionally, she seems both relaxed and always at least vaguely excited irrespective of the level of duress she's under; it's unclear whether she simply doesn't understand her situation here, or if she genuinely enjoys it. Fastidious and mildly germophobic; she usually bathes 2-3 times a day, even if it means singing in the shower at 3 in the morning. A terrible neighbor, and dangerously unpredictable overall.			
Relationships: Most test subjects seem to develop a policy of 'embrace her but keep her at arm's length'. She's popular on account of her optimism, sunny disposition, and willingness to help, but she doesn't seem to fully grasp the concept of 'cooperation' and isn't given to following orders; when subjects like 16M-RFT23 (Shoichi) try to exploit her helpful nature for their own ends, they always end up frustrated by her lack of utility as a tool. Despite her high sociability, she bickers with those like 14M-RFT04 (Hyunwoo) who don't keep up with personal hygiene. On the other hand, she has no compunctions whatsoever about leaving or killing people who put her in a bad mood (as if 'death' was an appropriate corrective measure for misbehavior) or betraying her allies once it becomes convenient or necessary to do so, which many test subjects don't discover until it's already too late.			

	Test Subject ID: 15M-RFT15 Name: Barbara Erlenwein	Nationality: Germany Sex: Female Age: 36 (Feb 19)	Height: 165cm Weight: 59kg Occupation: Surgeon (former), Engineer (current), Genius Inventor (self-proclaimed)
NOTE: Premature termination of 15M-RFT15 is authorized if her inventions endanger the experiment.			
Weapon of Choice: Bat (wrench)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: Dreamed of being an engineer since she was a child, but her parents pressured her into medical school to become a surgeon, a career she hated and dropped the moment they passed away. Has spent the last fifteen years sequestered away in her basement working on her magnum opus, a robot of some description, but ran out of funds before she could complete it (NOTE: She'll do anything to finish it, so use this to control her if she becomes uncooperative). Doesn't care for nature or the natural world, but is obsessed with machines, and will try to reverse-engineer interesting technology she happens upon (NOTE: SOP is to warn her away from tinkering with experimental apparatus; otherwise, she'll always be terminated for trying to take apart someone's cuff or the hyperloops).			
Psychology: Highly intelligent and doggedly persistent, though her hermititude has left her out of touch and lacking social graces, she has a naturally short temper, and she desperately craves praise and recognition, having never received it from her parents or those around her. Genuinely believes that the top 1% of geniuses uplift the 99% of the unenlightened masses and that, as one of the 1%, granting her time to the dullards around her is a burden that she should be compensated for. Becomes lost to the world when she's working with her machines. Painfully unfunny, but under the impression that others just aren't educated enough to understand her terrible nerd jokes.			
Relationships: Due to her poor physicality, she relies on her inventions to survive, both in terms of self-defense and in providing utility to allies so that they'll tolerate her. Views relationships as transactional due to her lack of proper adult socialization, and when attempting to assume a leadership role in groups of test subjects (which is always, since she views them as her assistants), she leads by giving orders and assuming that people who don't comply are too stupid to understand how smart she is, since she exchanges her brilliance for their praise and obedience. Likes 15M-RFT17 (Leon), 16M-RFT19 (Silvia), and 19M-RFT39 (Eleven), since they'll tend to acquiesce to her requests unless they're completely unreasonable, and invariably becomes a tool wrapped around 16M-RFT23 (Shoichi)'s finger. An exhausting sort of person to be around.			

	Test Subject ID: 15M-RFT16 Name: Isol (assumed), Marcelo (birth; surname unknown)	Nationality: Brazil Sex: Male Age: 16 (Mar 20)	Height: 164cm Weight: 56kg Occupation: Guerilla
Weapon of Choice: Assault Rifle, Pistol			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: Raised in an (by all accounts, abusive and terrible) Catholic orphanage alongside 18M-RFT37 (Rozzi), before escaping at 12 and enlisting in the South American terrorist organization MOK as a child soldier; is the sole survivor among his cell of child recruits.			
Psychology: Suffers PTSD from his experiences in his terror cell; ritually mutilates the corpses of his kills as a method of self-hypnosis in order to avoid breaking down mentally, and is always thinking of ambush points, trap placement, and escape routes in order to maximize carnage while minimizing risk. “I can’t stop here” is his watchword; he’s driven to survive so that the sacrifices of himself and his comrades won’t be for naught. Denies himself any sort of pleasure, and self-harms as punishment for failure. Obsessed with his one surviving friend (Francisco, in prison).			
Relationships: After losing so many fellows, he avoids emotional attachments that he believes would weaken him, but stringently follows orders of leaders with whom he allies. Hates people who remind him of his past self (either by asking him about it, praying excessively like 16M-RFT21 (Chiara), or being overly sentimental, like 14M-RFT04 (Hyunwoo)); are indecisive (like 14M-RFT10 (Nadine)); or don’t seem conducive to his survival. Won’t hesitate to execute allies who become liabilities. No longer consciously recognizes 18M-RFT37 but sees her as a competent acquaintance and teams up with her frequently. No known surviving family.			

	Test Subject ID: 15M-RFT17 Name: Leon Askin	Nationality: Australia Sex: Male Age: 25 (Dec 12)	Height: 188cm Weight: 79kg Occupation: Swimmer
Weapon of Choice: Glove, Tonfa			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: Son of a decorated soldier (ANZAC), burdened with high expectations from his family and peers since childhood. A keen professional, celebrity athlete, and			

Olympic gold medalist.
Psychology: Energetic, reliable, and empathetic; suffers immense psychological pressure to never show weakness and be 'masculine' at all times, stemming from his military brat upbringing and status as an athlete, and this conflicts with his inner nature. Secretly indulges in 'feminine' hobbies to relieve this stress, collecting things he finds pretty or cute, and has flirted with crossdressing in private. Is ashamed of this coping mechanism but suffers extreme anxiety without it (or if it's discovered), which can lead to burnout, depression, and/or suicidal ideation. Researchers have speculated that he may be homosexual or suffering from gender dysphoria, but he instinctively refuses to cooperate with such diagnoses.
Relationships: Has had several girlfriends, but they've all been short-term trophy relationships for presenting masculinity. Socially keen, professional, and a natural leader, always faring better in a team than he does by himself, assigning team roles according to merit and effectively motivating allies by praising their strengths and shoring up their weaknesses; popular with test subjects who crave recognition, like 14M-RFT02 (Fiora), 14M-RFT09 (Xiukai), and 15M-RFT15 (Barbara). His social empathy extends to his enemies, and he excels at exploiting psychological weaknesses, though he often feels guilty about doing so. 15M-RFT18 (Magnus) discovering his secret almost always ends with the death of one or the other. Survived by his parents and two sisters.

	Test Subject ID: 15M-RFT18 Name: Magnus Scott	Nationality: USA Sex: Male Age: 34 (Feb 1)	Height: 186cm Weight: 97kg Occupation: Biker Gang Leader
NOTE: 15M-RFT18 completely disregards instructions from female researchers. Assign him a male researcher instead.			
Weapon of Choice: Hammer (sledgehammer), Bat (steel bat with nails)			
Vital Force: Physical-Type VF Abilities: WIP			
Profile: Leader of an infamous American biker gang, Reaper's Wheel, and secured their infamy by crushing other gangs who would try to intimidate them or muscle on their turf—records corroborate at least one incident where he fought 17 men at once and emerged victorious. Despite being a biker, he's not all that interested in motorcycles themselves, except as outlets for his machismo, which (combined with his arrogance and lack of consideration for others) has turned several of his gang members against him. Proud of his power and fond of rambling off stories of his exploits; his catchphrases are "Power!" and "Persistence!"			
Psychology: A man's man, and the most important thing for a man is to be manly, so this preoccupies him considerably; if he has one fear, it's the loss of his manly virtues, allowing him to be controlled by inferring that hesitation and indecision are unmanly			

traits. Unsurprisingly, he views the world in black and white, where the only distinctions that matter are 'the strong' and 'the weak', and that the natural order of things is for the former to dominate the latter. Easily taunts others, but is easily taunted himself, as he flies into a rage if told that his outward machismo is compensatory or that he's so concerned with manliness because he's a homosexual. Because manly virtues include honor and loyalty, he despises cowards even more than weaklings; if a defeated opponent abandons their principles by begging him for mercy, he ensures their deaths are particularly painful. Only eats simple manly foods like boiled potatoes, raw vegetables, and steak, because he views cooking as a womanly pursuit, which inevitably sets off 14M-RFT09 (Xiukai) whenever they meet.
Relationships: Usually only associates with male test subjects, because he's only interested in the strong, and he believes that women and children are weak inherently. Also refuses to fight said weaklings, not out of consideration for their weakness, but because he considers it a waste of time—though he's always pleasantly surprised by the disproportionate physical prowess of 14M-RFT02 (Fiora), 20M-RFT43 (Nicky), and/or 22M-RFT58 (Estelle), complimenting them to the effect of "Hey, you're pretty strong for a girl!" Naturally, they almost never appreciate this, even if he's actually sincere rather than intending to patronize them. Because of his fixation on manly virtue, he always honors alliances and never betrays allies, which brings him into conflict with test subjects like 15M-RFT16 (Isol) and 16M-RFT23 (Shoichi), whose 'efficiency' and 'strategies' he perceives as them merely making excuses and coping for their weakness. Survived by his grandfather and father.

	Test Subject ID: 16M-RFT19 Name: Silvia Piquet	Nationality: Argentina Sex: Female Age: 23 (Jan 7)	Height: 166cm Weight: 58kg Occupation: Racer
NOTE: 16M-RFT19 frequently disobeys orders in order to do whatever she pleases.			
Weapon of Choice: Pistol			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: Raised by her grandfather in absence of her parents. Became a racer on a whim for the thrill of it and is infamous in bike racing circles for driving like a hellion with no consideration for her own health and safety (or that of her bikes, which she's infamous for wrecking).			
Psychology: Excitable and emotional, living in the present with no care for the consequences. Even compared to 06M-RFT01 (Jackie), she's a shameless hedonist and a complete nihilist: She has no reason to live because life has no inherent meaning, so nothing matters but immediate pleasure, and she thrives on the ecstasy of the moment. Thus, where other test subjects act recklessly because of their past traumas, she chooses to do so because it's fun, and where other test subjects will			

perform tasks they loathe because they have no other choice, she can't—not *will* not, but psychologically *cannot*. For her, suicide is literally preferable to being forced to do things she doesn't want to do, since such things undermine the very core of her being and thus her will to live. Doesn't like killing but does like the thrill of hunting and being hunted, so if she defeats another test subject, she'll bind them up for someone else to finish off. Enjoys games and gambling and is almost preternaturally skilled at picking winning bets. Boredom is too tepid of an emotion for her; if she runs out of enjoyable things to do, she becomes limp, listless, and helpless, only at that point behaving submissively.

Relationships: Doesn't consider relationships terribly important since everyone dies soon enough anyway. Her devil-may-care attitude means she gets along naturally with 16M-RFT20 (Li Dailin), and while 15M-RFT16 (Isol) hates her for her spontaneity, she's been observed sticking to him anyway just to bother him (and try to cajole him into enjoying his life). Also bothers 14M-RFT09 (Xiukai) because she's a picky eater and refuses to eat anything she doesn't care for (like boiled beans, steamed vegetables, or hot spices).



Test Subject ID: 16M-RFT20

Name: Li Dailin

Nationality: China

Sex: Female

Age: 26 (Dec 27)

Height: 165cm

Weight: 56kg

Occupation: Unemployed

NOTE: 16M-RFT20 should be monitored for liver damage during Cellular Reconstruction.

Weapon of Choice: Glove, Nunchaku

Vital Force: Physical-Type
VF Abilities: WIP

Profile: The sole daughter of the leaders of rival martial arts schools who married to cement an alliance and bore her to inherit their arts as the world's greatest martial artist. She began training before she could even walk and was raised strictly as a scion by parents who chose the path of mastery over caring for her and died early as a result of their involvement in martial arts. Her uncle continued to raise her but abandoned her when she graduated to engage in training himself, after which she took to drinking; martial arts essentially took everything from her.
Rather than embrace the destiny laid out for her, she chose vengeance, selling off the dojo and secrets that had been passed down through generations to her and blowing her entire inheritance on alcohol, choosing to live as a drunk and a beggar to completely destroy her dignity as a martial artist and her family's vaunted legacies.

Psychology: A lazy, unmotivated drifter with severe alcoholism, she does essentially nothing but lounge around and drink all day, only seeking part-time work as necessary to afford more alcohol. Doesn't even have taste in alcohol, drinking for the sole purpose of getting drunk. Despises martial arts with all of her being. Ironically,

her martial arts skills come out when she drinks heavily, as her body limbers up and moves faster than her thoughts. Even then, she still rejects her family; her parents' styles specialized in striking with the hands, using footwork only for maneuvering and momentum, so she fights with kicks exclusively; if she can't defeat an opponent before being driven to using her parents' techniques, she simply surrenders. Truly, the only things that seem to motivate her are alcohol and spite.

Relationships: She absolutely detests being told how to live her life, but expresses her disdain though sarcasm, yawning, picking her ears, etc., and never rises to blows when provoked (as dueling over a slight would hit too close to her lineage). Strongly dislikes test subjects that dedicate themselves to martial arts (like 14M-RFT 02 (Fiora), 18M-RFT35 (Jan), or 22M-RFT59 (Piolo)) or who're too closely attached to their family (like 14M-RFT05 (William)). Does get along well with 14M-RFT09 (Xiukai), since if there's one thing she likes beyond drinking, it's snacks that go well with drinking, and he's all too happy to whip up anything she requests (up until she tries drinking his cooking wine). Combined, they create a frustrating team environment, since they're both indisputably strong, but one does nothing but drink all day while the other does nothing but cook all day.



Test Subject ID: 16M-RFT21

Name: Chiara (surname unknown)

Nationality: France

Sex: Female

Age: 21 (Oct 25)

Height: 167cm

Weight: 48kg

Occupation: Nun

Weapon of Choice: Rapier

Vital Force: Manipulation-Type
VF Abilities: WIP

Profile: Raised in a Catholic convent from birth, her entire world was her love of God, and once she was allowed to leave, she took to the darkest, seediest places in the world to proselytize, utterly convinced that God would protect her. Eventually, she was kidnapped and trafficked, enduring all manner of unspeakable depravities.

Psychology: Formerly known as a stubborn perfectionist, embodying chastity and virtue, who loved God for being the perfect being and sang his praises at every waking moment. Since her ordeals, her self-image has been annihilated; she suffers from extreme PTSD, intrusive thoughts (borderline schizophrenia), and cognitive dissonance that erupts in bouts of psychosis. Tics include inability to look others in the eyes, nail-biting, and constant mumbling. Despises God for not protecting her, humans for being sinful and leading her into the pit of sin, and herself for hating God and committing the sins themselves. Has an irrational, pathological hatred for anything beautiful, cute, or noble, perhaps for representing what she's lost, and destroys such things—and mirrors—on sight. Prefers dark places where she can be left alone and believes that she and mankind as a whole are or should be damned to the pits of Hell.

During her psychotic episodes, she suffers delirium and amnesia. (NOTE: Curiously, some kind of phenomenon (VF-related?) during these episodes corrupts data collected by nanites on her, so we couldn't restore her memory of those events even if we wanted to. Bears further study, since test subjects report correlation with other unusual phenomena such as speaking backwards or speaking without visibly breathing.)
Relationships: Usually acts alone due to an inability to get along with others; if her psychosis doesn't drive others away, her self-destructive tendency to believe she doesn't deserve happiness will lead her to refusing help and driving away prospective friends. Ironically gets along pretty well with other anti-social people who blame others for their problems. During experiments where 14M-RFT03 (Zahir) decides to purge the other survivors of sin by way of crusade, she either teams up with him or faces him down in a climactic showdown as an antichrist-like figure; it's always dramatic either way. Survived by her parents, with whom she's been separated for most of her life.

	Test Subject ID: 16M-RFT22 Name: Hart Floyd	Nationality: USA Sex: Female Age: 23 (Mar 13)	Height: 175cm Weight: 63kg Occupation: Musician
NOTE: It's probably worth monitoring the brainwaves of test subjects she tries to sway with her music, if only because she's so bloody hell-bent on the idea.			
Weapon of Choice: Guitar			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: Hooked from an early age on the image of classical punk-rock and formed her own band to try to spread hope and peace to the world through her music. Due to their popularity, the band was pursued by major record labels, which caused a schism: She refused the deals because it would curtail their artistic freedom, but her bandmates needed the money due to tough financial situations and eventually took it without her, their 'betrayal' only spurring her further to go indie and prove that music can change people. Seemingly not quite as skilled as she thinks she is, since her band became even more successful after she was replaced as lead guitarist and vocalist.			
Psychology: Friendly and optimistic, but a naïve, self-centered idealist stubbornly fixated on the idea of bringing everyone together in harmony and escaping the island with her music. Outside of her stage persona, she's surprisingly quiet and mild, due to lacking self-confidence and social skills. Has a nervous compulsion to chew on things, so she's usually snacking on nuts. Unsurprisingly, she's fond of rhythm games.			
Relationships: Doesn't have trouble finding allies, but has a fair bit more trouble keeping them, since she's opposed to fighting, repays favors through song, and loses the interest of more boisterous test subjects like 15M-RFT18 (Magnus) when they			

discover she's significantly less boisterous than she lets on. Fascinated musically by 06M-RFT01 (Jackie)'s humming, but is too intimidated by her to inquire about it. Survived by her father (an almond farmer) and her near-identical twin brother Clever.

	Test Subject ID: 16M-RFT23 Name: Shoichi Azuma	Nationality: Japan Sex: Male Age: 33 (Dec 9)	Height: 179cm Weight: 71kg Occupation: Stockbroker
NOTE: Under no circumstances should 16M-RFT23 be given cause to doubt our willingness or ability to pay him for his services.			
Weapon of Choice: Dagger (butterfly knife)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: A subpar salaryman who nonetheless led a quiet, happy life with his family until his wife was diagnosed with, and ultimately died to, congenital heart disease after they were unable to secure a heart transplant for her. His daughter helped him get through his mourning, but when she was diagnosed with the same genetic disorder that killed her mother, he became desperate to find a way to fund her treatment or cure her condition. Volunteered to participate in the experiments as an odd job after being promised a generous paycheck. Prefers tea over coffee but thinks that drinking tea seems too old-fashioned.			
Psychology: Easy to control, as he's become obsessed with money, blaming himself for being unable to provide the kind of paycheck necessary to save his wife, and will do absolutely anything for the sake of his daughter. His skills as a businessman have developed considerably since the death of his wife, and he's gained a silver tongue and a knack for building up detailed psychological profiles of people based on simple conversations. Prefers to persuade others to fight for him as a form of risk management and removes his wedding ring when forced to do wetwork himself.			
Relationships: He's whatever he needs to be to whoever he needs something from, gleaning information from simple introductions and adopting a persona capable of building trust with a prospective partner; to 14M-RFT04 (Hyunwoo), he's a friendly neighbor, to 14M-RFT02 (Fiora) a well-mannered socialite, and to 15M-RFT15 (Barbara) a clueless bumpkin, for example. Once he has an in, he requests trivial favors that he can repay in order to build up a rapport until he can harvest what he needs from the relationship. His need to win at any cost for the sake of his daughter has instilled a sense of cold-blooded ruthlessness beneath his amiable façade, and he won't hesitate to stab his allies in the back should it become necessary or expedient. Exceptions to this are 17M-RFT27 (Sissela) and 23M-RFT67 (Vanya), whose youth and pitiable states remind him of his daughter and with whom he forms a genuine bond as a kindly uncle figure, resulting in his being loathe to kill them unless absolutely required by the experiment. Dislikes survivors whom he can't predict,			

either because he's unable to construct a psychological profile of them, like 14M-RFT13 (Alex), or because they defy one entirely, such as 14M-RFT14 (Cathy). Survived by his grandparents and his child daughter, Azuko.

	Test Subject ID: 16M-RFT24 Name: Arda Evren	Nationality: Turkey Sex: Male Age: 29 (Apr 10)	Height: 179cm Weight: 71kg Occupation: Ph.D Archaeology Student
Weapon of Choice: Arcana			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: The protégé of one Dr. Petula, a renowned archaeologist who got swept up in a scandal over counterfeiting artefacts. Though the disgrace caused most of her students and associates to abandon her and her lab to be swiftly shut down and emptied out, his trust and respect for her caused him to stick doggedly by her side, working desperately but fruitlessly to prove her innocence and protect her reputation. Finally, after months or ardor, he reached his wit's end, acknowledging that his faith couldn't overturn reality and finally turning his back on Petula… just a day before an investigative journalist blew the lid off of the story, proving conclusively that she'd been framed for the whole thing.			
Psychology: Shaken to the core by the Dr. Petula incident, his sense of trust and belief in belief itself have been shattered, and he's become obsessed with things above people—not in the sense of material greed, but in fascination with the traces that people leave behind and a need for objective proof, as he never believes statements without evidence, and doubts even those supported by it, holding others and especially himself to an impossible standard of absolute certainty. Despite this, he maintains a relaxed (if slightly gloomy) demeanor, never showing anxiety, and enjoys putting on airs, drinking Red Bull out of a teacup and occasionally launching into impromptu character dramas. Interestingly, he's still able to maintain his demeanor even in the face of mortal injury and death—not out of stoicism, but pessimism, resigning himself to fortune never being on his side.			
Relationships: He exists in a peculiar sort of limbo; his innocent and handsome appearance and his affable aloofness, remaining equally distant from everyone and discriminating neither positively nor negatively against anyone, has made him one of the most popular survivors: 14M-RFT07 (Jenny) often plays along with his spontaneous method acting, survivors like 14M-RFT05 (William), 14M-RFT11 (Aya), and 16M-RFT23 (Shoichi) appreciate his calm and professional competence, and survivors like 14M-RFT04 (Hyunwoo) and 16M-RFT20 (Li Dailin) appreciate his welcoming lack of judgement. Even 06M-RFT01 (Jackie) seems to tend to think he's more fun alive than dead, if for no other reason than he's not particularly fun or challenging to kill.			

On the other hand, his crippling trust issues make it difficult for him to form true, lasting relationships, to the point where survivors like 15M-RFT16 (Isol) or 17M-RFT27 (Sissela) putting implicit trust in his leadership causes him to balk, fearing disappointing their faith in him. He's been known to outright walk out on allies in tense situations, pulling the plug pre-emptively when fearing betrayal from either them or himself. Survived by his parents.

	Test Subject ID: 16M-RFT25 Name: Camilo Fernández Cabrera	Nationality: Spain Sex: Male Age: 21 (Mar 18)	Height: 184cm Weight: 75kg Occupation: Ballerino
Weapon of Choice: Dual Swords (paired rapiers), Rapier			
Vital Force: Physical-Type VF Abilities: WIP			
Profile: A dancer whose style, beauty, and grace have been recognized by the Royal Arts Academy, and who captures attention and steals hearts wherever he goes. Always carries a blue rose of unknown origin and is wont to sprinkle expressions like "Elegante!", "Hermoso!", and "Bonito!" into his speech, even while speaking English.			
Psychology: A dyed-in-the-wool case of narcissistic personality disorder, he affirms his own beauty and charm through the affection and admiration lavished on him by others, feeling most at home when he's the center of attention. Known to try solving all of his interpersonal issues with dance and charisma before physical force, which works… occasionally. Dislikes being touched; at least one recorded case exists of him and 15M-RFT17 (Leon) fighting over his hair, after the latter touched it on a whim, triggering an uncharacteristic outburst of rage from him.			
Relationships: None, counterintuitively. He flirts with absolutely everyone, regardless of age or gender, but is closer to asexuality than pansexuality, as his true love is himself, and he drifts continually from one 'soulmate' to the next. Though he loved his sister, a fellow dancer, he sabotaged her engagement with her fiancé in order to try keeping her on the stage with him rather than letting her find happiness in her own life… and was shaken when she took her own life at her fiancé's apparent betrayal. Psychologists speculate that his growing his hair out since her suicide is him subconsciously trying to imprint his sister onto himself, attempting to express love for her by bending his own narcissism. Survived by his parents.			

	Test Subject ID: 16M-RFT26 Name: Bernice Bolton	Nationality: South Africa Sex: Male	Height: 173cm Weight: 80kg Occupation: Hunter

		Age: 42 (Dec 18)	
Weapon of Choice: Sniper Rifle (shotgun + hunting rifle)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: An isolationist hermit who lived on the outskirts of society, tending his herd, hunting for a living, and occasionally putting down dangerous beasts or running off poachers who'd threaten the wellbeing of nearby villages. Dislikes drink due to it loosening his self-control but is a recovering tobacco addict. Had one love in his youth but left the village due to her already being engaged and not wanting to cause her grief. Just once, he's hunted a man like an animal.			
Psychology: Stoic, anti-social, and self-reliant to a fault. Doesn't seem to like or dislike much of anything in particular, though this is due in part to his refusing comforts as weaknesses—since arriving on Lumia, he hasn't even slept laying down, much less in a bed. According to 14M-RFT12 (Hyejin), his spirit is tainted by the howling of the beasts he's slain, and he certainly projects an air of intimidation and dominance around animals; even the genetically and cybernetically augmented wolves and bears on the island shrink back in his presence. Due to a security lapse allowing him to see that people he'd killed came back, he's been given the impression that we can magically resurrect the dead; allowing him to keep that impression has made him easier to control, despite our inability to actually bring back his old love.			
Relationships: None, as he has no interest in forming any, refusing all but the most obviously and immediately crucial alliances. He would seem to get along naturally with 16M-RFT18 (Magnus) and 14M-RFT10 (Nadine), but the juxtaposition of his 'manly' physique and demeanor with his 'cowardly' reliance on traps, ambush, and ranged weaponry antagonizes the former, and the latter is firmly on the 'animal' side of the hunter and animal divide, meaning that his mere presence is enough to set her on edge. 14M-RFT07 (Jenny) and 14M-RFT14 (Cathy) seem to consider his gruffness a charm point, though, and unwisely treat him like a big puppy. Pisses 14M-RFT09 (Xiukai) off due to his outright refusal to eat anything he cooks in favor of foraging, as he claims that if he started eating fancy meals, he'd have difficulty living without them. No known surviving family.			

	Test Subject ID:	Nationality:	Height: 153cm

	17M-RFT27 Name: Sissela Kyle	Sweden Sex: Female Age: 16 (Apr 14)	Weight: 37kg Occupation: Incurable Patient
NOTE: In the interest of fairness, remember to change 17M-RFT27's IV prior to the start of an experiment.			
Weapon of Choice: Shuriken, Throwing			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: Diagnosed from a young age with an extremely rare and apparently incurable disease with only about 100 recorded cases in the world. Since then, she's been hospitalized, receiving state-of-the-art treatments and free healthcare in exchange for effectively being a lab rat, trapped and continually suffering in her own body and pulled continually from death's doorstep. Her body is a ghastly pale, wretched thing, covered in the sutures, bruises, and scars of countless operations, but rather than being deadened to pain, her body has only become more and more sensitive over time.			
Psychology: Clinical depression; was on suicide watch prior to arriving on Lumia under the false promise of a cure, having already attempted to end her life several times prior. Has a limp and lifeless appearance to match her demeanor, as she's long since lost her will to live, as even her mother, Dr. Raina Kyle, has entered the lucrative race to try to find a cure for her illness. Must be motivated by the threat of pain, as her fear of ever more exquisite agony is one of the few things that will compel participation in experiments over suicide. Hates and fears anything that even reminds her of hospitals, like the touch of metal or the beeping of electronics. Due to her nonexistent social skills, she rarely ever speaks or expresses herself to others, and the acute loneliness from medical isolation has driven her to drawing faces on inanimate objects and talking to these imaginary friends, at least one of which, Wilson, the smiley face on her IV bag, has apparently been manifested as a pseudo-real entity by her VF abilities. Interestingly, she keeps a carefully categorized collection of images of taxidermies and dried flowers on her phone, as if she's morbidly fascinated by the perfect preservation of death.			
Relationships: Almost universally invokes feelings of disgust or pity in other survivors and is often taken in by the latter camp. In particular, survivors like 14M-RFT02 (Fiora), 16M-RFT23 (Shoichi), and 17M-RFT32 (Lenox) feel compelled to protect her, and she gladly joins them in exchange for the promise of a quick and painless death when the time comes. 14M-RFT14 (Cathy)'s mere presence sickens her, and she refuses to interact with her in any way. Survived by her parents.			

	Test Subject ID: 17M-RFT28 Name: Adela Gro	Nationality: Norway Sex: Female Age: 25 (Jan 30)	Height: 167cm Weight: 56kg Occupation: Chess Champion
Weapon of Choice: Rapier (Cane), Bat (Cane)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: An only child born to a pair of degenerate gamblers who dragged her back and forth to the dingiest, most disreputable dens of vice while spiraling further and further into debt, resulting in them eventually ghosting, abandoning their teen daughter in their shabby flat, where she would have frozen or starved to death waiting for their return had her grandparents not checked in on her several days after losing contact with her parents. A burning hatred of both gambling and losing (as she 'lost' to her parents' addiction) would forge her into the reigning chess world champion; only victories lie behind her, and 'defeat' doesn't enter her vocabulary. Fond of a revolting pie with whole fish in it.			
Psychology: Possible autism spectrum disorder; has a genius intellect, razor-sharp manual dexterity and hand-eye coordination, and a memory like a steel trap, all of which she dedicates to being an obsessive gaming savant. She doesn't play for fun, either, putting immense psychological stress upon herself to win at *everything,* irrespective of the stakes (or lack thereof) or level of the opponent; a five-year old crying over being ruthlessly crushed at rock-paper-scissors over a piece of candy is a skill issue. Despite specializing in chess, she excels at essentially any game with rules, absorbing them like a sponge and systematically cutting off every route to victory for her opponents with superior strategy and machine-like efficiency, even if it's her first time ever seeing the game. Despite being an 'elite gamer', she absolutely detests elements of luck and chance that she can't predict and refuses to play games or engage in wagers that rely on them, not the least of which is because there'd be no satisfaction in a victory not predicated on her own skills—like chess, everything should be deterministic, existing in a constrained and solvable possibility space. Truly, her champion's throne sits atop a bed of spikes, impossible to step down from. Researchers have speculated that actually suffering a defeat would crush her psyche, but this remains a theoretical, as she's literally never been observed to lose, even when challenged to brand new games that researchers have years of experience in. An exception would exist for Lumia Island itself, the most dangerous game, except that when she fails to survive, she… dies, which inherently precludes further psychological observation.			
Relationships: Outside of games, she's much less severe and much more affable, though she's still reserved, being slow and methodical in thought and action, and she still detests chaos, disliking spontaneous and unpredictable test subjects like 14M-			

RFT13 (Alex), 14M-RFT14 (Cathy), 16M-RFT19 (Silvia), 16M-RFT22 (Hart), 16M-RFT25 (Camilo), and 17M-RFT29 (Adriana). As in games where she might have to rely on weaker teammates, so to in combat; she harshly criticizes missteps from allies and tries to compensate for them with pure, raw skill expression, using superior strategy and tactics to overcome her relatively poor physicality.
Watching her and the other hard determinist, 14M-RFT12 (Hyejin), interact is fascinating: They rarely ally (due to 14M-RFT12's social and emotional distance), but are cordial with each other in all circumstances, and should they fight, they both seem to know the exact outcome from the moment they lock eyes. Survived by her grandfather.

	Test Subject ID: 17M-RFT29 Name: Adriana Rivera	Nationality: Mexico Sex: Female Age: 22 (Feb 5)	Height: 169cm Weight: 60kg Occupation: Criminal (Arsonist)

NOTE: 17M-RFT29 is dangerously unpredictable and may assault researchers without warning. Play along with mentions of 'Lily' and always know the location of the nearest fire extinguisher when interacting with her.

Weapon of Choice: Throwing (homemade incendiary bombs)

Vital Force: Manipulation-Type
VF Abilities: WIP

Profile: Committed to a psychiatric ward at the age of thirteen after a traumatic incident where she and her younger sister, Lily, were trapped in an industrial meat locker. Though she was rescued three days later, Lily froze to death mere hours before salvation, the news of which (after a week-long coma in the hospital) resulted in a progressive mental breakdown.
Six years later, she escaped confinement, an incident followed swiftly by a string of wildfires ravaging the Mexican countryside.
Dislikes water and inclement weather, and always carries a pipe in her mouth; she's a heavy smoker, who lights up with the same match she uses to set things ablaze.
Almost always wears a glove on her right hand to stabilize her broken ring and pinky fingers.

Psychology: Severe schizophrenia, claustrophobia, and cryophobia (fear of cold). Characterized by erratic behavior (such as near-catatonic trances; spontaneous laughing, screaming, or crying; constant mumbling; and sudden, wild motions with no rhyme or reason), persistent hallucinatory perception of her deceased sister, and pyromania, constantly fiddling with a lighter and starting fires in response either to psychosomatic cold flashes or Lily's pleading for warmth. Appears to have difficulty distinguishing between corpses and those merely sleeping.
Despite being the only one who can see her, she treats Lily as if she were entirely alive, if perhaps disabled, communicating and interacting with her normally, ordering food

for two, making two beds, setting out two sets of clothes, etc. Avoids mirrors and still water because she can't comprehend why she can't see Lily's reflection—any implication by another that she isn't real is met with immediate, violent hostility.
Relationships: Due to her naked insanity, other survivors tend to steer clear of her, only forming alliances out of necessity—though those that are able to placate her enjoy the benefit of her professional-level fire-starting skills, directing and controlling blazes to consume enemies with the finesse of an artist's brush. She appreciates explosives such as those employed by 15M-RFT16 (Isol) and 22M-RFT61 (Haze), but Lily insists that she avoid 21M-RFT48 (Celine), who's given to hunting her down and seizing her flammables to be repurposed into bombs. Dislikes 15M-RFT17 (Leon), 17M-RFT32 (Lenox), and 22M-RFT57 (Karla) due to their association with water and is outright hostile towards 22M-RFT52 (Elena), who controls ice, and 22M-RFT58 (Estelle), the firefighter. If anyone's able to establish a rapport with her, it's usually 14M-RFT07 (Jenny), as the Riveras were heavily involved with show business, and her acting skills help her tiptoe around her various trigger points. Survived by her parents.

	Test Subject ID: 17M-RFT30 Name: Nathapon Liamlai	Nationality: Thailand Sex: Male Age: 24 (Sep 13)	Height: 175cm Weight: 79kg Occupation: Photographer
NOTE: 17M-RFT30 is prone to wandering off if left unattended. Whenever he undergoes Cellular Reconstruction, his camera data should be audited appropriately for security reasons.			
Weapon of Choice: Camera (Digital Camera)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: Most of his background is unknown, least of all by himself; a severe incident left him with near-total retrograde amnesia. Though treatment could have restored his memories, he fell into the hands of incompetent medical care, and has declined treatment from our medical division (though it's not certain we even could restore his memories, at this point). Since he lost his memories, he's become a vagrant photographer, constantly wandering from place to place with little more than the clothes on his back, his camera, and a notepad. Notably superior eyesight gives him both unerring aim and a superb sense of composition.			
Psychology: Stricken by wanderlust, and paranoid that he'll lose his memories again; he compulsively reviews his photos and notes upon waking just to ensure he hasn't lost anything. Tragic irony, then, that he wound up here. Despite his skills as a photographer, he refuses offers of jobs and payment, creating art for its own sake, and never unpacks to camp, keeping his eyes on some distant horizon; even compared to the wanderings of 16M-RFT20 (Li Dailin) or 17M-RFT29 (Adriana), he can cover a			

ridiculous amount of ground in a remarkably short time.
Relationships: Though he's friendly and sociable, as well as a great conversationalist with mastery of several different languages from his globetrotting, he never really forms attachments, and actively dislikes discussing himself; though he may follow other survivors around for a while in pursuit of photographs or curiosity, he's just as likely to drift away with neither notice or a word, as he sees others as merely more faces in the crowd. In previous experiments, he's both broken 14M-RFT10 (Nadine) out of her shell of social anxiety and indirectly destroyed 14M-RFT04 (Hyunwoo) with his emotional distance. He and 14M-RFT13 (Alex) are similar enough that they grate on each other at first, but always find the other to be an intriguing enigma to pick apart, and are impressed by the other's language skills, often conversing in several different languages at the same time. Curiously, he's too shy to strike up a conversation with 16M-RFT19 (Silvia), always finding a way to talk himself out of it; it seems she might feature in his lost memories. Survived by his parents.

	Test Subject ID: 17M-RFT31 Name: Yuki Sato	Nationality: Japan Sex: Male Age: 18 (Jan 9)	Height: 171cm Weight: 65kg Occupation: High School Student
Weapon of Choice: Two-handed Sword (katana), Dual Swords (katana & wakizashi)			
Vital Force: Physical-Type VF Abilities: WIP			
Profile: A member of the Kendo Club at his high school, and the heir of a decorated family. Has old-fashioned hobbies, like origami, tegami, and shogi. A constant patron of the school library.			
Psychology: It's difficult to gauge whether he's an obsessive-compulsive case or possessed of an inhuman willpower and discipline: Though he was certainly groomed to inherit his family's name, he pushes himself to attain perfect grades, comports himself egregiously perfectly—in manner, dress, decorum, and cleanliness—and is humble despite his wealthy upbringing. Absolutely unflappable under stress, never panicking, quickly identifying the situation he's in, and reacting accordingly, even in such extreme situations as being thrown into the experiment. It seems like he's a soul born in another era; depending on your perspective, he's either enviable or unnerving. Though he reads a ton, it's unclear whether he's a bibliophile or merely excessively studious.			
Relationships: A hard test subject to be ambivalent towards due to his demeanor, either becoming a stalwart ally or a challenge to break down to wipe the placid self-surety off his face. It appears that 14M-RFT11 (Aya)'s brother worked at his school library, as he's surprised to learn her last name, though he keeps this information in his back pocket for whatever reason.			

There are rare moments when he acts like a kid his age: Upon meeting or allying with 14M-RFT02 (Fiora), he becomes flustered and asks for her autograph, as he's a huge fan of hers, despite pursuing different sports. He's also obviously attracted to 19M-RFT41 (Rio) and seems flummoxed by her apparent dislike of him. Survived by his parents and sister.

	Test Subject ID: 17M-RFT32 Name: Lenox (assumed), "The Bluesnake" (nickname; birth name unknown)	Nationality: Austria Sex: Female Age: 26	Height: 165cm Weight: 51kg Occupation: Mafiosa (retired), Fisher (current)
Weapon of Choice: Whip (Fishing Rod)			
Vital Force: Physical-Type VF Abilities: WIP			
Profile: Joined the mafia when she was only eight, and quickly became one of the Don's favorites. Eventually assigned as his daughter's bodyguard, a duty that lasted for a year before the girl was kidnapped and held ransom by a rival family. Though she was able to break in and rescue her, the mansion was set ablaze with them trapped inside—although she was able to protect her charge and return her safely, she herself suffered life-threatening burns to her back, destroying the gorgeous tattoo that covered most of it along with her pride.			
Psychology: A bombastic, larger-than-life character with a silver tongue, jolly, straightforward, and unhesitating; she's always gesturing wildly and laughing as if she was gangster pulled straight out of a noir film about 1920s Italy, though there's a hint of guilt and anxiety in her voice and demeanor. Always dressed to the nines, as if the mere addition of a fishing rod to her ensemble was enough to constitute a disguise and convey that she's not actually a former member of an organized crime family. Despite this, she's surprisingly intuitive, excelling at spotting out traps and fights too tough for her to win. As the flamboyant tattoos that cover her body suggest, she has a flashy, if perhaps unrefined, taste in art. Suffers PTSD and pyrophobia from the incident; prone to freezing when exposed to sudden heat or flame, or when asked by an ally to watch their back.			
Relationships: Neurotic around 17M-RFT29 (Adriana) for obvious reasons and has an instinctive (and wise) distrust of 06M-RFT01 (Jackie) and 14M-RFT13 (Alex), seeing them as inherently suspicious characters. Younger women like 14M-RFT12 (Hyejin), 17M-RFT27 (Sissela), and, curiously, 16M-RFT21 (Chiara) remind her of her former boss' daughter in some way, and she's given to protecting them (even if the latter is always uncooperative). Her physical strength, boisterous attitude, and propensity for getting her hands dirty mark her as one of the very few women on God's green Earth who can get along well with 15M-RFT18 (Magnus), and she doesn't seem to mind 16M-RFT25 (Camilo)'s extravagance and self-absorption. No known surviving family.			

	Test Subject ID: 17M-RFT33 Name: Sua Gweon	Nationality: Korea Sex: Female Age: 28	Height: 159cm Weight: 49kg Occupation: Librarian
Weapon of Choice: Hammer (Tome), Bat (Tome)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: Worked at a municipal library, volunteering to cover others' shifts unprompted out of both a love of literature and a drive to help others. An absolutely bottomless well of reading recommendations. Her work was assisted by her unparalleled mnemonic recall ability, bordering on perfect photographic memory.			
Psychology: It's essentially impossible to overstate her bibliophilia; if she's conscious and not otherwise occupied, she's reading, and she soaks information up like a sponge. Like her memory, her empathy is both highly unusual and near-inhuman, uncontrollably absorbing and reflecting the emotions of those around her, even if she'd rather it didn't, which leads her to almost pathological altruism. Generally speaking, she's an optimist with a kind, gentle disposition, a motherly demeanor, and an absolutely unbreakable smile, though her voice is distant and ephemeral, like she's still half-dreaming, and has a bit of a childish streak; she's only interested in nice, happy things, and has quite the sweet tooth. Sentimental, and given to performing funerary rites for fallen test subjects. Overall, she gives off the air of someone who's stepped out of a fairy tale.			
Relationships: Her disposition doesn't lend itself well to tooth-and-nail battles for survival, so she wields her kindness as a weapon, assembling a cadre of allies to support her: In previous experiments, she's tutored 14M-RFT04 (Hyunwoo) in study techniques and advised him on how to find direction in life, broken down to 14M-RFT11 how logical arguments are necessary to convey her beliefs in justice to others, taught 16M-RFT22 (Hart) cures for sore throat, and even lectured 15M-RFT18 (Magnus) on how to get along with others and stop raising his voice (to his bewilderment). She is, however, completely helpless against 06M-RFT01 (Jackie), as, moreso than perhaps any other survivor, our resident slasher queen scares the absolute living hell out of her; just hearing her humming is enough to cause her to freeze up in terror. Survived by her parents.			

	Test Subject ID: 18M-RFT34 Name: Mai Trần Quỳnh	Nationality: Vietnam Sex: Female Age: 20	Height: 166cm Weight: 54kg Occupation: Fashion Designer
NOTE: I swear to God, if you assign me to 18M-RFT34 again, I'm going to kill her.			
Weapon of Choice: Whip (Shawl)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: The lead designer and CEO of the popular high-fashion brand David (though it was her secretary's marketing skills that thrust it into prominence). Extraordinary manual dexterity. Retreated from public life after being accused of murder, despite positive public perception and the likelihood of her having been framed by an enemy.			
Psychology: A bratty diva of an auteur; though she has amazing skills when inclined to actually do anything, she always acts put upon and screams and whines when ordered to do something, and her pride hinders her from communicating effectively with others. It seems she hates and is hated easily; unusually for a test subject, she actually asked us directly and explicitly to erase her memory so she could forget about people she's met. Outside of her past interpersonal relationships, though, she tries to accept everyone equally, disregarding appearance; her brand actually dispenses with size lettering in favor of abstract symbols so that people can shop around and discover what fits them, both figuratively and literally. Suffers from insomnia, which compounds her poor physicality.			
Relationships: Her unpleasant attitude paired with her lack of a knack for survival or combat make it difficult for her to survive past the early stages of experiments, though she is given to sewing favors for those that will put up with her. Often falls into a couple of cliques: She and 14M-RFT04 (Hyunwoo) get along well enough despite their similarities, but once a third member joins their team, their personalities begin to reflect poorly off of each other, leading them to despise one another. 17M-RFT32 (Lenox) is one of the only people able to cajole her into doing things she doesn't want to do. Most frequently, she falls in with 14M-RFT07 (Jenny) or 16M-RFT20 (Li Dailin); if all three of them ally, it creates a true spectacle, all three women drifting around the island getting absolutely wasted on cheap spirits and bemoaning every inconvenience of their lives. Survived by her parents.			

	Test Subject ID: 18M-RFT35 Name: Jan Rijkaard	Nationality: Netherlands Sex: Male Age: 25	Height: 188cm Weight: 85kg Occupation: Kickboxer
NOTE: 18M-RFT35 has a past of heavy drug abuse and should be monitored during Cellular Reconstruction for genomic damage and latent side effects.			
Weapon of Choice: Glove			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: The older of two sons of a famous Muay Thai athlete. When he was 17, both of them were sent to Thailand to learn the martial art under a traditional master, but he wound up getting involved in a violent altercation, using his martial arts skills in defense of another and seriously injuring their non-martial-artist assailants, earning himself a lawsuit and a juvenile record. Due to this, he was recalled home and, though his record was expunged, disowned for shaming his father's legacy despite his protests. The incident and his shame and regret drove him to drugs, but he was eventually able to claw his way out of the pit of self-abuse and debuted as a professional kickboxer. Renowned for his berserker fighting style, overwhelming opponents with a barrage of heavy attacks right out of the gate in order to defeat them quickly before he can exhaust himself. Overly fond of protein shakes.			
Psychology: Jolly, humorous, and boisterous, but his laughter conceals a deep and abiding sense of guilt and self-directed rage, the former of which he defrayed by dedicating his scant earnings as an athlete towards philanthropy, supporting orphanages and drug rehabilitation centers, and the latter of which he vents through the catharsis of combat, so much so that he gets tunnel vision while fighting—thoughts of retreat or surrender never enter his mind, so on Lumia, he fights to the death unless dragged away by allies. Has a sense of justice, though one that's been tempered by his past trauma. Afraid of needles, despite his best efforts to put up a strong front.			
Relationships: Being cheerful and gregarious, you would expect him to get along with a wide variety of test subjects. Some of those that are laid-back and non-judgemental, like 16M-RFT24 (Arda) and 17M-RFT32 (Lenox), he does easily, and he even maintain a friendly rivalry with 14M-RFT02 (Fiora) and get on fine with 14M-RFT14 (Cathy) despite her presence unnerving him. Other intuitive choices, though, like 14M-RFT11 (Aya), 15M-RFT15 (Barbara), 15M-RFT18 (Magnus), he gets on spectacularly poorly with, due to having a hair-trigger temper for ignorance and attitudes of superiority. Despite their similar ability to seemingly home in on their refreshments of choice, his and 16M-RFT20 (Li Dailin)'s attitudes towards martial arts and sobriety make them completely incompatible. He and 14M-RFT05 (William) understand each other on a spiritual level. Survived by his estranged father and younger brother.			

	Test Subject ID: 18M-RFT36 Name: Łukasz "Luke" Lewandowski	Nationality: Poland Sex: Male Age: 27	Height: 177cm Weight: 75kg Occupation: Janitor (by day), Hitman (by night)
Weapon of Choice: Spear (Mop with concealed rifle)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: The son of a pair of professional assassins, though he never knew them: His mother's pregnancy caused their exit from the industry, and they became embroiled in a fight the night they would skip town, giving a third party the opportunity to murder his father and frame his mother, who passed away from illness while in prison shortly after giving birth to him. Raised by the state in a medical facility until 8 years old, when one of his father's old friends, himself a hitman, adopted him and dropped off the radar for a decade to teach him the business. Has worked for a decade as a custodian in various different places and under various different aliases in order to conceal his activities and uses his skills at literal cleaning by day to supplement his skills at figurative cleaning at night, efficiently disappearing his mark without a trace; contrary to his everyman appearance, he hides a lithe swimmer's build riddled with scars. Skilled with short swords and as a sniper and has a flawless record as a hired killer. Fond of colorful striped shirts.			
Psychology: In his janitor guise, he's laid back, confident, and friendly, but hard-working, a chronic employee of the month. There's some truth to it, too: He chose custodianship as his cover career due to his obsessive-compulsive disorder and having been plagued by illness as a child due to unsanitary living conditions, so he habitually cleans wherever he goes, and claims that he could tidy up the entirety of Lumia Island within two hours (a claim that has not yet been substantiated, but which this researcher would like to see him attempt). When we abducted his adoptive father to coerce his participation, however, he understood his situation immediately and took to the experiments like a fish to water: As a professional murderer, he's coldly logical, calculating, and ruthlessly efficient; With his objective as 'be the last man standing', he hunts down and disposes of acquaintance and enemy alike without an ounce of sentimentality. Possible kleptomania, as he's been observed pilfering trinkets from his victims and pawning them off to associates for winning pop quizzes.			
Relationships: Though his amiable façade makes it easy for him to find allies generally, he's often found associating with 14M-RFT14 (Cathy), 15M-RFT16 (Isol), and/or 16M-RFT23 (Shoichi) due to his excellent synergy with them and shared propensity for stabbing allies in the back without warning or hesitation. Notably, he's both one of the least fearful of and most likely to work with 06M-RFT01 (Jackie); 06M-RFT01 is a powerful ally given that he don't care about her proclivities, and 18M-RFT36 is tantalizing prey that she thoroughly enjoys hunting and fighting when they eventually turn on each other. Survived by his adoptive father (in AGLAIA custody).			

	Test Subject ID: 18M-RFT37 Name: Rozzi (assumed), Isabella (birth; surname unknown)	Nationality: Brazil Sex: Female Age: 20	Height: 165cm Weight: 50kg Occupation: Guerilla (former), Mercenary
Weapon of Choice: Pistol (Twin Handguns)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: Raised in an (by all accounts, abusive and terrible) Catholic orphanage alongside 15M-RFT16 (Isol), where she served as an older sister and protector to many of the children, before being conscripted by the South American terrorist organization MOK as a child soldier at the age of 12. Despite her quick wit and decision-making skills, incisive leadership, and courage, stepping up to volunteer for tasks to spare the other children, she was betrayed and left for dead in a weapons trading operation gone wrong at the age of 16, resulting in an explosion of the illicit arms depot that killed 38 and torched the right side of her face. After recovering, she found work with the foreign private military corporation Corda D'arco, quickly rising to the rank of team leader. Four years of insurgent activities with MOK has given her expertise in drug and arms smuggling, sabotage and demolition, and trap and ambush warfare, while four years of contract work for national intelligence services and multinational corporations has refined her skills with a variety of firearms and grenades and honed her into a keen and cunning tactician.			
Psychology: Has severe trust issues due to her betrayal by her second 'family', leading to her commanding a rotation of various disparate and temporary teams, but is generally cold, concise, and professional, speaking the minimum amount necessary to convey information and dispensing orders with an air of authoritative finality, as she considers explaining her plans and motivations to be a waste of time—as long as everyone plays out their assigned role according to her design, operations she plans are generally successful. Claims to be an atheist but is often seen praying in private or over the bodies of fallen allies, a ritual she'll only allow active combat to interrupt. The one gap in her strictly professional demeanor is the subject of chocolate, which she is obsessed with: If the subject is broached, she's quick to extoll its virtues and health benefits at length to anyone who will listen, insists that it's vital in battle, often substitutes chocolate bars for entire meals if she's in a hurry, and the first thing she does upon waking is to hunt down the nearest source of chocolate. It's safe to say that she's a hopeless chocolate addict, as even her ARCH Cells metabolize chocolate more efficiently than other foods, similarly to how 16M-RFT20 (Li Dailin's) consumption of alcohol empowers her VF abilities.			
Relationships: Like other professionals like 18M-RFT36 (Luke), she prefers the company of other professionals, and tends to shy away from and avoid deferring responsibilities to test subjects she perceives as less trustworthy, predictable, or competent, such as 15M-RFT18 (Magnus), 16M-RFT20, or 17M-RFT29 (Adriana), as she has extremely little patience for incompetence and isn't above using threats and			

intimidation to extract compliance with her operations. Is especially wary of 14M-RFT13 (Alex) and 16M-RFT23 (Shoichi) due to their suspicious characters. Keeps a particular eye out for 15M-RFT16, as she remembers him even if he doesn't remember her: They frequently team up due to their excellent synergy, her fondness and nostalgia for him, and his subconscious attraction towards her, and often become the last survivors standing in such scenarios—though if forced to fight each other, 15M-RFT16 will always kill her, as she allows her sentimentality to catch up to her. No known surviving family.

<table>
<tr><td></td><td>Test Subject ID: 18M-RFT38

Name: Emma Hardy</td><td>Nationality: USA

Sex: Female

Age: 21</td><td>Height: 164cm

Weight: 56kg

Occupation: Barista (by day, former), Magician (current)</td></tr>
<tr><td colspan="4">Weapon of Choice: Throwing (playing cards)</td></tr>
<tr><td colspan="4">Vital Force: Manipulation-Type
VF Abilities: WIP</td></tr>
<tr><td colspan="4">Profile: Being a magician seems to have run in her family; both her father and grandfather had left her mother to pursue the art, so when she displayed a propensity for it at only five years old, her mother became strict and controlling out of fear that her daughter would leave her too, choosing her friends, imposing a curfew on her, drilling her in proper etiquette, and ultimately sending her to a boarding school. This would become a self-fulfilling prophecy, as, feeling increasingly trapped in her own life, her first encounter with a street magician, "J" (her father in disguise), enraptured her imagination, and she began self-studying magic with gusto—which only escalated her conflict with her mother, who explicitly forbade her from it and destroyed her tools, leading her into a depression that caused her to run away from home once she graduated. Now free, she struggled both as a barely legal adult and an amateur illusionist, almost losing passion for the craft until J mentored her, allowing her to give up her part time job to follow her dreams full time. Has a well-rounded repertoire of tricks, but specializes as a card artist.</td></tr>
<tr><td colspan="4">Psychology: Bright, cheerful, loud, bombastic, overly chatty—she plays a role as a performer even when not performing to compensate for her severe anxiety, as quiet, awkward, and overly formal situations remind her of boarding school life and give her a feeling of suffocating claustrophobia, one that she tries to break up with light conversation and magic tricks. Deeply passionate for her craft, as few things give her joy like the wonder in the eyes of those who see her illusions for the first time. Has incredible stamina—while working as a barista at a coffee shop during the day and putting on acts at night, she would get by for weeks on only three hours of sleep.</td></tr>
<tr><td colspan="4">Relationships: Though her wispy physique belies her skill as a combatant, her sunny demeanor is good for attracting allies—although she's severely bothered by, and bothers, introverted and gloomy test subjects, and her trying to lend levity to tense</td></tr>
</table>

situations can backfire, getting her scolded by both sides of an intra-team conflict. 14M-RFT09 (Xiukai)'s strict enforcement of table manners reminds her of her mother and sets off her anxiety, so she avoids him. Like 17M-RFT33 (Sua), she's kind and lacking in force of personality, so she's used as a doormat in social situations, pulled around by the whims of and forced to listen to subjects like 15M-RFT15 (Barbara) and 18M-RFT34 (Mai); where 17M-RFT33 usually ends up wrapped around 16M-RFT23 (Shoichi)'s finger, she usually ends up wrapped around 16M-RFT25 (Camilo)'s, at least until he loses interest in her. Survived by her estranged parents.

	Test Subject ID: 19M-RFT39 Name: Eleven (online alias), Xia Zixuan (birth)	Nationality: China Sex: Female Age: 17 (Nov 11)	Height: 155cm Weight: 50kg Occupation: Streamer

NOTE: For obvious security reasons, 19M-RFT39's streaming capabilities should be restricted to AGLAIA intranet only.

Weapon of Choice: Hammer (a gigantic cheeseburger on a fork)

Vital Force: Manipulation-Type
VF Abilities: WIP

Profile: The only child of the famous CEO of 凰尚集团 (HuangShang Group), her mother's status has plagued her constantly—when the company ran into an episode of severe financial trouble, her relationship with her friends waxed and waned with its fortunes, a realization that shook her into retreating from social life. Watching streamers during her hermititude inspired her to start the mukbang stream 'Eleventh Table' under an alias, alongside her last remaining true friend and stream manager, 'Rabbit', attracting a small but devoted following of about 200 to watch her dress up in cute and colorful outfits and review food, particularly street food. Her true identity was eventually leaked to the public, however, which caused her popularity to suddenly explode wildly beyond their ability to effectively manage, causing a falling out between the two. Though she generally buys food rather than cooking it, experiments have uncovered a latent talent for it, and while there seems to be nothing she dislikes, the humble and homely cheeseburger holds a special place in her heart. Her most precious possession is a rabbit doll that 'Rabbit' made for her.

Psychology: Her childish demeanor, pastel fashion sense, and high-pitched voice make her seem even younger than she is. Despite her sheltered and wealthy upbringing, she's humble and hardworking, constantly recording her surroundings with a phone or camcorder for content, and she seems to find something to like in everything. Because of said upbringing, she's also dutiful and obedient, making her easy to control. Adapts quickly and calmly to new situations because of her innate curiosity and treats misfortune with equanimity, but has abandonment issues, and her psyche handles fighting and death in particular incredibly poorly; she can't even defend herself without apologizing profusely, and if she's forced to kill many test

subjects or watch allies die without a strong social base of support, she will commit suicide in the latter stages of experiments.
Relationships: Combining some of the welcoming neutrality of 16M-RFT24 (Arda) and some of the cute pitiability of 17M-RFT27 (Sissela), she finds allies easily, and similarly triggers the protective instincts of test subjects like 16M-RFT23 (Shoichi) and 18M-RFT32 (Lenox). Has a complicated relationship with 14M-RFT09 (Xiukai), as her culinary universality and shockingly mature palette leads her to enjoying all food equally—which means she always praises and appreciates his gourmet-quality meals, but also puts them on the same level as 16M-RFT26 (Bernice)'s rough-caught game or 17M-RFT28 (Adela)'s horrid fish pies, so he tries to cater to her other sensibilities by crafting cute and elaborate desserts for her. Out of all test subjects, she has a saint-like patience for 15M-RFT15 (Barbara)'s ego. Survived by her parents.

	Test Subject ID: 19M-RFT40 Name: Daniel Levin	Nationality: Canada Sex: Male Age: 23	Height: 185cm Weight: 70kg Occupation: Hairstylist
Weapon of Choice: Dagger (Scissors)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: An artistic child who lost his parents to an accident at a young age, and was adopted by his uncle Oscar, who taught him hairdressing after he became enamored with the subject due to his skill. Suffered malicious bullying from his cousin Victor, who was jealous at his father lavishing his attention on his weird gloomy cousin, and destroyed his hand-crafted toys and paintings; due to his status as a model student, nobody would believe that Victor would do such a thing, so he fled home after his cousin tore up a painting of his parents that he'd been crafting from memory and had tried to hide from him. Since then, he's worked at a salon, with staff and customers alike tolerating his terrible attitude only on account of his frankly miraculous gift at hairstyling. Implicated in three murders, though we took him before he could be indicted and arrested, all of the victims of which defiled his masterpieces; two former customers and Victor himself. Draws his deceased parents whenever materials are available in order to keep their memory alive, and also has some skill as a sculptor.			
Psychology: A cold and inhospitable savant with severe anger management issues and probable autism spectrum disorder. Cares more about hair than the people it's attached to: He can not only visualize the hairstyle that would fit a subject perfectly, but read a person's health, eating habits, lifestyle choices, sleep schedule, and rate of hair growth just from the condition of their hair, and, consequently, completely ignores requests and demands for specific cuts, as his brilliance means that the customer is always wrong. His masterpieces being ruined fills him with an indescribable rage, so he's studied and experimented extensively to ensure that his			

works are as durable against time and weather as is humanly possible, and his need to bring perfection into the world is so intense that he will occasionally resort to *non-consensual haircuts*, styling reticent allies in their sleep, or even working on their corpses after they've died. Naturally, he won't allow anyone to touch his own hair, and keeps a wide bubble of personal space.
Relationships: Gets along best with those who respect his space and won't resist his artistic vision—most test subjects find him to be weird and creepy, though he's undeniably skilled with his scissors when he's taking more than just a bit off the top. 16M-RFT25 (Camilo) infuriates him by also refusing to let anyone touch his hair, making him the most frequent victim of nonconsensual or post-mortem trims, and his hair trigger and propensity for crimes of passion make him an ideal plaything for 06M-RFT01 (Jackie). He resonates with 14M-RFT09 (Xiukai)'s pursuit of high art, even if he's extreme by the latter's standards. No known surviving family.

	Test Subject ID: 19M-RFT41 Name: Rio Minami	Nationality: Japan Sex: Female Age: 18	Height: 166cm Weight: 51kg Occupation: High School Student
Weapon of Choice: Bow (Hankyu and daikyu)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: A chronic transfer student due to her parents' constant work travel, who finally dispelled her loneliness through stumbling into her middle school's Kyudo club. Unfortunately, Chiyo, the friend she made there that introduced her to the club, developed an inferiority complex and fell into depression due to her alarming talent for archery completely overshadowing her own and stealing away opportunities for advancement, and ultimately betrayed her by sabotaging her equipment during a tournament—the two graduated and transferred to different high schools before Chiyo could overcome her guilt and gather the courage to reconcile with her. Loves cats, especially chunky fat cats.			
Psychology: She appears cold, aloof, and intimidating, but this is entirely social anxiety on account of a complete lack of proper socialization and inability to communicate competently, and not helped by her being honest to a fault, to the point where she may actually be psychologically incapable of lying; consequently, she detests dishonesty and platitudes. Her mind is sharp, but inflexible; she carefully analyzes situations and executes plans but tends to completely freeze up in unexpected situations. Deeply passionate about archery, which is the one thing that will bring her out of her shell.			
Relationships: Though it's difficult for her to seek allies on her own, she's quite receptive to making friends, especially with friendly and active test subjects like 18M-RFT35 (Jan) and 19M-RFT39 (Eleven), and her skill as a marksman is self-evident,			

meaning she's valued for her competence by test subjects like 15M-RFT16 (Isol) and 18M-RFT37 (Rozzi). Tries to build a rapport with any test subject she sees using a bow, though this friendship is completely one-sided with 14M-RFT10 (Nadine), who's even more socially inept than she is. Occasionally reciprocates 17M-RFT31 (Yuki)'s feelings, though she's incapable of properly conveying such. Attaches herself to and pampers 22M-RFT64 (Irem), who she adores, though this effect is stronger if she sees her cat form first. Survived by her parents and older sister.

	Test Subject ID: 20M-RFT42 Name: Wendy (alias for school), Eva (likely also an alias; real name unknown)	Nationality: USA Sex: Female Age: 17	Height: 164cm Weight: 45kg Occupation: High School Student
NOTE: 20M-RFT42 forged the above information for school registration purposes, and the information below is based primarily on her own testimony. Nerve enhancement injections should be administered prior to the start of the experiment at 20M-RFT42's request; remember to purge trace chemicals during Cellular Reconstruction so her body doesn't habituate to them, or she may lose her senses for good.			
Weapon of Choice: Arcana			
Vital Force: Blast-Type VF Expression: WIP			
Profile: She began displaying signs of VF abilities as a child and was taken into Dr. E's personal laboratory as her pet project—under the false premise of returning her body to normalcy—in order to study and develop them. Using her VF abilities deadens her nerve receptors, dulling her senses of smell, taste, and pain, causing her to frequently bump into things and completely fail to notice grievous injuries until her body gives out. The archetypal Blaster-Type, Dr. E's early research on her telekinetic power informed the designs of Alpha and Omega. Fond of soft foods like bread, even when she can't taste them.			
Psychology: Was talkative and cheerful to the point of being a nuisance as a child, but her emotions have been tempered greatly by laboratory isolation and gradual re-exposure to other people through schooling. Aloof and reticent about her past and fears both her power itself and revealing it to others, particularly since she tends to lose control of her powers when she becomes overly emotional, and people tend to treat her as a mutant or monster, so she avoids fighting and emotionally charged situations as much as she can.			
Relationships: Friendly but conflict-averse, so she tries to avoid harsh and judgmental test subjects, particularly since her first display of her abilities to her allies tends to promote her from 'provisionally useful hanger-on' to 'primary artillery'—but she won't hesitate to stand up for allies who are being mistreated. Tries to conceal her loss of sensory perception in order not to offend e.g., 14M-RFT09 (Xiukai). Survived			

(allegedly) by her parents and older brother.

	Test Subject ID: 20M-RFT43 Name: Nicky Blake	Nationality: Australia Sex: Female Age: 19	Height: 157cm Weight: 50kg Occupation: Amateur Boxer (former), Child Actress (former), Stunt Actress
NOTE: A reminder to junior staff to take precautions when dealing with 20M-RFT43's aggression, as she hits a *lot* harder than her size and stature would suggest, and to Cellular Reconstruction staff to monitor her for kidney damage.			
Weapon of Choice: Glove			
Vital Force: Physical-Type VF Abilities: WIP			
Profile: Despite her petite frame, she was blessed with extraordinary physicality from birth, moving heavy electronics with one hand and participating in a variety of athletics and contact sports as a child. Always wanted to be an actress, but recoiled at her disproportionate popularity when she tried, especially after it resulted in the injury of one of her friends by a press of fans and the harassment of her parents by the press. Great at remembering faces, but terrible at remembering names of people and things. Extremely fond of salt; her preferred snacks include bread slathered with vegemite and ramen flavoring powder.			
Psychology: Social anxiety and anger management issues give her a rough, standoffish demeanor, though she's poor at concealing her emotions and her shyness gives her difficulty with communication. Reacts violently to injustice, embarrassment, and patronization, and is extremely sensitive about her short height and youthful appearance; especially dislikes being called cute despite popular consensus that she is. Switched her focus to stunt acting after she realized she was terrified of the public spotlight, and accepted induction into the experiment to escape it and give herself time to fade back into obscurity; leverage this if she becomes uncooperative. Occasionally underestimates her own strength.			
Relationships: Like 19M-RFT41 (Rio), she's an obvious powerhouse that gets picked up by teams rather than forming them due to her inadequate social skills. Resents test subjects like 17M-RFT33 (Sua) and 18M-RFT35 (Jan) trying to baby her, and invariably picks a fight with 15M-RFT18 (Magnus) the moment he opens his mouth. Is fascinated by 21M-RFT49 (Laura's) ability to traverse using her grappling hook whip and sticks to her in the hopes of learning how to use it for stunts, but her slight stature means she can't get the leverage to properly wield it. Rarely survives into the final stages of an experiment, not because of a lack of toughness or ability, but because she jumps to protect weak and injured allies, often sacrificing her own life to give them a chance to escape a losing fight or restricted area. Will volunteer to act as team cook but is replaced in the role the moment a better option presents itself, as her oversalting her cooking renders it functionally inedible to picky eaters like 14M-RFT12			

(Hyejin) and 16M-RFT19 (Silvia). Survived by her parents.

	Test Subject ID: 14M-RFT44 Name: Echion (project name), Dylan Evans (birth)	Nationality: United Kingdom Sex: Male Age: 21 (Apr 4)	Height: 183cm Weight: 74kg Occupation: Test Subject
NOTE: Data above salvaged from destroyed documents; most information has been lost.			
Weapon of Choice: VF Prosthetic (right arm)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: Past involvement in organized crime; lost his right arm in an accident. The only successful implementation of Project Spartoi—an initiative to integrate VF-enhanced cybernetics with test subjects who've lost limbs—out of the original five candidates. Unfortunately, the physical trauma of integration caused total memory loss; he lapsed into a coma for three years and required another two years of rehabilitation before he could be inducted into the experiment. Imprinted on Dr. A as she was his first human contact post-memory loss; accepted his new name from her and focuses on combat on her behalf, acting as her bodyguard when not engaged in an experiment. (Note: Always go through proper channels: Abusing Dr. A's authority to force 14M-RFT44's compliance is not only a violation of protocol, but the security team won't help you when he finds out and goes after you.)			
Psychology: Aggressive, completely lacks both social skills and common sense, and is prone to sudden bouts of irrationality due to VF instability which cause him to attack everything in sight. His intelligence is adequate, but complicated subjects need to be explained to him slowly and clearly so he can understand them due to his lack of contextual knowledge. Molded as he is into a living weapon, fighting is his only real interest, and he relies on instinct or Dr. A's orders when not fighting. Researchers have proposed VF modulation techniques that could restore parts of his memory, but these proposals have been judged to have unacceptably high risks of physical and mental damage.			
Relationships: Has no interest in forming relationships during experiments, though he isn't opposed to allying with test subjects who treat him kindly. Loves provoking easily provoked test subjects like 14M-RFT02 (Fiora), 15M-RFT18 (Magnus), 18M-RFT35 (Jan), and 20M-RFT43 (Nicky) into fights due to his hooliganish temperament, fights he can usually win due to his single-minded focus on combat training. Becomes helplessly lost and confused if a test subject he attacks focuses on defense and refuses to fight back. Most often seen with 14M-RFT10 (Nadine), as they share a sense of animal instinct and synergize well without having to verbally communicate, and 16M-RFT23 (Shoichi), as he has no defenses against his social manipulation. No known surviving family.			

	Test Subject ID: 20M-RFT45 Name: Bianca (assumed), Apichaya Chaipattama (birth)	Nationality: Thailand Sex: Female Age: 17	Height: 149cm Weight: 39kg Occupation: High School Student, Vampire Queen (self-proclaimed)
NOTE: Refer to 20M-RFT45 by her assumed name when interacting with her; refusing to indulge her fantasy makes her agitated. Approaching 20M-RFT45 with open injuries is not advised.			
Weapon of Choice: Arcana			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: Blood-reactive VF abilities began expressing at the age of 5 but were initially misdiagnosed as a progressive wasting condition. Avoided death by first drinking blood at 14 after an accident; upon seeing it revivify her, her older brother Paithoon volunteered to feed her with his own, and they formed a symbiotic relationship, as he suffered mild hemophilia and she could use her powers to thicken his blood. Agreed to join the experiment in exchange for the large quantity of blood necessary to cure Paithoon's condition permanently. Despite her putting on airs, her abilities consume the blood in her body, so she is actually physiologically required to ingest blood in order to survive; the more she uses them, the more she's required to feed. Fond of reading, as she and Paithoon read about the occult together while she was bedridden.			
Psychology: Genuinely believes she is a vampire and is completely absorbed in roleplaying as one: She speaks like an old noblewoman, carries a parasol during the day, and avoids fire, garlic, and crossing Lumia's river as much as possible, though her self-serious image as a Vampire Queen is hampered by her propensity for playing pranks on people, such as coyly asking what their blood tastes like when they get a cut or hiding in coffins in the cemetery at night to jump out at them. Does actually display symptoms of anemia after prolonged exposure to direct sunlight, though it's unclear if this is a VF reaction of a psychosomatic one. Enjoys her tenure here as she can indulge her fantasies as much as she wants and has a ready supply of blood, though she is prone to bouts of homesickness and loneliness. Strict hemophage and refuses to eat solid food when offered, claiming that it makes her feel excessively full (Note: Check this; possible digestive tract atrophy from hemophagic diet).			
Relationships: Despite addressing people informally and dispensing orders like a queen would, most test subjects dismiss her as quirky and childish. More squeamish test subjects, like 16M-RFT22 (Hart) and 18M-RFT34 (Mai) are liable to run screaming when she starts creeping on them and offering to drink their blood, but only two test subjects readily eat up her vampire schtick: 16M-RFT24 (Arda), who's well-versed in legends and wants to study her, and 16M-RFT21 (Chiara), who is irrational and tries to kill her as a Satanic abomination. 21M-RFT47 (Johann) is given to returning her pranks by spritzing holy water at her, eliciting a reaction much like a			

cat with a spray bottle, since it appears to actually be capable of harming her (NOTE: Like the sunlight reaction, this should be investigated). 14M-RFT09 (Xiukai) and 19M-RFT39 (Eleven) are disappointed by her distaste for food but are sympathetic to her medical condition. Tries to act too good for the fairy tale books that 17M-RFT33 (Sua) offers her but consumes them readily. Known to adopt Nina, 20M-RFT46 (Chloe)'s puppet, if 20M-RFT46 dies, renaming her Marie. Survived by her parents and older brothers.

	Test Subject ID: 20M-RFT46 Name: Chloe Lim	Nationality: Singapore Sex: Female Age: 24	Height: 165cm Weight: 49kg Occupation: Marionettist
NOTE: For faculty health and safety, please remember that the legs of Nina, the puppet 20M-RFT46 carries around, are made of blades.			
Weapon of Choice: Shuriken			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: A ventriloquist and puppet maker who became a hermit after she was framed for theft by her once-best-friend and ostracized by her community. Her main doll and companion, Nina, was made in the image of her younger self, and she can control it with remarkable alacrity using projected strings of pure VF. Theoretically, these strings can co-opt and control other inanimate objects and even living beings, but her physicality, combat affinity, and survival skills are so anomalously poor, even after enhancement, that losing Nina is a death sentence for her, perishing so quickly that it becomes difficult to collect data on her.			
Psychology: Despite her acquittal and the apology of the wrongdoers, she, like 16M-RFT24 (Arda), has severe trust issues, and is strikingly polite and cordial but distant and aloof as a result. Suffers from anxiety which she keeps bottled up, venting it through her hands (which she always keeps busy with something, even while talking) and Nina, as she loosens her reservations and affects the marionette's speech bluntly in a manner appropriate for a child. Hypersensitive to caffeine and actively avoids caffeinated drinks, as they cause her to behave erratically. Has a penchant for karmic retribution and poetic justice when crossed and will style her retaliations to highlight hypocrisies.			
Relationships: She has a deep-seated loathing for social ostracization and habitually reaches out to those she sees suffering from it, such as 16M-RFT04 (Hyunwoo) or 17M-RFT27 (Sissela). Gets along best with honest, uncomplicated test subjects like 19M-RFT41 (Rio) and 20M-RFT43 (Nicky) but avoids attachment due to her trust issues. Artisans such as 18M-RFT34 (Mai) and 15M-RFT15 (Barbara) reciprocate her professional respect—rarely among test subjects, she's able to befriend the latter unironically by talking shop with her, due to the similarities between marionettes and			

robots.
When they meet, she and 19M-RFT40 (Daniel) always become embroiled in a dispute over Nina's hair, as she's his perfect canvas—a cycle of petty revenge that can continue for an entire experiment (or until 19M-RFT40 kills her in her sleep for pushing him too far).

	Test Subject ID: 21M-RFT47 Name: Johann (assumed), Han Jeong-min (birth)	Nationality: Korea Sex: Male Age: 30	Height: 174cm Weight: 61kg Occupation: Priest
NOTE: 21M-RFT47's presence and choirs seem to have a calming effect independently of VF phenomena, and his VF abilities appear to be enhanced by religious iconography. Between him and 14M-RFT03 (Zahir), I'd like to propose a task force to investigate the apparently paranormal effects of religious 'true faith'.			
Weapon of Choice: Arcana			
Vital Force: Blast-Type VF Abilities: WIP			
Profile: A depressive, cantankerous child, saddled as he was with an abusive single mother and no friends or positive social contact, he found refuge and rehabilitation through a student mentor and the Catholic Church, and was ordained after his mandatory service despite being tempted to pursue a career as a soldier. Has skill as an amateur detective/investigative journalist from infiltrating and exposing the new-age cult who killed his mentor in a religiously motivated arson. Fond of wine thanks to his mentor's influence and drinks moderately. Usually addresses others as 'brother' or 'sister'.			
Psychology: Meticulous, strict, and blunt, he gives the impression of a somewhat overbearing father figure who nonetheless truly wants the best for God's children—reinforced by his empathy for youths who've suffered abuse like he has, and to whom he happily acts as therapist and councilor. Believes that anger over trivialities is a sin and makes the sign of the cross over himself when his patience is tested, which most correctly take to be a warning, but he has difficulty restraining himself when it comes to genuine injustice. When you ask, "What would Jesus do?", sometimes the answer really is "flip tables and hound people with a bullwhip".			
Relationships: Deeply respects those with a strong sense of fair play and/or justice, such as 14M-RFT02 (Fiora) and 22M-RFT53 (Felix). As he enjoys alcohol, he'll occasionally share drinks with 16M-RFT20 (Li Dailin)and 18M-RFT34 (Mai), but his penchant for lecturing them for their excess kills the mood, so he usually drinks alone. Pities 16M-RFT21 (Chiara), in whom he sees a shattered reflection of himself who had no one to help put her pieces back together, so he sticks by her side, doing his best to reign in her psychosis and lead her back to God, even when this occasionally leads to his death. Doesn't actually believe 20M-RFT45 (Bianca) is a real vampire but engages			

with her fantasy just enough to maintain opportunities to help one who he sees as a troubled youth; she vexes him greatly. Despite 14M-RFT03's heathenry, the two of them are more alike than different, and their mutual stoicism usually leads them to live and let live—though unlike 14M-RFT03, we have yet to find the bottom of the well of his faith.

	Test Subject ID: 21M-RFT48 Name: Celine Marie Noel	Nationality: Canada (birth), USA (citizen) Sex: Female Age: 24	Height: 167cm Weight: 49kg Occupation: EOD Technician
Weapon of Choice: Throwing (Bombs)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: Fascinated from an early age by explosives due to movie pyrotechnics and fireworks, and began to experiment with improvising explosives herself, accidentally causing a terrorism scare at her school when an artisanal bomb she had in her bag detonated due to a design flaw—though she somehow managed to evade blame for the incident. Immigrated to the US via enlistment in the Army and joined the Explosive Ordinance Disposal unit as quickly as she could. Discovered her Vital Force powers under extreme duress during her first deployment, becoming able to determine the precise composition of objects within a short range from her body, and turned this ability to repurposing the minefield her squad was trapped against into weapons against the insurgents firing upon them. Enjoys MREs unironically and prefers military rations to real food; aspires to sample rations from every country.			
Psychology: Severe autism spectrum disorder; she has difficulty expressing emotions, is indifferent to subjects unrelated to explosives despite her VF abilities having a much broader scope of utility, and she exhibits esoteric and nonsensical trains of thought, expressing such sentiments as "97% of living things are not exploding. What a shame." and "Nuclear bombs are a scam." Exhibits symptoms of PTSD due to the death of one Corporal Reid, her direct superior and blood brother during her service, as he was the only one who understood her and helped her through her social and communication difficulties. Considers his death to be her only mistake, shouldering the blame despite his death being caused by a breach of EOD procedure ordered by their superior.			
Relationships: Dreads attachments due to her trauma but takes efforts to maintain friendships she's been coerced into—even if her reciprocal gifts are always explosives, and she becomes upset when such gifts are rejected by more grounded test subjects, consoling herself by setting them off in isolation. Uses her superior fitness and training to hound and shake down test subjects with equipment she can repurpose into explosives, such as 17M-RFT29 (Adriana) and 15M-RFT16 (Isol), though the latter is often able to leverage this into an alliance by talking shop. Badgers test			

subjects with military experience about their rations until they promise to source her some.

	Test Subject ID: 21M-RFT49 Name: Laura (alias), Selene Nerea (birth)	Nationality: Spain Sex: Female Age: 27	Height: 171cm Weight: 56kg Occupation: Criminal, Phantom Thief (self-proclaimed)
NOTE: Research assistants, please remember to double-check your belongings before and after coming into contact with 21M-RFT49.			
Weapon of Choice: Whip (Grappling Hook)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: An orphan adopted by impoverished thief who died due to her criminal involvement, she knows nothing but stealing—as she's grown in notoriety, she's developed a taste for the luxurious and focuses on heisting famous, high-profile items and stealing from the rich and other criminals. Infamous for her seemingly effortless evasion of police manhunts, swinging away on her whip like a supervillain before vanishing without a trace into the night. Always leaves a calling card, as is proper for a phantom thief. Infiltrated Lumia Island due to a rumor of a treasure in the Research Center that's impossible to steal and is convinced that she could leave any time she wanted—balancing these delusions is important for controlling her.			
Psychology: An adrenaline junkie who loves being chased, though her enjoyment of it is slightly more nuanced—while 16M-RFT19 (Silvia) throws herself into dangerous situations purely for the thrill of it, she calculates her odds and avenues of escape and revels in the frustration of her pursuers when she gives them the slip as a form of intellectual, skill-based dominance. Similarly, her relationship with thievery is more complex than it would first appear: It's simultaneously a means of survival, an artform that she inherited and is obligated to preserve, and a weapon against poverty, both to avoid it personally and to battle against its injustices—she can't help but aid those in need, especially children and the weak and underprivileged. Her pride as a master thief battles with an unexpectedly shy temperament, so she prefers to help from the shadows when stealing from the rich to give to the poor, and affects her assistance as noblesse oblige, gifting things she didn't need anyway.			
Relationships: Due to her interest in the Research Center, she often associates with test subjects who seem interested or instrumental in breaching it, such as 14M-RFT13 (Alex). Naturally, she filches items from other test subjects when she can to give to those who are needy (like 17M-RFT27 (Sissela)) or appear destitute (like 14M-RFT10 (Nadine)), but she also greatly enjoys provoking unstable test subjects like 14M-RFT01 (Jackie) and 14M-RFT44 (Echion) by allowing them to catch her red-handed, just to see if she can survive them running her down. No known surviving family.			

Note: Beyond this point, details become considerably sketchier.

	Test Subject ID: 21M-RFT50 Name: Aiden (alias), Carl Beckett (birth)	Nationality: Unconfirmed Sex: Male Age: 22	Height: 191cm Weight: 87kg Occupation: Mercenary
Weapon of Choice: Two-handed Sword (Gunblade)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: WIP			
Psychology: WIP			
Relationships: WIP			

	Test Subject ID: 21M-RFT51 Name: Tia (nickname), Peeraya Sahassa Komol (birth)	Nationality: Thailand Sex: Female Age: 22	Height: 156cm Weight: 49kg Occupation: Art College Student
Weapon of Choice: Bat (giant paintbrush)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: WIP			
Psychology: WIP			
Relationships: WIP			

	Test Subject ID: 22M-RFT52 Name: Elena Jarvinen	Nationality: Finland Sex: Female Age: 20 (Dec 24)	Height: 165cm Weight: 47kg Occupation: Figure Skater
Weapon of Choice: Rapier			
Vital Force: Manipulation-Type VF Abilities: WIP			

Profile: WIP
Psychology: WIP
Relationships: WIP

	Test Subject ID: 22M-RFT53 Name: Felix Green	Nationality: USA Sex: Male Age: 20 (Feb 5)	Height: 175cm Weight: 66kg Occupation: Convenience Store Clerk, Superhero (self-proclaimed)
Weapon of Choice: Spear			
Vital Force: Physical-Type VF Abilities: WIP			
Profile: WIP			
Psychology: WIP			
Relationships: WIP			

	Test Subject ID: 22M-RFT54 Name: Priya Panday	Nationality: Unconfirmed Sex: Female Age: 17	Height: 167cm Weight: 48kg Occupation: Singer/Songwriter
Weapon of Choice: Guitar (sitar)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: WIP			
Psychology: WIP			
Relationships: WIP			

	Test Subject ID: 22M-RFT55 Name: Adina Savić	Nationality: Unconfirmed Sex: Female Age: 22	Height: 166cm Weight: 48kg Occupation: Astrologer

Weapon of Choice: Arcana
Vital Force: Blast-Type VF Abilities: WIP
Profile: WIP
Psychology: WIP
Relationships: WIP

	Test Subject ID: 22M-RFT56 Name: Bill Markus Karlsson	Nationality: Unconfirmed Sex: Male Age: 28	Height: 195cm Weight: 100kg Occupation: Soldier (retired)
Weapon of Choice: Axe			
Vital Force: Physical-Type VF Abilities: WIP			
Profile: WIP			
Psychology: WIP			
Relationships: WIP			

	Test Subject ID: 22M-RFT57 Name: Karla (surname unknown)	Nationality: Unconfirmed Sex: Female Age: 19	Height: 174cm Weight: 61kg Occupation: Deckhand
Weapon of Choice: Crossbow (Harpoon)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: WIP			
Psychology: WIP			
Relationships: WIP			

	Test Subject ID: 22M-RFT58 Name: Estelle Martinek	Nationality: Unconfirmed Sex: Female Age: 27	Height: 161cm Weight: Undisclosed Occupation: Firefighter
Weapon of Choice: Axe			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: WIP			
Psychology: WIP			
Relationships: WIP			

	Test Subject ID: 22M-RFT59 Name: Piolo Ballesteros	Nationality: Unconfirmed Sex: Male Age: 20	Height: 172cm Weight: Undisclosed Occupation: Petty Criminal (former), Martial Artist (current)
Weapon of Choice: Nunchaku			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: WIP			
Psychology: WIP			
Relationships: WIP			

	Test Subject ID: 22M-RFT60 Name: Martina Rossellini	Nationality: Unconfirmed Sex: Female Age: 42	Height: 171cm Weight: Undisclosed Occupation: War Correspondent
NOTE: This should go without saying, but ensure 22M-RFT60's camera data is erased when she undergoes Cellular Reconstruction.			
Weapon of Choice: Camera (video camera)			
Vital Force: Manipulation-Type VF Abilities: WIP			

Profile: WIP
Psychology: WIP
Relationships: WIP

	Test Subject ID: 22M-RFT61 Name: Haze (Alias, real name unknown)	Nationality: Unconfirmed Sex: Female Age: 20	Height: 169cm Weight: Undisclosed Occupation: Arms Dealer
Weapon of Choice: Assault Rifle			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: WIP			
Psychology: WIP			
Relationships: WIP			

	Test Subject ID: 22M-RFT62 Name: Isaac Caubert	Nationality: Unconfirmed Sex: Male Age: 51	Height: 184cm Weight: Undisclosed Occupation: Police Chief
Weapon of Choice: Tonfa (nightsticks)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: WIP			
Psychology: WIP			
Relationships: WIP			

	Test Subject ID: 22M-RFT63 Name: Tazia Calabresi	Nationality: Unconfirmed Sex: Female Age: 30	Height: 165cm Weight: Undisclosed Occupation: Glassmaker

Weapon of Choice: Shuriken (glass knives)
Vital Force: Manipulation-Type VF Abilities: WIP
Profile: WIP
Psychology: WIP
Relationships: WIP

	Test Subject ID: 22M-RFT64 Name: Irem	Nationality: Unconfirmed (Turkey) Sex: Female Age: Unknown	Height: 150cm (human form) Weight: Undisclosed Occupation: Cat
Weapon of Choice: Throwing (ball)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: WIP			
Psychology: WIP			
Relationships: WIP			

	Test Subject ID: 22M-RFT65 Name: Theodore Bonnaire	Nationality: Unconfirmed Sex: Male Age: 27	Height: 181cm Weight: Undisclosed Occupation: Marksman
Weapon of Choice: Sniper Rifle (pulse rifle)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: WIP			
Psychology: WIP			
Relationships: WIP			

	Test Subject ID: 23M-RFT66 Name: Ly Ahn	Nationality: Unconfirmed Sex: Female Age: 22	Height: 160cm Weight: Undisclosed Occupation: University Student
NOTE: Avoid provoking 23M-RFT66 if possible. Whatever the entity in her weapon is, it's incorrigibly hostile to all life and will usurp her body the moment her willpower fails.			
Weapon of Choice: Dagger ('cursed' dagger)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: WIP			
Psychology: WIP			
Relationships: WIP			

	Test Subject ID: 23M-RFT67 Name: Vanya Nabokova	Nationality: Unconfirmed Sex: Female Age: 16	Height: 158cm Weight: Undisclosed Occupation: Paraplegic
Weapon of Choice: Arcana			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: WIP			
Psychology: WIP			
Relationships: WIP			

	Test Subject ID: 23M-RFT68 / 23M-RFT69 Name: Debi Karlsson / Marlene Karlsson	Nationality: Unconfirmed Sex: Female Age: 20	Height: 164cm Weight: Undisclosed Occupation: Undisclosed
Weapon of Choice: Two-Handed Sword			
Vital Force: Manipulation-Type			

VF Abilities: WIP
Profile: WIP
Psychology: WIP
Relationships: WIP

	Test Subject ID: 23M-RFT70 Name: Abigail Locke	Nationality: Unconfirmed Sex: Female Age: 18	Height: 159cm Weight: Undisclosed Occupation: Undisclosed
Weapon of Choice: Axe (Scythe)			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: WIP			
Psychology: WIP			
Relationships: WIP			

	Test Subject ID: 23M-RFT71 Name: Alonso Fernández	Nationality: Unconfirmed Sex: Male Age: 59	Height: 189cm Weight: Undisclosed Occupation: Undisclosed
Weapon of Choice: Glove			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: WIP			
Psychology: WIP			
Relationships: WIP			

	Test Subject ID: 23M-RFT72 Name: Helena “Leni” Rosenthal	Nationality: Unconfirmed Sex: Female Age: 16	Height: 145cm Weight: Undisclosed Occupation: Undisclosed
Weapon of Choice: Pistol			
Vital Force: Manipulation-Type VF Abilities: WIP			
Profile: WIP			
Psychology: WIP			
Relationships: WIP			

	Test Subject ID: 23M-RFT73 Name: Tsubame	Nationality: Unconfirmed Sex: Female Age: Unconfirmed	Height: Unconfirmed Weight: Unconfirmed Occupation: Unconfirmed
Weapon of Choice: Unconfirmed			
Vital Force: Unconfirmed VF Abilities: No Record			
Profile: No Record			
Psychology: No Record			
Relationships: No Record			

	Test Subject ID: 23M-RFT74 Name: Kenneth	Nationality: Unconfirmed Sex: Male Age: Unconfirmed	Height: Unconfirmed Weight: Unconfirmed Occupation: Unconfirmed
Weapon of Choice: Unconfirmed			
Vital Force: Unconfirmed VF Abilities: No Record			
Profile: No Record			
Psychology: No Record			

Relationships: No Record

	Test Subject ID: 23M-RFT75 Name: Katia Hertz	Nationality: Unconfirmed Sex: Female Age: Unconfirmed	Height: Unconfirmed Weight: Unconfirmed Occupation: Unconfirmed
Weapon of Choice: Unconfirmed			
Vital Force: Unconfirmed VF Abilities: No Record			
Profile: No Record			
Psychology: No Record			
Relationships: No Record			