

Public Profile (Player Card)

[1] Name: Jane “Blue Demon” Marshall

[2] Physique: Tall. Slim. Strong. Jane is a 25 years old girl, with a sculpted physique, blue hair and blue eyes. 175 cm (5'9”) of height by 67kg (147lbs) of weight, she's no easy match for any opponent. Her dog tags report her blood type is B Positive.

[3] Attire: She usually wears a sand colored top and military trousers. Even if she doesn't care much for feminine appearances, she still wears a pair of triangular golden earrings, a gift from her father. Her hair is gathered together in a short ponytail by a white ribbon.

[4] Homeworld: Good old planet Earth. She has lived most of her early life all over the States, following her father around. After that, she has then been deployed to Iraq and Afghanistan multiple times. Her current residence is in Ventura, California, a small house just outside of town.

[5] More Info: “The blue demon? Haven't seen her fight a competitive match in a while, but she still comes around to train a few times a week. They say she was in the military, but not anymore. Wonder what happened... Maybe it was that thing a couple years ago?”

[6] Character Image(s):

<https://imgur.com/VuNgZgi>

<https://imgur.com/nt1VoTi>

Private Profile (Character & Universe)

[7] Rough Background: Jane Marshall is not your average american girl. Born in 1995, she remains alone with her father after her mother dies in a car crash when she's just three.

Her father, Marlin Marshall, is a Colonel of the US Army and the special tasks assigned to him force him to move around the country a lot. Without relatives or other people that could take care of her, Jane is forced to follow.

Upon turning 14 she decides with her father's consent to join a military high school. Her training continues as she joins the army and quickly proceeds to the rank of E-2 Private. Her love and need for hand to hand combat is reinforced when she has to defend herself from a rape attempt

by another soldier. After making clear she's not there to be anyone's plaything, she quickly gathers the respect of all people around her.

She's dispatched to active warzones multiple times. In 2016, she gets wounded in an explosion while saving her team's lives. Despite putting her out of business for a good month, she doesn't suffer any permanent wound. She's awarded two medals, and the following year she's promoted to Sergeant.

Just a few months after her promotion however, her father starts getting worse due to intestinal cancer. Without relatives, he needs someone to help him even for the most basic stuff. Jane leaves the military, and moves with him to a house in California.

After so many years being active, Jane is bored of a tranquil life. She decides to join a gym and train into MMA, becoming well known in the local scene. During a friendly match however, she violently hits the back of her head and is sent to the hospital. This results in a serious case of short-term memory loss.

The following two years she lives the same day over and over, always waking up without knowledge of the previous one. Sometimes she's not in her bed and assumes having been drunk the day before (she doesn't even drink). Sometimes she'll be tired from some intense exercise, and she'll assume it has something with whatever accident she thinks she had in her hospital stay. Sometimes her father will be better, sometimes he'll be worse, and she'll just internalize his shift as a quick, repentine change.

Her life is difficult and sad. But she doesn't remember.

[8] Important Moments:

Age 5-14: She keeps traveling every few months-years. At 5, she realizes she'll never stay in the same place for much.

Age 14: She enrolls into military high school.

Age 18: She transfers into the army, begins training.

Age 18, a few months into training: A peer attempts to sexually assault her and is met with brute force. She's held by MP but her father solves the situation for her.

Age 19: First deployed to Afghanistan.

Age 21: Hit by explosive shrapnel during a raid in Mosul, saving her teammates' lives in the meantime. Forced in the hospital for a month, awarded two medals. She recovers completely.

Age 21, beginning of the following year: She's promoted to Sergeant.

Age 22: Father, now retired and with cancer, needs help. She leaves the military.

Age 22, later same year: She starts training in MMA.

Age 23: She hits her head during a match, gets short-term memory loss.

Age 25: Game starts.

[9] Character Relationships:

- Marlin Marshall: Father, loves him. Her only real and stable relationship for her entire life. She's anxious about his illness, and will do what she can to help him.
- [TBD During full background. Ideally 1-3 people in the military and 1-3 people at the gym]

[10] Motives:

- She's very proud of her training and combat abilities, and wants to improve them as much as possible.
- She wants to help her dad.
- Ideally, once her dad is better she wants to re enroll and keep rising in ranks as a NCO, and be transferred to more prestigious units.
- She doesn't despise the idea of settling down with a family of her own sooner or later, but it's something she sees very very far in the future.

[11] Likes:

- Strength
- Combat prowess
- Quick thinking
- People with positive attitude
- Red meat
- Having a routine
- Melee weapons
- The golden earrings her father gave her.
- Irises (flower)
- Her teddy bear Fluffles, religiously stored in a box in Jane's room.

[12] Dislikes:

- Displayed or perceived weakness
- Laziness
- “Chill”, relaxed attitudes
- Overly pessimistic people
- Lettuce
- Scorpions
- Explosives (even before her combat wounds)
- Small enclosed spaces

[13] Misc. Character Info: Jane loves to engage in duels and prove her strength. Once she's accustomed to the place she'll go to great lengths to get an accurate reading of everyone's strengths and weaknesses and go as far as to challenge them. She will try to get people she deems strong in her team, and shun people she regards as weak.

Jane's main peculiarity is her memory loss. As detailed in this document: [Jane Marshall - Relationship System](#) she will lose all memory of the previous day and only maintain a general track of the relationships with all other characters.

[14] Homeworld: Jane's homeworld is modern day Earth (or a perfect clone of it). Due to her father being an officer in the army, her story is deeply impacted by the middle eastern conflicts between years 1990 and 2020.

Her father was promoted to Colonel shortly after her birth (April 19th 1995), during the period of relative calm that followed the Gulf War. Jane was born in North Carolina, but her residence changes often during her childhood.

The Somali Civil War and Kosovo War impacted little on the status of the Marshall family, as did the ongoing power struggles in Iraq.

The period of peace and economic growth ended with the September 11 attacks, marking the start of the war on terror. Jane's father was deeply involved with the deployment of forces in Afghanistan. In 2005, he's promoted to Brigadier General. In the following 10 years, a coalition of states managed to almost completely eradicate Al Qaeda forces in Afghanistan and the surrounding countries.

In 2014, just a year after Jane graduated from the military academy she enrolled into, the US started leading a war against ISIL and once again returned to Iraq. Jane is deployed to Iraq in 2016, as coalition forces are finally driving the Islamic State out of the region. By 2017 the Iraq Civil War ends and the offensive against ISIL continues in Syria and Libya.

On the home front, the 2009 economic crash doesn't affect Jane and her father much. Both having their job in the military and her father being a very important figure, they don't see any decrease in their income or lifestyle change at all.

TWR begins in January 2020, just as the news starts talking of a pandemic and lockdowns in the Wuhan region of China.

Private Profile (Backstory)

[15] Backstory:

Leaving

"Yes General. I understand. I'll be there next week."

A click of the handset on the base signaled the end of the call. The man sighed, peeking through his half-closed eyelids at the eight years old girl standing on the doorframe.

She already knew what was going to happen. Before he could even speak, the little girl had already walked up to him. "Papa... Do we have to leave again? But there's Stacy's birthday party next week!"

"I'm sorry Jane." The man ruffled her hair, trying to cheer her up. "Why don't we celebrate it anyway? You can call her to sing her happy birthday and we can have a cake, just the two of us. Okay?"

Jane kept staring at her dad. She wanted to say something, but she knew complaining wouldn't have led anywhere. It already happened five more times, her dad would get a brief call and then they'd move across the States to who knows where. Sometimes they'd remain for a couple months, sometimes a full year. This time, they lived in Pittsburgh for two whole years. She had gotten friends, she had gotten new habits, she started learning a lot of nice places to hang at. But it was over. In the following days they'll pick up their essential things — some clothes, her father's documents, Jane's teddy bear — and leave forever.

Jane's father, Marlin Marshall, was trying to do his best to raise his daughter by himself. Due to his time going back and forth from active service, he and his wife Luna waited a while to finally decide to have Jane. When she was born he was already in his forties. Adding to that, his wife

died in a car crash just three years later. With no other relatives, he was left alone with this poor little creature and a job that required him to travel all around the country.

The first few years had been harsh. He was still suffering from his loss, but with Jane growing into a fine little girl he gave his all to make her happy. In turn, Jane wasn't turning into a softie either. Daughter of a level-headed Colonel of the Army, she soon developed an admiration for her father's job... and an inability to keep friends. She changed school often and kept a rather tomboyish attitude, leading her to be either adored or detested by her peers.

"Randolph-Macon Academy. In Front Royal, an hour drive from Washington." The conversation had been going for a while, Jane having been presented a wide array of high schools but convinced of none. She was already 14, almost done with middle school and now having to pick what to do next.

Her dad was quietly nibbling on some brussel sprouts, pondering on her words. They were having steak and steamed vegetables that evening.

"They have a campus, and they accept girls. This would be easier if I was a guy..." Jane was staring at a list she had printed herself, her empty fork idling in midair. "So many good academies are boys only... What if you told them to accept me anyway? I'm sure they'd listen."

The man cut another piece of steak for himself, then stared at his daughter. "Are you sure you want to go with a military academy? There's plenty of private schools if you just want to live on campus. You don't have to choose now."

The girl sighed, going down the list once again while distractedly munching on a green bean. "We already talked about it dad! It's what I want to do." She looks pensively at her plate, a frown forming on her face. "We've been moving and moving, no friends, no ties... I heard you yesterday, we're going to Philadelphia next month, aren't we?"

Marshall could do nothing but sigh in turn, shaking his head. "Alright, that's clear. But why a military academy?"

"Dad..." Jane stared at her father with a mixed look, half disappointed and half puzzled. "My room is filled with army posters, I've been top of my gym class in the last five schools I changed and you even took me shooting after I've begged you for ages. Why a military academy? Besides, you're a bigshot! It'll be cool when you'll come to visit and everyone will be standing at attention!"

Observing her with a smirk, her dad finished his plate. “Okay, okay, calm down. I’ll phone that school tomorrow, happy?” Standing up and taking his plate to the sink, the man continued, “If at some point you want to drop out, just say it.”

“Jane completed the course in five minutes less than you! Five! You’re letting a girl shit on you!” As usual, the instructor was yelling at Jones again. He wasn’t even last this time, but the man had a liking for picking on him.

To be fair, Jane had beaten more than half the male students in her class with ease. The instructor had switched her to training with guys, since she kept completing the exercises for girls way too quickly.

The boy that was being vexed was a slightly overweight guy that got enrolled by force by his parents. Nobody acknowledged him, but he was working as hard — maybe even harder than anyone else. Done with getting an earful from their teacher, he retreated to the back of the track towards the lockers room.

His life at the academy had been difficult. Along with their instructors, he was bullied by a group of students. His meek personality didn’t help, and what his parents hoped would be the turning point for growing up a strong kid turned out to be a nightmare. The only person that showed him some sort of hard compassion was Jane herself.

She wasn’t the easiest of friends to have. Combative, too direct, pretty unfunny at times, always on edge to be respected and judged for her qualities and not for her gender or her father’s accomplishments. This topic was the hardest to waive; even certain teachers were afraid to cross her and risk their job. The rumor of her father being a military bigshot spread quickly despite him never even calling the school or Jane mentioning.

For her, Jones was some kind of secret friend. Or maybe a personal project of some kind? She was always encouraging him and helping him train when they were alone, but acted cold and distant in public. At times, she even walked by as he was being made fun of by some bullies. She did come to his aid... somehow. With an excuse, Jane sent them somewhere else and walked away without even talking to him.

The reality of it was that Jane really appreciated the effort the boy was putting into improving himself, but couldn’t afford to lose the tiny smidge of respect she had gained that last year by suddenly becoming best friends with one of the school’s “weaklings”.

- Jane having no relatives, her mother died when she was three in a car crash. Her father however does his best to take care of her, and is overall a great dad.
 - Marlin Marshall however is forced to move every few months to a few years due to the particular duties she took upon himself upon reaching the rank of Colonel. Because of this, Jane has no close friends.
 - At 14, she decides on her own volition to enroll in a military high school, both because of wanting to follow her father in the military and wishing for a more stable situation than traveling around the country.
 - Growing up as a girl in an environment mainly shaped for males isn't easy, and in the next four years she forms a hard outer shell and a really brash attitude.
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Assertion of Power

- Upon graduating from the military academy, she immediately enrolled herself in the army. Despite her father's wishes, she desires to be deployed on the field instead of aiming to become an officer.
 - After a few months training as Private, she starts getting molested by one of her peers. This ends rather quickly, with a broken nose on the molester's side and a very angry Jane on the other.
 - Her father's influence quickly gets her out of trouble and other soldiers learn not to mess with her. This episode however sparks Jane's interest for close quarter and melee combat. In her little free time she trains on her own to improve her physical and martial capabilities.
 - Upon reaching E-3 Rank she gets deployed to Afghanistan.
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Bullets and Warm Welcomes

- 2016, Iraq, War against ISIL.
- Jane, now a Corporal (E-4), is storming an ISIL safe house in Mosul.
- The place is basically a big basement of a palace. They clear it out relatively easily.
- While checking, she finds a makeshift timer explosive hidden in a storage room next to the entrance. The storage room is filled with gasoline barrels.
- She grabs the bomb and runs outside, throwing it into one of the adjacent buildings. Unfortunately she's not quick enough and she's caught in the shrapnel of debris.

- Her right leg is wounded and she's knocked out for a bit. She's carried to a hospital, and luckily enough her wounds are not serious. No major arteries were hit, one fragment pierced her side by side miraculously dodging all the nerves; the other fragment hit the bone, but just chipped it a little.
 - She's out of commission for a couple months, and awarded a Purple Heart and a [Distinguished Service Cross/Silver Star/Bronze Star (tbd)].
 - In March 2017, Jane is promoted to Sergeant.
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Little Cozy House

- Jane's father retired in 2015, and during all this time she kept going back and forth from active warzones.
 - His health starts deteriorating, and the reason is soon clear. Intestinal cancer.
 - Without relatives and with his conditions worsening, Marlin is in need of help. In the second half of 2017 Jane decides - with plenty of regrets - to leave the military. Obtaining an honorable discharge for her impeccable time in service, she's ready to tend to his father for as long as he needs.
 - They move to Ventura, California, and buy a small house near the sea.
 - His father immediately adapts to the slow, quiet living. For Jane however it's a bit more difficult. She's used to following strict routines and schedules, and a relaxed style of living only serves to make her stressed and craving for more.
 - After looking around for a while, she settles on practicing MMA. It suits her training and passions, allowing her to use any excess energy and satisfy her agonistic itch.
 - With her military combat training, Jane soon becomes a rising star of the local fighting community. Nicknamed "Blue Demon", she starts rising in the rankings and by early 2018 she looks to be on the right path to get acknowledged at the state level.
 - During a friendly match at her usual gym, she has an accident. She violently hits the back of her head on the gym floor and is quickly carried to the hospital.
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A Normal Day

- From Jane's perspective, she only stayed at the hospital one or two days. In reality, her recovery took more than a month.
- After the trauma, Jane had developed a serious short-term memory loss condition. Every time she slept, she would forget the previous day and wake up a blank slate.
- She doesn't know about her condition... Or better, she doesn't remember. Her last clear memory is going to the gym, then a few distorted flashes of doctors talking to her about an incident.

- She still has some distorted understanding of time passing, and depending on hints around her like the season or the general weather outside she thinks to be a few weeks to a few months away to that episode.
- If confronted with her time between now and then, she'll blank for a bit and then get irritated.
- Her father has luckily improved. His cancer is in remission and his overall health is way better.
- He tried to confront Jane a few times about her issue. Even if he manages to make her believe him, she just forgets a day later. Doctors have been trying to treat her for a while, but without effective results, also due to Jane not cooperating in the least.
- She still trains at the gym, always convinced she has an important match "next week". A week that will never come.

Private Profile (Roleplay & Game)

[16] Right Before: As normal, Jane has left the house for her morning training routine after preparing breakfast for her dad. She has reached the gym and is now working out.

[17] Unique Weapons:

[18] Unique Equipment:

[19] Unique Abilities:

[20] Unique Roleplay: [Jane Marshall - Relationship System](#)

[21] Additional Information:

Miscellaneous

[22] Character Plans & Hopes: The first objective I'm going to aim for is to recruit a largeish faction of people (this highly depends on how the game is structured though). At the same time, Jane will probably enemy a couple people just for existing and being weak.

This faction will of course be sent in disarray day 2 by her memory reset, and she'll remain with those closer people that still want to help her despite her problems.

My biggest hope is having a close group of friends helping and maybe 1 or 2 very antagonistic people acting as enemies throughout the game.

[23] Character Zone: Due to having never settled down, there is no place Jane really feels at home. Her “ideal” zone would look like a mix between a generic US house, a military barrack and a gym.

Patron Information

[24] Patron: Thanatine

[25] Patron Reward:

- **Reward #1 (Complete 2 Objectives)** — Jane's father recovers fully, returning to the health he enjoyed before being afflicted with cancer.
- **Reward #2 (Complete 3 Objectives)** — Jane returns to the military. This entails that her memory issues will be completely fixed.
- **Reward #3 (Complete 4 Objectives)** — Jane's body is enhanced tremendously. She now has infinite physical stamina, increased regeneration, is impervious to heavy damage, and immune to almost all diseases. Her body still ages and she will die of old age to a common ailment late in life.

[26] Character Specific Objectives:

- **Objective #1** — Report to Thanatine everyday, informing the goddess of Jane's thoughts on the other players.
- **Objective #2** — Invite players or NPCs to her character zone to train, spar, practice, etc.
- **Objective #3** — Find a suitable comrade (+2) and a suitable rival (-2).
- **Objective #4** — Challenge a player or NPC to a sparring match in the common room, dueling them during Nighttime. Thanatine will referee the fight and inform the players in common room OOC that the duel will reduce the two fighter's HP by 2. Allies can accept sparring matches.

[27] Desired Patron-Character Relationship: Initially sees Thanatine as a cool friend and freak occurrence. Respects her fighting abilities and is a tiny bit thankful for the opportunities presented to her by the goddess.

Plans to have a fair bit of interaction and involvement with Thanatine. Is okay with common room interactions that are not strictly replies to Jane's own comments toward her. Within reason, of course.

[28] Day 0 PM Details: Thanatine encounters Jane in her gym and through various means the two get into a sparring match. Jane is bested after putting up a good fight and the two get to talking. Thanatine's proposal is gradually introduced, easing the fighter into the idea rather than loading it on her all at once.

[29] Weapons

Tier 1 Weapon (10 ATK)

Name: Firearms

Description: Jane doesn't like firearms much. They're made for killing, and if Jane gets to that point it means she's 100% determined to finish off the fight as quickly and as efficiently as possible. She's trained for a wide array of firearms, from handguns to rifles to RPG launchers.

Tier 2 Weapon (8 ATK)

Name: Ambush Tactics

Description: Having been in missions against terrorists and hidden militias multiple times, Jane has been trained to counter guerrilla and ambush tactics. And of course, this also means she can execute them as well. She knows how to use hidden steel wires, traps and nets to slow down and wound her opponent while she waits for the right moment to silently finish them off either by hand or through other sneaky methods.

Tier 3 Weapon (7 ATK)

Name: Melee Weapons

Description: Jane has a passion for various melee weapons. She's not an expert by any means, but she likes collecting them and took some lessons in using a sword and even some more mundane weapons like spears and halberds. Regardless of how good she can use them, you can rest assured she can be deadly with anything you put in her hands.

Tier 4 Weapon (6 ATK)

Name: Hand to Hand Combat

Description: Jane will use the full range of her martial abilities. Her throws and punches are very powerful, and she knows how to cause maximum damage with minimum strength.

Tier 5 Weapon (5 ATK)

Name: Grappling and Submission Techniques

Description: Jane will try to block and suppress her opponent's movements. Aimed more at restraining than anything else, these will rarely cause any permanent damage and will maybe crack a bone or two at best.

[30] Traits

Note: The traits list is still being expanded upon. You'll be notified once it's finalized.

Trait #1

Original Trait Name: Triumph

Cost: 2

Character Trait Name: Suppression

Trait Explanation: Ending a fight quickly is key in a successful mission. This is why Jane won't hold any punches even if she's just helping her teammates. She'll disarm and prevent the enemy from harming her and her teammates as soon as possible, ending the fight early and without hesitation.

Trait #2

Original Trait Name: Command

Cost: 4

Character Trait Name: Sergeant

Trait Explanation: Leading small teams of soldiers is exactly what sergeants like her do. Even with her memory loss, she preserves all her training and is very effective at commanding her team to put her enemy at a disadvantage and corner them.

Trait #3

Original Trait Name: Duelist

Cost: 4

Character Trait Name: Focus

Trait Explanation: Jane can keep her cool under highly stressful situations, like being under enemy fire. Even during combat and even if the enemy is set on killing her, she has an extra edge that allows her to fight on par with any opponent - both on the battlefield and in a cage fight.