

<u>Operator Profile:</u>	
Name:	Ourania Codename: Mistwalker
Gender:	Female
Place of Birth:	Sargon
Birthday:	23 October
Race:	Archosauria
Height:	200 cm
Combat Experience:	11 years
Infection Status:	Infected
Nation:	Sargon (Rhodes Island)
Class/Branch:	Caster / Mystic
CV:	
Leitmotif:	Glint's Legacy / Tarir, the Forgotten City
Physical Strength:	Excellent
Mobility:	Excellent
Physiological Endurance:	Excellent
Tactical Planning:	Standard
Combat Skill:	Excellent
Originium Adaptability:	Excellent
Operator Description:	Her shoulders weigh heavy with guilt and promises that she feels she has failed to fulfill, and the only way she knows how to speak is through her Arts and fists.
Operator Quote:	She very much is running away, but nobody can catch her yet.

Potential Item:
A broken blade of Ursus-make is presented solemnly to you. Its handle is burnt, but you can guess the name carved into it.

Talent:
Precision Arts: (unlocked at Elite 1) Gains +0.1SP/second when at least one charge is held. Gains charges faster.
A Team Nonetheless: (unlocked at Elite 2) Grants additional buffs to allies in the 8 adjacent tiles depending on skill.

Skills:		
Skill 1: Facet of Darkness / Gaze of Darkness	Skill 2: Facet of Strength / Burst of Strength	Skill 3: Facet of Chaos / Chaotic Release
<i>Passive:</i> Grants allies a % chance to do double damage. <i>Active:</i> Reveals invisible enemies and Slows them.	<i>Passive:</i> Grants allies % increased attack. <i>Active:</i> Consumes a charge to deal AoE damage centered around Mistwalker.	<i>Passive:</i> Grants allies resistance and increased DEF. <i>Active:</i> Grants allies +ASPD, while knocking back all frontal enemies.

RIIC Base Skills:
When We Fight (E1 / E2): When this Operator is assigned to be the Trainer in the Training Room, Operators' Specialization training speed increased by 45% / 55%. (E2) Supporter Operators' Specialization training speed will be further increased by 25%.

Module MSC-X:	Module Text:
'Memories of a Different Time'	Mercenaries lead unpredictable lives, living or dying under the thumbs of careless lord ameers. Ourania considers herself lucky to have been taken in by Warmaster - this stranger to Sargon breaking unspoken rules and still living to tell tales for as long as he did. He introduces her to a Vouivre child: a quiet, wide-eyed girl with a penchant for machines and nothing in Arts. She would have Ourania
Stage 1:	
Gains +0.2SP/second when at least one charge is held.	
Stage 2:	
Gains +0.3SP/second when at least one charge is held.	

<u>Module MSC-X:</u>	<u>Module Text:</u>
Stage 3: Additionally heals allies in the adjacent 8 tiles by 8% of Mistwalker's ATK every second.	display her Arts, poorly mimicking them in her amateur creations. Practically speaking, it was a waste of material they could have used to repair and maintain their limited armoury, but her earnesty won their company's hearts enough to indulge her. As for Ourania herself, she was tasked to be a sister to her, seeing how enamoured she was with her Arts. She would promise to care for the girl, just to please her mentor. Ourania was so sure that she could protect Warmaster so that she needn't bother too much about such a request - she would hardly consider herself a role model, after all. ... Her hand is bloodied and shaking, a familiar stench fills the air as her brother - flippantly as she promised, an oath is an oath - lies unmoving on the ground because of her. A little more, and she would have been all alone.

<u>Profile:</u>
Ourania, codenamed Mistwalker, is a frequent member for our assault missions, not for especially healthy personal reasons. Amiya has had to refuse a number of her volunteer requests for her own sake which, as far as we can tell, she does not begrudge. Presently, as per her request, we do not have her sortie with her brother, Operator Forge, on condition she goes for counselling. For better or worse, Forge is not often part of active combat missions due to his preferred work in Engineering, so we need not juggle the intricacies of interpersonal relationships, for now. We can only work to provide the care she needs, should she be willing.
<u>Clinical Analysis:</u>
[Cell-Originium Assimilation] 10% Crystals are distributed on the face, shoulders, and abdomen to a lesser extent. [Blood Originium-Crystal Density] 0.23u/L Inadequate protective measures and her participation in the frontline has not done any favours for Mistwalker's physical state. She is cooperative in treatment and her condition has stabilised.

Archive File 1:

Operator Mistwalker had pursued one of our local Sargon associates, utterly terrifying them out of their wits at first contact. She had heard about some of our work distributing medicines in other territories, initially asking to procure them for herself alone. Once we did get her to a branch office only did she further explain herself in wanting both medical assistance, and to get herself and her brother employment at Rhodes Island.

Due process was difficult owing to both having been attached to an independent mercenary company which did not accrue much favours among the lords ameer. Warmaster is a name equally revered and reviled depending on who you asked, most preferring not to speak of it either way.

We will not be speculating on the nature of the incident that claimed the most of the company's lives in this dossier. What we see is two people who needed to grow up too fast and required our assistance.

Archive File 2:

Many consider Mistwalker's fighting style to be comparatively refined, if also reckless. She is a natural at syncing up with squadmates with her Arts providing supportive effects, while other times, she flings crude, pure power into a group of enemies. Her methods come from running solo prior to meeting Warmaster, finding her tribe too stifling for her liking.

As far as we have determined, hers is one of the rainforest tribes, as little as it narrows it down. She is incredibly reluctant to disclose more, which we can respect, insofar it doesn't pose any risk to our operations.

So she left, from one untamed biome to another, in search of something different.

Archive File 3:

Her run in with Operator Carnelian has been nothing short of explosive, if word is to be believed. Operators witness to the encounter speak of bitter exchanges both verbally and clashing of Arts that left scorched earth in their wake.

The Operators in question firmly deny the most bombastic of tales, clarifying that while they did briefly come to blows, it was, in fact, just a singular blow. That said, Carnelian has been insistent on getting Mistwalker to accompany her in her duties as a bodyguard which she has actually not refused.

She has yet to apply to be permanently stationed in Leithania so as to make the commute more convenient, but it seems to be part of a process, whatever it is. Please refrain from asking Operator Beeswax for details.

Archive File 4:

[Classified record]

'We were both mourning. I didn't ask him if he blamed me for not protecting Warmaster, but you've seen him. He pretends he doesn't freeze up at handling Originium in any form. He thinks he could've made something to help us. He couldn't even deflect any of my Arts before.'

'He said he didn't want to feel hurt anymore. Childish, isn't it? He can hold his own but he's never really joined us in battle. He was more useful at camp, helping out, fixing things. Him bleeding out from an explosion of his own making didn't matter. Warmaster, us... we were his only family.'

'I guess I wasn't the favourite one, if he told me to care for him. I failed to do that. For what it's worth, I want to thank Rhodes Island for giving him a home. It's the only thing I managed to do right. I know I need to talk face to face someday. Just not now.'

- A recording from Operator Mistwalker, shared with permission

Promotional Record:

I'm sorry, I'm here now.
Pick up your shield.
You've studied those books, right?
Show me what you've learnt.

Voice Lines:

Appointed as Assistant:	You're not going to psychoanalyse me while I'm here, are you? Let's just do our work.
Talk 1:	That Gavial was saying I could've been Great Chief and avoided all the trouble she had with Eunectes. I don't even know who they are...
Talk 2:	I really wish you would leave me in the training rooms. At least I'd be more useful there.
Talk 3:	If there's nothing you need me for, I'll just be reading over here.
Talk after Promotion 1:	I guess having an actual Arts conduit does make things easier.
Talk after Promotion 2:	Of course I can work with others. You don't keep a crew together by being a loose cannon.
Talk after Trust Increase 1:	Wonder if Warmaster ever expected us to bring change to Sargon.
Talk after Trust Increase 2:	I heard one of the guys here brought the downfall of some lords ameer? Don't worry, I'm not planning to find out if their schemes killed my mentor.
Talk after Trust Increase	That brother of mine... he's doing so much better even after

3:	getting abandoned twice. Three times? Who's counting? Now's not the time for me to reopen old wounds.
Idle:	I wonder if he still sleeps as well as you do.
Onboard:	Operator Mistwalker. Thank you for taking us in. I don't have much else to say.
Watching Battle Record:	Same old, same old.
Promotion 1:	In our company, promotion depended on whether Warmaster liked you or not. I'm probably joking.
Promotion 2:	Now that I'm here, I have to learn things all over again. I can't afford any more mistakes, so... thank you again.
Added to Squad:	Anywhere is fine.
Appointed as Squad Leader:	If it gets the job done, I can allow it.
Depart:	Don't take too long.
Begin Operation:	This again, huh.
Selecting Operator 1:	What is it?
Selecting Operator 2:	Where to?
Deployment 1:	(sighs)
Deployment 2:	Here we go.
In Battle 1:	Get out of my way.
In Battle 2:	Stop wasting my time.
In Battle 3:	Leave if you know what's good for you.
In Battle 4:	Good night.
4-Star Result	It'd be nice to believe these results will bring change.
3-Star Result	This much is to be expected.
Sub 3-Star Result	Well, we aren't invincible.
Operation Failure:	It'll just be like that day again.
Assigned to Facility:	What are you expecting me to do here?
Tap:	You better be careful there, doc.

Trust Tap:	You don't need to bring me anything, you know...
Greeting:	How's that schedule looking?