

Name: Nila Durse

Magical Name: Magical Girl Rampart☆Four

Personality: A girl who rarely takes things seriously, Nila is beloved and hated for her obnoxious but cutting wit. She spends most of her time avoiding responsibility and playing games. When push comes to shove, she can take things seriously, but it takes *a lot* of pushing.

Mundane Appearance: A young woman of such diminutive stature most would assume she's a middle school girl. Has skin that's almost literally pink, short light blue hair, and slightly deeper blue eyes. Dresses in an oversize white t-shirt with a video game controller graphic on it, a blue jacket, and blue shorts.

Transformed Appearance: Nila's pupils change to a square shape and turn pink. A black glove with sensors of some kind embedded in it manifests on her right hand. Technically her outfit is supposed to change into a protective bodysuit, but Nila says it's too tight and rides up, so she prefers to stick to her more comfortable normal outfit.

Familiar Name: Rampart Four Point Five

Familiar Appearance: Nila's younger sister, Nora. Looks much like her sister, but has longer hair which she keeps in a braid that falls over her right shoulder. She dresses much more neatly, wearing a blue blouse, white pleated skirt, white/blue striped thigh-high socks, and blue mary janes.

Territory Name: Land of Games and Chores

Territory Appearance: A sci-fi city right out of one of Nila's favorite games. Unfortunately, when you have to do the fetch quests on foot instead of from the comforts of home, they end up being a huge chore.

Stats [10]

- Territory: 1
- Health: 5
- Magic: 0
- Execution: 3
- Enhancement: 0
- Protection: 3
- Dominion: 6
- Mana: 3
- Skills: 3

Skills

Passive: Outside Perspective (None)

Nila's [Dom]/2 is added to her Execution and Protection when fighting outside her own Territory

Clash: Retcon (Any)

Deals  $8\{8*1\}+[Exe]$  damage. If Nila loses the Clash, revives a random Magical Girl killed by the enemy

Execute: (None)

Deals [Exe] damage

Execute: (Any)

Deals [Exe] damage. If used to Parry, may be activated as an attack with the same Die on the turn

Protect: (None)

Blocks [Prt] magic damage