

Kishinami Monoka/岸波モノカ (revised)



Note: For her earlier version, see [here](#).

In one version of events -- the one that no one else seems to remember -- soon after her sixteenth birthday, Monoka overheard **Megan Excalibur** talking with one of the higher ups about the prospect that Monoka would eventually succeed her as the leader of the **Ghost Sweepers**, while expressing the hope that this "eventually" was a long way off. Stung by this apparent lack of confidence, Monoka threw herself into studying and training so that she could not only become as good of a leader as Megan, but a better one. In the process, she put together the most comprehensive analysis of **the Shēngxiào** that had yet been assembled, to the point where even some of the best experts on the subject admitted that her research had uncovered facts that they had never realized had to be true. But before she could receive the plaudits she deserved from Megan, everything changed.

In the other version of events -- the one that everyone else remembers -- there was no conversation like that. Monoka decided that she had to take things seriously without such an impetus, even before she turned sixteen, because **Motoko** was never going to do it. She was able to give her studies more time, but they also had less intensity. When she finally presented her analysis, it impressed fewer people and many of its conclusions were things that had

already been realized. Motoko congratulated her and stepped down as the leader, but who cared about that? The person whose approval and admiration she wanted the most would never give it, because she had never existed. And the only other person who remembered her was **a complete psychopath**.

"Why me?" Monoka asks, daily, though usually only when she hopes no one can hear her.

Well, it seems unlikely that she will ever get an answer to that question, but she has still been put in the position of authority that Megan -- no, that Motoko once held. By and large, she lets the other Ghost Sweepers do their jobs without interfering or directing them, focusing her efforts on dealing with the bureaucracy so that they *can* do those jobs, and developing strategies that put them in the places where those jobs will be most effective in answering the threat that **Diorite** continues to pose. Through those strategies, she has even met the enemy, face to face and eye to eye, something no other Ghost Sweeper has ever done. It was a horrifying experience, and she was honestly glad that Motoko was there to keep them both alive.

But she has not yet told her predecessor, or anyone else, that there was something hauntingly familiar about the Empress of Black Jade.

Regardless, she continues her studies and training, even though they have gotten her what she supposedly wanted. She is currently practicing hand-to-hand combat techniques learned from **one of the first adversaries** that the Ghost Sweepers ever fought, while also improving her knowledge of history. Perhaps the most significant lacunae in her knowledge, and one of her greatest weaknesses, is a lack of knowledge about magic. But this is a deliberate choice on her part, as she would find it easy to gain that knowledge -- and the power that came with it -- if she wanted to do that. Monoka has chosen otherwise, resisting the temptations involved, and still viewing herself as someone blessed by greater powers rather than commanding them.

Kishinami Monoka -- PL 8 (3rd Edition)

Abilities:

STR 0 | STA 2 | AGL 3 | DEX 2 | FGT 3 | INT 2 | AWE 3 | PRE 2

Powers:

Flames of the Vermillion Bird: Array (17 points)

- ***Flame Arrow:*** Ranged Damage 8, Quirk (requires existing open fire or high temperatures) - 17 points
- ***Flame Breath:*** Cone Area Damage 8, Quirk (requires existing open fire or high temperatures) - 1 point
- ***Flame Shapes:*** Ranged Shapeable Area Damage 3, Concentration Duration, Selective, Quirk (requires existing open fire or high temperatures) - 1 point
- ***Scrying:*** Remote Sensing 8 (visual; 250 miles), Quirk (requires existing open fire) - 1 point

Pristine Memory: Feature 1 (chronal memory) - 1 point

Touched by No Lesser Flame: Immunity 10 (fire effects) - 10 points

Wings of the Vermillion Bird: Enhanced Advantages 4 (Defensive Roll, Evasion, Improved Defense, Move-by Action); Flight 5 (60 MPH); Reaction Damage 3 - 22 points

Advantages:

Assessment, Defensive Roll 2, Evasion 2, Extraordinary Effort, Favored Enemy (Shengxiao), *Improved Defense*, Leadership, *Move-by Action*, Power Attack, Teamwork.

Skills:

Deception 4 (+6), Expertise: Civics 6 (+8), Expertise: History 4 (+6), Expertise: Popular Culture 4 (+6), Expertise: Streetwise 4 (+6), Expertise: Theology & Philosophy 7 (+9), Insight 5 (+8), Perception 4 (+7), Persuasion 6 (+8), Ranged Combat: Flames 6 (+8).

Offense:

Initiative +3

Unarmed +3 (Close Damage 0 and Reaction Damage 3)

Flame Arrow +8 (Ranged Damage 8)

Flame Breath -- (Cone Area Damage 8)

Fire Shaping -- (Ranged Shapeable Area Damage 3)

Defense:

Dodge 9, Parry 7, Fortitude 4, Toughness 7/2, Will 9

Totals:

Abilities 34 + Powers 53 + Advantages 8 + Skills 25 + Defenses 18 = 138 points

Offensive PL: 8

Defensive PL: 8

Resistance PL: 8

Skill PL: 4

Complications:

Responsibility--Motivation. Power Loss (all, if Suzaku is disappointed.) **Prejudice** (minor.) **Secret** (government agent.) **Sly and Sarcastic, Beneath an Air of Sanctity.**

Kishinami Monoka -- PL 8 (4th Edition)

Abilities:

STR 0 | AGL 3 | STA 2 | INT 2 | AWE 3 | PRE 2

Combat:

Attack 4 | Defense 7 | Initiative 3

Ranged Defense 9 | Specialized Attack: Flames of the Vermillion Bird 8

Resistances:

Dodge 4 | Fortitude 4 | Toughness 7/5/4/2 | Will 9

Powers:

Flames of the Vermillion Bird: Array - 20 points

- ***Flame Arrow:*** Fire Blast 8, Quirk (requires existing open fire or high temperatures)
- ***Flame Breath:*** Fire Damage 8, Cone Area, Quirk (requires existing open fire or high temperatures)
- ***Flame Shapes:*** Fire Blast 3, Concentration, Selective, Shapeable Area, Quirk (requires existing open fire or high temperatures)
- ***Gaze Into The Flames:*** Scrying 2, Quirk (requires existing open fire)

Pristine Memory: Feature 1 (Temporal Inertia) - 1 point

Touched by No Lesser Flame: Immunity 10 (Fire Effects) - 10 points

Wings of the Vermillion Bird: Fire Damage 3, Aura; Linked Enhanced Toughness 3; Linked Flight 5 - 25 points

Advantages:

Assessment, Benefit (Security Clearance), Defensive Roll 2, Edit Scene, Encourage, Extraordinary Effort, Favored Enemy (Shengxiao), Guidance 2, Improved Defense, Improved Evasion 2, Improved Team Attack, Teamwork.

Skills:

Deception 4 (+6), Insight 5 (+8), Knowledge Expertise 4 (+6), Leadership 5 (+7), Perception 4 (+7), Persuasion 7 (+9), Religion Expertise 8 (+10), Streetwise Expertise 6 (+8).

Offense:

Unarmed +3 (Close Damage 0 and Aura Damage 3)

Flame Arrow +8 (Ranged Damage 8)

Flame Breath -- (Close Cone Area Damage 8)

Fire Shaping -- (Ranged Shapeable Area Damage 3)

Totals:

Abilities 24 + Combat 26 + Powers 56 + Advantages 15 + Skills 18 + Resistances 9 = 148 points

Complications:

Responsibility--Motivation. Nemesis (Haha Niwatori.) ***Power Loss*** (all, if Suzaku is

disappointed.) ***Prejudice*** (minor.) ***Secret*** (government agent.) ***Sly and Sarcastic, Beneath an Air of Sanctity.***

Do you feel so frustrated

Frightened and feared

Answer my question

Why me, why me, why me

Why me, ***why me, WHY ME?***