

Name: Yukimura Hiroki

Alias: Hellfire Knight

Age: 25 (chronologically)

Personality: On the surface, Hiroki appears to be a shy, almost withdrawn girl. Indeed, her mannerisms seem to confirm this; her voice is thin and quiet (though not unpleasantly so,) and her speech is occasionally seasoned with halts and stops in jarring locations. The Tenth God usually avoids meetings with more than a few people at once - particularly if she doesn't know them - unless that meeting involves her mech.

Conversation and experience, however, will show that her core is composed of sterner stuff than what it may seem. She may seemingly shy away from conflict, but will pursue it relentlessly if necessary - or if she feels she's been slighted. Once she's chosen a goal, Hiroki will not be diverted from it. This intensity underlies much of her actions, and it has swept over people who have not paid it heed.

Appearance: Hiroki is a young-looking woman standing at just under 4'9". Her hair, stretching down significantly past her hips, is a light silvery color with a fine texture. She has somewhat large violet eyes set in a delicate-looking face overall that seems to initially lead itself to a refined, aristocratic appearance, though this is often at odds with her actual behavior.

The outfit she most often appears in resembles a stylized military uniform of some kind, consisting of a primarily black shirt and matching pants, complete with sturdy-looking boots. Gloves of a slightly lighter tone cover her hands. A peaked cap with a violet band around the middle tops her head, and the outfit is completed by a cloak of the same tone.

Mech Appearance: Hiroki's mech is quite bulky, making her appear slightly larger than she really is upon initially sighting her piloting it (though in recent years it has decreased significantly in overall size, if not in weight and power.) Its most striking features are the large cannon mounted at about the elbow of the right arm, and the "wings" that are actually an array of thrusters and guns. The cannon is the same coloration as the rest of the mech and has a hexagonal shape, extending almost down to the feet in a neutral position, with the distinctive yellow and black "caution" pattern in a stripe at the end of it. There's a squarish panel on the back underneath which many of the important systems are housed, though this is of course covered by the heaviest armor.

The plating overall is a dark gray, with faulds protecting the waist area. The chest and legs are divided into four plates each. The outer and inner edges of each plate on the chest have violet stripes along them, and similar stripes are found along each joint of the mech. An orange glow can be seen leaking from underneath the plating. The mech also features a somewhat angular helmet covering her whole face, the visor leaving just her eyes and nose visible. The visor darkens in response to intense light. Finally, it also has two shoulder-mounted cannons that can be set to automatic fire or slaved to the main gun.

Mech (Divination)

- Speed: 2. Hiroki's mech accelerates achingly slowly and has no great ability to reach unusual positions, or really move in any way in a way that would be described as surprising - at least to the casual observer. It does, however, hover over the ground, granting it a deceptively high top speed and excellent movement in close combat, as she can safely make movements in such a situation that do not require her to land on her feet.
- Melee: 3. The Knight's only melee armament is a tough, powerful claw occupying the arm opposite the main cannon. The motors driving all the limbs of the mech are equally powerful, accentuating her agility in melee and, more importantly, making her a potent grappler at extremely short ranges. While she cannot inflict much damage without being given an extended time to pry parts off of an opponent (time that would usually be better spent blasting them,) she makes herself difficult to approach.
- Firepower: 6. The flames that give the mech its name are actually plasma projectiles, launched from a blistering array of cannons. Her guns are coordinated by a limited AI and are capable of saturating much of an arena with fire, with her "wings" providing most of the volume while the twin shoulder cannon and main arm cannon are the heavy hitters. The only flaw in her ranged assault is having only one method of attack, but sheer volume and power typically serves to overwhelm opponents regardless.
- Armor: 6. The Knight's plating is composed of a dense alloy that covers every surface of the mech, with the plates carefully shaped to minimize the exposure of joints, vents, and other weak points. The strength of the defense is in the simplicity; the only thing the plating is optimized to do in particular is handle the high heat stresses placed upon it. To defend against missiles, her wings contain a number of guns optimized for shooting down opposing projectiles.
- Spells/Signature: None, Hiroki values versatility over putting too much into a single attack.
- Spark: Fusion Core: Being perfectly in tune with her alignment, Hiroki can temporarily transform herself into a miniature star, which continues to travel with the same momentum she had before using the ability. When her mech reforms, existing damage will have worsened, in particular compromising the integrity of her armor somewhat.

Personal Skill: God Shattering Star: As the Tenth God who fought her way to her position through fighting two seemingly impossible opponents to a draw, Hiroki will never falter in her quest to prove herself - especially as the approval she seeks is her own.