

Name: Jemma Megabyte

Magical Name: Magical Girl Jemma☆Megabyte

Personality: A super genius magical girl, Jemma is proud of her intellect and skills, and tends to look down on others. She's not especially arrogant, however, as she knows when she's outmatched and is not above letting her pride go when the situation calls for it. Before becoming a magical girl, she didn't interact with others much, and she still often struggles to interact with them.

Mundane Appearance: A young adult woman with moderately dark skin, red eyes, and short, extremely messy black hair. She wears a blue hoodie, white shorts, and green flip flops. She's almost always playing a game on her phone.

Transformed Appearance: Jemma dons a skintight blue-grey suit with a smooth surface that covers her entire body below the neck. Her hair straightens out and becomes much neater. Several metallic blue data discs about a foot in diameter float alongside her, one atop her head, tilted slightly to the left, one each at the outside of her arms, and one larger one behind her back. Blue sparks of electricity arc between her fingers and can be projected in front of her to form holograms, most commonly a keyboard.

Familiar Name: Lookup

Familiar Appearance: A small book that serves as a manual to Jemma's powers and has access to information about the world and how it functions. Although it can be read, Lookup prefers to just tell Jemma the information she needs. When necessary, Lookup can project holographic images to give Jemma a visual to work with.

Territory Name: Land of Ones and Zeros

Territory Appearance: A massive circuit board housing vaguely humanoid electrical beings.

Stats [10]

- Territory: 1
- Health: 5 (0)
- Magic: 0
- Execution: 3
- Enhancement: 4
- Protection: 0
- Dominion: 5
- Mana: 3
- Skills: 3

Skills

Passive: System Access (None)

Jemma may add [Enh]/4 to any stat except Dominion, Mana, or Skill at the start of her turn,

lasting until she adds it to a different stat. May be added to Enhancement, but does not stack with itself. If added to Health, when the target of this skill changes she loses the amount added

Clash: delete (Any)

Deals $10\{10*1\}+[Exe]$ damage

Execute: punch (None)

Deals $[Exe]$ damage

Enhance: strengthUp (None)

Bufs Execution by $[Enh]/2$

Restore: undo (None)

Recovers $[Enh]/2$ Health