

Kazino Asaru, Lady Fuurin



Generally speaking, the arrival of a new **Ascendant** at the gates of Pandiomon -- the great city that some call Heaven -- does not come as much of a surprise to any of the immortals there. While the Ascendants are not all-knowing, there is little that they do not see in the world which they are sworn to protect and guide, and so they are generally well-aware of those who might earn their burden of glorious purpose. Even beyond the great deeds that each Ascendant accomplishes in order to become worthy of the mantle of immortality, all of them have a patron who has been guiding those deeds -- and usually talking their candidate up as much as possible while doing so, basking in their reflected glory.

So when Kazino Asaru of the land of Teyangu, known to her followers as Lady Fuurin, considered the Incarnation of the Minister of Winds and Rain, arrived at those gates as the newest Initiate of the Sphere of Time, it was a double surprise. Not only had she no great deeds to her name, as her post as the Incarnation was a politically decided one, but no one had spoken of the possibility of her Ascension. And she herself was in no position to explain anything, as she initially believed that this entire episode was a somewhat confusing dream, and not until she found that she could not wake up did the reality of her situation dawn upon her.

Nothing in her life had prepared Asaru for any of this. When her mother died only a few years after she was born, and her father remarried another woman with daughters of her own, she was sent to reside with the mountain priests of the Temple of Winds and Rain, as her father was not cruel enough to let his only daughter become a servant for his new family. Within the temple, she demonstrated a genuine gift for the wind magic that was their blessing but proved to be a trial to her mentors. She was a poor student, a clumsy martial artist, and possessed of highly visible emotions instead of the serenity that she was expected to cultivate.

As Asaru reached adulthood, her mentors began to despair. How were they to solve a problem like her? She was well-loved within the temple for her sweet nature and many acts of kindness,

but what sort of role could she be expected to play in their work? The notion of installing her as the new Incarnate began as a joke, but swiftly took on a life of its own. She would have only ceremonial duties that she could be coached into not fouling up, and largely be separated from anyone who might realize what an embarrassment she was. The former Incarnation was happy to retire and go get married, and so Asaru found herself installed in the role, as the current Lady Fuurin. Faintly bewildered by this development, she lay down that night to sleep and found herself on the highway to Heaven.

It was soon discovered that Asaru did have a patron, but this raised more questions than answers. She had apparently been granted Ascension by **Celune**, an Empyreal of the Sphere of Time who had been fascinated by the moon. But Celune had disappeared centuries earlier, with most having assumed that she merged with the substance of her home plane or been consumed by one of the Eaters of Worlds. She did not respond to any attempts to communicate with her, either. The Hierarch of the Sphere of Time, **Khoronus**, took charge of educating Asaru in place of Celune.

As the most senior -- by a few weeks, but that counts -- of the small group of Ascendants who have recently joined the struggles of the cosmos, and as the pupil of one of the Hierarchs, Asaru has found herself in the unenviable position of the leader of these **Princesses of the Universe**. While this does not sit well with **some** of the other members of the group, Asaru has avoided making any serious errors in the few years since she began her vigil. She is probably closest to her fellow of the Time Sphere, **Arkadiyye**, who is also someone she knew when she was just a child, but she genuinely wants to be friends with all of them. How well she can balance that with being their boss remains to be seen.

So far, most of their assignments have seen them active in the Dragon Empire of Atelaine, frequently running into an annoying rogue called **Ezra Blake**. So far, he has not yet figured out that the young women who keep crossing his path at odd intervals are Ascendants, which is good. Not so good is the fact that he does not take Asaru all that seriously and keeps calling her Saru -- "Monkey". The lack of respect, for an Incarnation (who is dodging her duties and letting one of her Servitors pose as her) and one of the Princesses of the Universe (whose existence he should not know about), is unbelievably frustrating, especially coming from someone who is not at all handsome or charming! And his stupid cat is even worse!

Meanwhile, Khoronus, as a time traveller from the far future of **the World More Sorcerous**, believes that most of the mysteries surrounding Asaru can be explained by her being the product of manipulations of the timeline. As no one other than him is supposed to be manipulating the timeline, he intends to get to the bottom of this, and hopes that this is not another case where it turns out that he did it himself. Regardless, he suspects that at least a part of her strangeness comes from the fact that her mother came to this world from a land known as Japan ...

Update (+1): While completing an assignment in Galantri that saw the downfall of the regime there, Asaru met people from the World Less Magical, including **someone** who knew her

mother, and learned of her ties to that reality. She now wants to know more and thinks that traveling there might be an adventure worth having. However, she remains focused on her duties in *this* reality, mostly.

Update (+2): Though continuing to work to upend the schemes of Entropy in the Dragon Empire, and obedient to the commands of her patron, Asaru has really started to get annoyed with how Ezra keeps getting messed up in their missions. She recently found herself bitterly complaining about all of his personality flaws to **Phosta**, who kept pointing out his better qualities in the process. It finally ended with her declaring how infuriating he was ... at which point Phosta nodded and said, "Yes, I like him too." A brief pause and then she added, "That's quite the blush you've got there."

Kazino Asaru, Lady Fuurin -- PL 10 (3rd Edition)

Abilities:

STR 1 | STA 3 | AGL 3 | DEX 2 | FGT 5 | INT 1 | AWE 4 | PRE 4

Powers:

Ascendant: Immortality 5 (one day), Only While On Home Plane; Immunity 1 (aging); Movement 1 (dimensional travel to home plane), Reaction (death); Movement 2 (dimensional travel to planes of the Sphere of Time), Standard Action - 10 points

Sense Immortal: Senses 2 (ranged detect immortal) - 2 points

Wind Magic: Array (18 points)

- **Air Bubble:** Sustained Immunity 4 (pressure, suffocation, vacuum), Affects Self and Others in Cloud Area, Dynamic - 2 points
- **Blinding Gust:** Ranged Cumulative Affliction 9 (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware), Limited to Vision - 1 point
- **Lifting Winds:** Move Object 9 (12 tons) - 18 points
- **Whispering Wind:** Auditory Communication 4 (planetary), Subtle - 1 point
- **Wind Burst:** Ranged Burst Area Affliction 6 (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated) - 1 point
- **Wind Lash:** Ranged Damage 9 - 1 point

Wind-Riding: Linked Flight 8 (500 MPH); Linked Sustained Protection 9, Impervious 6 - 31 points

Advantages:

Benefit (Incarnation), Connected, Equipment 4, Evasion, Extraordinary Effort, Ranged Attack 3, Ritualist.

Equipment:

Home Plane: Size Huge; Toughness 10; Features Communications, Concealed, Defense System, Grounds, Infirmary, Isolated, Living Space, Power System, Personnel, Security System - 15 points.

Skills:

Acrobatics 5 (+8), Expertise: Magic 8 (+12), Expertise: Religion 6 (+7), Expertise: Society 8 (+9), Insight 8 (+12), Intimidation 5 (+9), Persuasion 7 (+11), Ranged Attack: Wind Magic 6 (+8), Perception 8 (+12), Treatment 5 (+6).

Offense:

Initiative +3
Unarmed +5 (Close Damage 1)
Wind Lash +11 (Ranged Damage 9)
Blinding Gust +11 (Ranged Affliction 9, Resisted by Dodge)
Wind Burst -- (Ranged Burst Area Fortitude 6)

Defense:

Dodge 8, Parry 7, Fortitude 6, Toughness 12/3, Will 12

Offensive PL: 10

Defensive PL: 10

Resistance PL: 9

Skill PL: 7

Totals:

Abilities 46 + Powers 65 + Advantages 12 + Skills 33 + Defenses 18 = 174 points

Complications:

Responsibility--Motivation. A Bit Clumsy and A Bit of a Crybaby. Secret (immortality.) **Vexing Person Who Is Not at All Cute** (Ezra Blake.)

Kazino Asaru, Lady Fuurin -- PL 10 (4th Edition)

Abilities:

STR 1 | AGL 3 | STA 3 | INT 1 | AWE 5 | PRE 4

Combat:

Attack 5 | Defense 7 | Initiative 3

Specialized Attack: Wind Magic 11

Defense:

Dodge 8 | Fortitude 6 | Toughness 12/3 | Will 12

Powers:

Ascendant: Dimensional Travel 2 (planes of the Sphere of Time); Dimensional Travel 1 (home plane), Triggered; Immortality 10, Only While On Home Plane, Total Recovery; Immunity 1 (Aging) - 16 points

Sense Immortal: Enhanced Senses 2 (Detect Immortal [Ranged]) - 2 points

Whispering Wind: Auditory Communication 4, Subtle - 9 points

Wind Magic: Array - 27 points

- **Air Bubble:** Immunity 4 (Pressure, Suffocation, Vacuum), Affects Self and Others, Sphere Area, Sustained, Dynamic
- **Blinding Gust:** Sight Dazzle 9, Cumulative, Limited Degree (no third), Dynamic
- **Lifting Winds:** Move Object 9, Dynamic
- **Wind Burst:** Stun 6, Ranged, Sphere Area, Dynamic
- **Wind Lash:** Bludgeoning Blast 9, Dynamic

Wind-Riding: Linked Flight 8, Rocket; Linked Enhanced Toughness 9, Improved 6, Sustained - 23 points

Advantages:

Benefit (Incarnation), Connections, Equipment 4, Encourage 3, Extraordinary Effort, Guidance 3, Improved Evasion, Improvised Magic Effect.

Equipment:

Home Plane: Size 7; **Toughness** 10; **Features** Communications, Concealed, Defense System, Grounds, Infirmary, Isolated, Living Space, Power System, Personnel, Security System - 14 points.

Skills:

Acrobatics 5 (+8), High Society Expertise 8 (+9), Insight 8 (+12), Intimidation 5 (+9), Leadership 6 (+10), Magic 11 (+12), Medicine 5 (+6), Persuasion 7 (+11), Perception 8 (+12), Religion Expertise 6 (+7).

Offense:

Unarmed +5 (Close Damage 1)

Wind Lash +11 (Ranged Damage 9)

Blinding Gust +11 (Ranged Affliction 9, Resisted by Dodge)

Wind Burst -- (Ranged Sphere Area Fortitude 6)

Totals:

Abilities 34 + Combat 27 + Powers 77 + Advantages 16 + Skills 31 + Defenses 15 = 200 points

Complications:

Responsibility--Motivation. A Bit Clumsy and A Bit of a Crybaby. Secret (immortality.) **Vexing Person Who Is Not at All Cute** (Ezra Blake.)