

HI :D

Whoever you are.....

:D

I'm trying to finish this lol want to help? It's a great cyoa in my opinion, but needs to be completed HAHA. Gotta do that first ! I already fixed +added quite a few things.

Gonna take a small break, feel free to look over it and give advice or anything. Don't erase anything though.

Updated a few things-seriously someone bring this into the cyoa section so people can play it :D

Needs more - also way better than RWBY version 2

Can't think of any teammates to add -did add some things-gonna make it great! S it's like too good to refuse!

Again feel free to edit or comment.

Let's get started:

Sections to work on:

Machines

Grim Abilities

Weapon

Gifts

Teammates

Base Used to build on:

<http://i.imgur.com/ycSUHCo.jpg>

Completion: ~50%

- Arrival: 100%
- Races: 90%
- Powers: 90%
- Gynoid: 10%
- Grim: 10%
- Weapons/Equip: 30%
- Teammates: 50%
- Misc. Fluff 30%

Latest News:

Added teammates.

Overhauled powers.

Working on Weapons

Change log:

Corrected Typo in Jaune's name in Arrival Section
Removed Human Ability Advantage and Disadvantage.
Adjusted racial prices; Added racial traits.
Added Ruby Rose Arrival Point.
Adjusted Semblance cost to add randomizer.
Added some formatting to make reading easier.
Changed Racial Traits
Added Gynoid Upgrades and Grimm Evolution Placeholders.
Added Teammate section
General edits to Talents section; Moved some Gifts.
Added Powers Ver.2 to rebuild Semblances.
Adjusted Bash Bros. Arrival.
Adjusted It Arrival disadvantages to be more humorous.
Adjustments to Powers ver 2 section. Removed Price Inflation for Gynoids.
Removed Original Powers Section to replace with Powers Ver 2. Gynoids unable to take Aura Perks.
Added Tech Weapons, to mimic Semblances with Schizo tech.
Added new Teammates.
Added new Teammates Minor changes to Weapons.
Completed Fluff for Arrival section. Removed Costs Arrivals.
Adding more fluff, Adjusted Outline, Theming, Changing Race section to have more content.
More Fluff and changes added to Racial Perks/Flaws and removed Racial Traits.
Changed Initial points from 10 to 5.
Misc. Edits - Semblances, Nations, Gifts.
Changed Faunus Ability perk to Plus Anima for balance.
General changes to Semblances, Tweaked Arrival, Removed "Ghost" Branch of Semblances.
Added Fluff to Nations section.
General Edits to Aura Advantages, added fluff.
Added some fluff to Aura Disadvantages. Added Personality Fluff to Semblances.
Added fluff to Semblance Intro.
Some Minor changes to Alchemy. Minor change to wording in Grimm Ability perk. Added some to Droid.
Added Gifts, Added more Teammates.
Updated Weapons section.

Minor wording changes, edits to Semblances. ADDED new Semblance category - "Player"
Added Semblance Roll Chart- D10

Overhaul of Equipment section

To Do:

Work on Grimm and Gynoid powers.

Work on Items Section

Work on Racial Traits

Creating more Disadvantages

Work on Teammate section.

Change weapons to make more detailed building.

Help Requests:

More Semblances

More Gives, Flaws, and Talents.

Ideas for Teammate section.

Ideas for Gynoid and Grimm powers.

Formating

Prebuilt Teammate ideas.

Flavor Text for sections

RWBY CYOA:

Welcome to the world of Remnant, where humanity fights for its survival against the creatures of Grimm and the machinations of their fellow man. But even as the darkness threatens to consume it there still shines a beacon of light. Standing defiant against this crushing force are the valiant few who serve as torches to light up the world and protect the precious spark of hope against the ever encroaching tides of shadows. The Hunters, the swords who slay evil and the shields who guard humanity, these are the heroes who fight in defense of the world and beat back the ever hungering Grimm hordes and face down those villains who prey on men.

A tenuous peace has settled upon Remnant thanks to their constant efforts but the tides of fate can shift in an instant and already change can be seen as groups prepare and plot in the shadows. While this world is not without it's guardians, any help offered is welcomed. The path is open to you to enter this world, the tools you need laid before you to choose from. As one who existed outside of this world it's destiny has no hold on you, your freedom absolute. The choice to help, or to harm, are yours to make.

Do you accept this invitation?

...

Excellent. Your journey is soon to start, brave Hunter; but every story must have a beginning, and with these tools you shall craft your origin. Ah, but what is a legend without challenge to face against? Select your tools wisely; with these **25 Points** you will shape your own fate. Should you increase the challenge, so shall your options increase.

Once upon a time...

Arrival Point:

The introduction is one of the most important parts of any tale. There are many methods used, each with their strengths and weaknesses. How do you wish to make your debut?

A New Arrival: You simply appear one day, as if from the Aether, brought to this world by some unknown force. A mysterious traveler with no past, no obligations, and no ties. Anonymity is your blessing and your curse. *Can't Take History Perks or Disadvantages.*

- **Disadvantage: Rough Start:** For those seeking a challenge your arrival is far from ideal, landing yourself in a dangerous situation immediately with consequences far reaching. Take these **2 Points** and We shall make arrangements with the nearest undertaker, just in case.

A Familiar Face: Your story begins long before the events that will propel you to greatness. Whether born again or awakening to your previous life you are a native to Remnant. You have lived a second life, making a name and connections for yourself.

- **Disadvantage: Troubled Past:** Not all your efforts turned out for the better, enemies, unsavory obligations, or deadly secrets just wait in the shadows to bring everything you've built crumbling down. **Grants 2** and the regret for the terrible life choices that got you here.

It Takes Jaune to Know Jaune: Your journey begins with much more humble origins. You are Jaune Arc, either reborn or awakened, an ordinary and talentless young man who seeks for something greater. A perfect Blank Slate to work off of. *You can start with Crocea Mors.*

- **Disadvantage: A Loser is You:** Let's face it Jaune, you suck. *hard.* Not in anything specific, just general suckiness in life, love, and combat. Here's **2 Points** back to ease the pain. It won't help.

A Ruby in the Rough: (Cost **2 Points**) You find yourself living the life of the Heroine of Remnant's current legend in the making, Miss Ruby Rose. Her destiny may have already been penned but a good story is one that surprises you... *You can start with Ruby's cannon Speed Semblance and Silver Eyes.*

- **Disadvantage: (In)corruptible Pure Purity:** Oh god you're just too irresistibly cute and you don't even know it! And that idealism and innocent trusting nature only makes everyone want to corrupt you more~ Be sure to watch out for shady men, handsy teammates, and overprotective older siblings. **Grants 2 points** and blissful ignorance regarding people's darker intentions.

Bash Bros: (Costs **1 Point**) Your story entwines with that of another character. From beginning to end, you and they are bound by the red string of fate. The nature of the relationship is irrelevant; be it siblings, cousins, friends, or rivals, you and they are tied together in fate. It is possible to take this option with the other origins.

- **Disadvantage: Dysfunction Junction:** Your relationship isn't quite healthy or at least not normal. Be it suffocating overprotectiveness, destructive fits of jealousy, inconsolable viewpoints or something more... *taboo*, things aren't all roses and sunshine between you. This problems can be resolved, but it will take time and effort. **Grants 2** plus an invitation to appear on *The Sperry Jinger Show*. For more 2 points, the problems in your relationship are insoluble.

A Legend Appeared...

Character Creation: Your entrance selected the path ahead is still to be determined. It is time to begin weaving together the tale you wish to make for yourself. Who exactly is the hero of our little adventure and what works have you accomplished? Remember, a legend is an icon, someone who stands out, a beacon, someone who draws in others, and symbol, someone who has or can change the world. While in this world there exists no such thing as an “Ordinary Person” as the protagonist you are something special. *Those reincarnated as Ruby or Jaune are Human and are born in Vale, keeping their canon appearance.*

Appearance: While it is important to have a unique look, this is the portion with the least consequence on your journey. Aesthetics, essentially. ...well, *literally*. Describe yourself in brief: looks, clothing, gender, and such. You may keep your appearance, gender, and age, or change them as you wish.

Theme: Remnant is a world very much built around Legends. A realm crafted on symbolism. Those of interest often take inspiration from That Which Came Before, The Stories of Old, or even Nature itself. Their origins centering around, or at least featuring a central concept.

Race: More than just humans call Remnant their home. Besides the beasts of the earth, there also exist other beings just as intelligent, either living peacefully with or competing for dominance against humanity.

- **Human**: The dominant race of Remnant, the largest and most politically powerful by far. While driven and varied in appearance, they lack the diversity in innate abilities present in other races. Individually they have no glaring advantages nor disadvantages. **Costs 0**
- **Faunus**: An oppressed offshoot of humanity who exhibit beast-like traits. They have some physical advantages over humans but also take on certain quirks of their animal side, both mental and physical. Faunus only show a single distinguishing trait: usually the ears, tail, or horns of the animal they are related to. They are subject to much discrimination by humans and effectively are treated as second-class citizens. Choose any mammal for your traits. **Costs 1**
- **Droids**: A new brand of robotic humanoids created by the Atlesian Army known as the CAST. While battle-droids are common in the Atlesian military, they are generally limited in intelligence and function, created only for combat and sacrificing humanoid appearance for optimization. CASTs, however, are fully intelligent and self-aware; despite appearing much more humanoid, they are still just as combat-ready as their Mech predecessors. Though they lack Aura, and thus Semblances, they can utilize advanced technology to mimic some of its functionality. Because of their mechanical nature they can integrate tech into their body. **Costs 2**
- **Grimm**: Grimm are the blight on the world of Remnant, soulless monstrosities that seek to devour the light of humanity, almost entirely non-sapient. You are the exception: a unique existence, a humanoid self-aware Grimm. As a Creature of Grimm you lack a soul, or at least an

Aura; but you have a nasty bag of tricks to employ, and will naturally evolve with age and conflict. **Costs 2**

Racial Perks: All cost 1

Human:

- **History - Noble:** You are a person of good breeding and class, part of a family of respectable age and prestige. Money and power are non-issue thanks to your connections. Your name holds much weight in many circles.
- **History - Freedom Fighter:** You are well known as a civil rights activist for Faunus, and your actions have earned you the respect and loyalty of you many Faunus. You've saved lives and made great changes for them; if you were to ask, nearly any Faunus would follow you to hell and back. Having friends in low places has its benefits.

Faunus:

- **History - Freedom Fighter:** You are well known as a civil rights activist, and your actions have earned you the respect and loyalty of your fellow Faunus. You've saved lives and made great changes for your fellows; if you were to ask, nearly any Faunus would follow you to hell and back. Having friends in low places has its benefits.
- **Ability - Plus Anima:** While Faunus usually take on traits of their Animal Self, there are legends of those capable of channeling their inner-beast, gaining physical abilities or skills to mimic them. The grace and claws of a wild cat, the strength and horns of a bull, the speed and tenacity of a wolf, or the wings and ears of a bat. The magic is marked by a tattoo on the limb that channels the ability.

Droid:

- **History - The Prototype:** You are a brand new type of CAST and have the full support and protection of the Atlesian Research and Military Science division while maintaining a large degree of independence. To see just what you are capable of they will spare no expense and take any risk. Your own creator even sees you like their own child and only wishes for your happiness.
- **Ability - Singularity:** Naturally you can maintain yourself but major repairs would normally require a mechanic be sent and the same could be said for upgrading yourself, which would be a hassle. You are now capable of tinkering with your own systems and adjusting or repairing your body as you wish. While you can integrate technology with your body it might come at the cost of another system to maintain efficiency.

Grimm:

- **History - King of The Hill:** You are the ruler of grim in your area, either through strength, cunning, or sheer will-power you have taken the absolute servitude of Grimm in your territory. These creatures of Grimm are moderately intelligent and capable of following simple open orders, and perhaps eventually they may gain sapience like you.
- **Ability - Voracious Eater:** By consuming other Grimm you grow in power. Some small amount their strength adds onto your own and consuming enough can causes physical changes to take on some of the traits of your prey. You also heal faster upon consuming the flesh of your brethren,

the cannibalism reinvigorating your body. If only it didn't taste so terrible, like rotten fish fermented in feces. People taste much better but doesn't really offer any notable boost.

Racial Disadvantages: Grants 1 each.

Human:

- **History - Doomed Hometown:** Those closest to you have almost all died when your town was taken by Grimm. In the span of hours you witnessed more violent death and tragedy than most people can fathom. You have not only the trauma of watching your family and friends eaten in front of you, but your hatred for all Grimm often overrides your better judgement.

Faunus:

- **History - One man's freedom fighter...:** You were a member of a certain terrorist organization. You may have left it behind but your face is out there and you've made plenty of enemies. The White Fang, the Schnee, and perhaps even some other organizations would be quite pleased to see you dead; a few might have even taken steps to that effect should they know where you are.
- **Ability - Inner Animal:** You are a bit *too* in tune with your more bestial side; you share many of your chosen animals weaknesses, habits, and distastes. You act more wild and occasionally have a hard time understanding certain human concepts, preferring a more "natural" and direct approach. Prepare to also have to suffer your fellow Faunus telling you not to be such a stereotype.

Droid:

- **History - Turing Tested:** You are no longer sure if you're a real person or not. But, you are more than aware of your nature and want more than anything to be assured you are a real person. Most people who are aware treat you like a machine or a curiosity which only compounds the issue. You do not sleep, you do not dream, you have seen your own naked coding. Can a mass of ones and zeroes, pre-plotted programming, behind a screen really contain a Soul?
- **Ability - Beta Phase:** Your hardware and software are still not fully tested so there are bound to be issues popping up, both minor and major. As your systems are still new and untested few technologies mesh well with your body, requiring specialized equipment and adaptors.

Grimm:

- **History - Beta Male:** You are a lower level member of another stronger Grimm's pack. It probably isn't going to take well to any perceived threat by you. It is terrifyingly intelligent, and should you flee it will hunt you down. By your own nature you are compelled to be subservient to the one who can best you, and loyal you will remain to your Alpha.
- **Ability - Hatred: All Living Things:** Grimm harbor an innate hatred for humanity, an intense disgust for positive emotions, and an animalistic hunger for human flesh. Despite your unique existence you are still bound by your nature. You crave to kill any human you meet and feast on them and are weakened by large amounts of joy and love. While you may be able to control yourself, no matter your own personal feelings or wishes, you cannot help these feelings.

Nation: Despite its size and vast expanses of unclaimed land, Remnant is host to only a handful of Kingdoms, each powerful enough to manage to carve themselves a place into the world in spite of the Creatures of Grimm that constantly work to tear it down around them. Besides the major cities, the

capitals of their respective nations, civilization is scarce. Small, mostly isolated towns do exist, but they are a rarity, only becoming rarer still as more fall to the Grimm that surround them.

- Vale: The Nation that lies in the center of Remnant, and among the most colonized. Thanks to its location it is a great hub of trade, earning it much political and economic power. Vale has become a melting pot of many of Remnant's cultures as many travel through or settle down in the nation's borders. It is very egalitarian compared to other nations, at least in regards to humans. It's home to Beacon Academy, and the nation where most of the recent events are focused. Perhaps you might run across some of the important players even before the story officially starts.
- Vacuo: The nation that lies to the West. It is a very harsh environment that is largely dominated by savanna and desert. It lacks in many resources and living anywhere other than the city is a struggle. Still it is a powerful nation despite its disadvantages, the terrain providing many natural defenses and a land rich in precious metals. The people value freedom and individuality highly, though due to how isolated the villages can be they tend to be fairly insular. It is home to Shade Academy. Make a name for yourself on the wild frontiers, a land filled with dangers and monsters in need of some order to be beaten into it.
- Atlas: Formerly known as Mantle, it's a kingdom located in the northernmost continent of Remnant. The nation is known for its large military and technology that far exceeds that of its peers. The Combat School is known as Atlas Academy. Unlike most kingdoms, the Kingdom's government, military, and Academy function as a single entity. Because of the large governmental influence and control the populace is largely Nationalistic, jingoism being a common flaw. Live a life of opulence and comfort the envy of the world over, but try not to step too far out of line, Big Brother is always watching...
- Mistral: Towards the East lies Mistral, the Kingdom of The Dawn, and the nation with the the largest population density. A land of many rivers, marshes, and fertile soil, the natural geography and fauna lead it to be quite picturesque. It is the economically powerful thanks to its large amount of unspoiled land and natural resources. The culture is split, the many small villages being close to Mediterranean while the city itself being very conformative and more similar to Japan or China. It hosts Haven Academy and the combat school Sanctum. Despite its peaceful appearance it is a land of mystique and wonder, steeped in mythology and tradition.
- Menagerie: A continent to the southeast. It was once supposed to be the forced home of the faunus before their revolution. In current times it is very much isolated from the world, lacking a CCTS connection, and is home mostly to the Faunus unlucky enough to have been deported prior to their uprising as well as their descendants. Little is known about it as those who enter never return. The Faunus Homeland, and the Faunus prison, perfectly isolated you do not know what you may find here.
- The Back Continent: The landmass north of Vacuo, also known as The Dragon Lands. It is mostly uninhabited and hosts no kingdom or central government. Human civilization is sparse and limited to small villages on the beaches, none existing further inland. It is a land overrun with Grimm, inhabited by many powerful species. Thanks to the lack of humanity though it has many ancient and powerful species. It is rumored to be the Birthplace of all Grimm. The land where legends still roam, not only do nightmarish beasts still walk the land but the heroes of

times gone by are born again here to coral them so they may never escape on an unprepared Remnant.

- The Migrant Fleet: Not a nation but the name given to the constantly moving caravans of Faunus and other undesirables journey across the world. There is no singular path or group, but many collectives that occasionally cross paths. A path of adventure and relative safety, witness strange lands across the globe and leave your mark in all four corners.

With Great Power....

The people of this world are capable of greater feats than one would think. And among the greatest stand the huntsmen and their mortal foes. While capable and skill in many tasks, they excel in combat.

But beyond even that they have access to a far greater power... Aura.

Aura & Semblance: Aura, it is the light of your soul, It eases your burdens and shields your heart. It is the power of life and love, flowing through every creature from the trees in a forest to the men in a city. But what sets some apart is their ability to control their innate power, and realize the power of their soul into the world. Aura is both a shield and a sword, acting to protect you from harm and to increase your strength. Everyone has an innate ability to passively use their aura, but only those with the potential are able to control it. It grows over time, in control and power, It is not however invincible nor is it infinite and every use will cause your reserves to deplete and should your aura fade all that you will have left is your resolve.

However should the odds be against you, there is another ability that can be called upon. Semblance. It is the manifestation of one's inner being, a window into the soul. By condensing one's aura into a more tangible form they are able to bring out powers far beyond conventional means. Each Semblance is unique, as is their soul, no two truly matching. The power manifested from a Semblance is the ultimate realization of the wielders inner self. While it's form will never change a Semblance will grow and shift along with its wielder.

With enough dedication and training, one can master one's Aura. And with master of yourself, you can become more than just a man.

One can purchase a specific Semblance for **2 points** or roll for one at random for **1 point**. As Semblances, and Aura, require souls to function Casts are only able to mimic the effect through technology, while Grimm do not have the ability at all. Semblances are either personal effects or close ranged unless stated otherwise. You can chose a descriptor for your semblance to give it flavor, such as leaving rose petals behind in your speed or healing others using Blue Fire.

Kinesis: Powers that manipulate objects or forces without having to hold them. The power originates from you, either in an small omnidirectional area of about 10 feet or at a moderate targeted range at your choosing. *Those who seek control or stability. A fear of change and uncompromising.*

- Telekinesis: Ability to manipulate certain materials, an element, or a forces at a distance. This can range from Rocks, to Electricity, to Light.
- Force: The ability to project great amounts of kinetic force in quick powerful bursts. The impact can come from any direction either bludgeoning or throwing the target.
- Ward: Create a shapeable "Force Field" from a certain element or descriptor (Fire, Rose Petals, Aura, etc). You can freely manipulate the shape and move the projection as you wish.

Mobility: Powers that increase your own ability to move. While not always the most impressive when compared to other Semblances one should not underestimate the worth of enhanced maneuverability. *Those who seek freedom or change. Distaste for commitment and homogeneity.*

- **Speed:** You've got extreme speed and reflexes, you move and react faster than most can see, let alone match. The faster you go the more tiring it is.
- **Flight:** You defy gravity, either by means of ignoring it or sidestepping the issue with something like walking on air or through rocket like propulsion.
- **Wake:** You leave a destructive force in the wake of your movements. This can also be used to propel you to great heights or at greater speeds.

Illusion: The ability to affect the perceptions of others. Illusions are not selective and must be sustained or else they disappear. The amount of Aura it takes scales with how hard it is to detect/dispel the effect. *Those who follow a different view, or see themselves as enlightened. Distrustful and deceitful.*

- **Hypnotism:** Fool the sense of another being perfectly, but it only works reliably on a single target at a time and becomes exponentially more difficult with each addition after the first.
- **Invisibility:** You are capable of becoming undetectable. Invisible, silent, and masked scent; you may still be detected by exotic senses until you learn to overcome your limits.
- **Mirage:** Create illusions around yourself that affect everyone that are all but impossible to detect. They only dispel when you want it or someone breaks them

Bruiser: A simple and direct power, but still very effective, augmenting your innate strengths further or compensating for faults. It's benefits may also be applied to cloths or channeled through a weapon. *Those who are direct and honest. Stubborn and impassioned.*

- **Chartreuse:** Increase your physical abilities or charges a single destructive attack using a certain trigger such as increasing over time or exposure to certain elements. You're highly resistant if not immune to damage by attacks with the element that strengthens you.
- **Castile:** Your Aura shines bright, it forms an impregnable shield to protect you from any hostile forces, even healing damage already done. Beware, every attack that washes over your aegis dims its luster.
- **Burgundy:** Your Soul burns hot, more than simply enhancement you can boost your abilities far beyond than would normally be possible making you a juggernaut. The hotter the "flame", the shorter your time.

Support: A Semblance built around aiding others, but offers no direct personal benefit. While you can assist multiple people at once the effect is diminished in equal measure. *Those who are copacetic and mature. Compromising and passive.*

- **Cura:** You can quickly heal the wounds of others. Save for death nothing is beyond your ability to cure, though some wounds are more costly to reverse than others.
- **Helping Hand:** Increase the already existing abilities your allies. Lending aura, boosting Semblances, enhancing skills and gifts, the versatility of this power is great.
- **Bless:** Grant a pre-chosen non-support Semblance to others. Can be bought multiple times.

Summon: The ability to create creatures from your aura. The creations are not sapient though can follow basic instructions requiring intuitive thought, knowing their role instantly upon appearing. *Those who seek acceptance or validation. Seeks to do things themselves and reclusive.*

- Simulacrum: Creates a perfect clone but only one at a time.
- Crowdsourcing: Creates multiple clones but suffers some drawback (weaker, staying in place, etc.) in compensation.
- Duplicity: Summon a copy of some narrow category related to yourself. (Defeated enemies, close friends, Current enemy, etc.)

Space/Time: Granting one the power to manipulate the very fabric of the universe Space/Time Semblances are very powerful with decent utility as well. *Those who seek optimization and options. Goal-oriented, oblivious.*

- Pause: A Semblance that allows you to exit the flow of time, making appear as if time has halted. Your ability to affect the world is limited as objects will not move while time is stopped even if force is imparted, this extends to equipment as it will become equally inviolable upon leaving contact with you. Even with aura to spare it's not an effect that can be used for extended periods.
- Gateway: A semblance that causes a certain element or type of object to act as a portal to another similar object. Your range varies with familiarity and experience, at first it's limited to accurate perception or intimately familiar locations. If you so choose you can conserve the momentum of what enters. That is: speeding things go in; speedy things come out.
- Blink: Teleportation. You can appear anywhere in line of sight or are familiar with, reorienting yourself as you please.

Witch: Rather than empower yourself you choose to hinder your enemies. All are resistable by some means, most often by way of Aura, Will, or Health. The effect ends when you are unable to supply the aura to sustain it. [Status Effects](#). *Those who value guile and patience. Self-delusion and refusal to cope.*

- Jynx: A variety of "Gradient" Status Effects that weaken or pester an enemy, even when resisted they often still cause some issues for the victim. Despite the difficulty in resisting them they tend to not be very strong, taking many successful uses to stack high enough to be debilitating. *Examples: Poison, Weaken, Pain, Charm, Slow, etc.*
- Curse: The ability to inflict a single "Save or Die" style status effect. If the target is unable to resist the power they are afflicted with the full, often deadly, effect of the Semblance. *Examples: Paralyze, Disintegration, Polymorph, Control, etc.*
- Bewitch: The ability to afflict a permanent, or near permanent, affliction on the target. These effects require some form of catalyst or are otherwise limited in their scope. The effect can be cumulative or independently progressive, but once the victim fails to resist too often or simply runs out of time their only hope lies in your mercy to release them. *Examples: Petrify, Doom, Compel, Depower, etc.*

Alchemical: The creation or alteration of objects via your aura. A Semblance with much utility in and out of combat. While the effect does not require aura after being created and doesn't weaken with multiple

uses, it will end if you are unconscious, a set time passes, or you leave the area. *Those who seek to enact change. Idealistic or fanatical.*

- Psychogenesis: You can create simple objects quickly, though the more complex the more concentration it takes, limited by your ability to understand and visualize the whole. The objects you create are made out of either Solidified Aura or your chosen Element/Descriptor. (Pick One).
- Transmutation: The ability to physically alter already existing objects changing their state, form, and characteristics at will. Making an object harder, changing its shape into something more useful, or simply transforming one object into another. It can be expressed one of three ways: Changing any object into a single type of object (Such as turning anything into gold), Altering a single type of object as you wish regardless of its natural properties (Like being able to turn Bananas into swords and shields), or being able to only enact physical changes a broad group of objects (Standard Transmutation Equivalent Exchange).
- Enchant: You can grant an existing object the ability to channel a pre-chosen Semblance. You can even enchant multiple items or give the objects to others but it does cost aura to create, though the Enchanted items have their own "Battery" it is pretty finite. There is no Safety built in, not only is it possible to harm yourself by mistake it's also possible for enemies to use the weapon as well.

Player: A power with no single form, a Semblance that is fluid. Your Semblance can express itself in a variety of ways even if it's basic rules are rather clear. A Semblance of Multiple Semblances essentially, though there are limitations and drawbacks. *A sign of one who is flexible or adaptable. Apathetic or easily persuaded.*

- Mimic: You slowly absorb the aura of others, a passive effect that normally goes unnoticed but can be increased. You slowly begin to take on the character traits of those around you. This absorption allows you to copy semblances so long as you use the Original's aura and can switch between these at will.
- Mirror: At some form of trigger you can fully copy the Semblance and skills of another person, while you can store the Semblance indefinitely once it is used it will be lost once you change it for another.
- Mask: You gain a seemingly random power at a certain trigger. This can be a single trigger causing a random Semblance to take effect or a specific trigger tied to a specific type of Semblance to manifest. Examples are Changing Semblances every day, creating summoned "Children" by mixing your aura with another's, or rolling a Die to determine which Semblance on a list manifests in a battle.

Chart-

1. Kinesis
2. Mobility
3. Illusion
4. Bruiser
5. Support

6. Summon
7. Space/Time
8. Witch
9. Alchemical
10. Player

Aura Advantages: The means to which you can further enhance and personalize your Semblance. For a reflection of one's own soul the more one can adjust it to better it can mirror your inner self, and the more useful it can be. Each advantage **Costs 1**.

- Greater Aura: You hold within you a well of power far deeper than all but the most veteran Hunters. In terms of stamina and endurance, in regards to your Aura, few if any of your peers come close. *A sign of inner potential yet untapped.*
- Dust Booster: Your Aura is far more "Fluid" than most, able to utilize dust directly to change it's properties and open new avenues for use. *A sign of one's ability to learn and adapt.*
- Autoevolution: While Semblances naturally grow stronger and more versatile with experience they remain fundamentally the same. Your Aura is capable of radical shifts that can drastically change and expand the way your Semblance expresses itself. *A sign of one's conviction to follow through regardless of personal sacrifice.*
- Broad Strokes: Rather than a specific element or trigger you're Semblance covers a much broader category, Temperature rather than heat or Solid objects instead of Earth. *A sign of one's ability to work towards a distant goal.*
- Wide scope: Your Semblance is far more just a simple ability, there is more to it than is initially apparent. Purchase another Semblance to combine with your first. *A sign of one with multiple facets to their personality. Can be bought multiple times.*
- Restoration: As the power of Life it is only natural that Semblances grant one a greater ability to recover, but yours goes one step further. Normally Regeneration is a slow process but yours is noticeable and able to be of use in combat with some focus. *A sign of one's ability to continue despite hardship and recover from trauma.*
- Range: Increases the range a semblance can be used at. Close to Ranged to Line of Sight. *A sign of one's drive to excel.*
- Hidden Depths: Your semblance has some sort of extra trick to it, not quite a second power as an alternate usage or odd mutation. However "off" the general Semblance remains the same. *A sign of mystique and secrets.*
- Affect Others: Allows certain Semblances to work on others, such as creating clones of them or allowing them to fly with you. *A sign of one who places value in the opinions of others.*
- Affect Self: You can even use your powers on yourself. For most this isn't much of a boon but for some such as Support Semblances it is priceless. *A sign of one who does not lose perspective on themselves.*

Aura Disadvantages: Limitations on one's own aura, a window into your own fettered self laid bare. While they may act as chains and bars, the difference between a prison and a haven can be a matter of perspective. However like all weaknesses, one can overcome their flaws with enough dedication.

Grants 1.

- Weak Aura: Your aura is in low quantity, even while playing conservatively you will not come close to matching the endurance of your peers. While Aura's may grow with time you will need to work twice as hard for even half the same result. *A sign of one who is passive and avoids conflict.*
- Overly Narrow: A Semblance works on a spectrum, on a concept. Rarely does it limit itself such to only a single unalterable form. A telekinetic only able to hold others in place, a summoner only able to create a very specific phantom, or a Speedster unable to react as fast as he runs, these are just a few examples. *A sign of one who will focus on an objective entirely.*
- Triggered: Your semblance needs certain conditions to activate, such as meeting eyes or being on a timer. If a trigger is already required the requirements are far stricter or need to be maintained for the duration effect. *A sign of one who is reactive rather than proactive.*
- Self Destructive: Your aura is either lacking in some sort of normal secondary immunity or it's use is harmful to you in some way. *A sign of one who places an objective before themselves entirely.*
- Flickering Light: While other's aura is a steady glow yours is not so steady. A fickle thing, it might shine brighter at times but more often than not it dims or dies when knocked off balance. *A sign of one who cannot act decisively.*
- Broken Base: Unlike others you are incapable of strengthening yourself with aura, at least not to the levels of your peers. Stronger and faster than a normal person but when compared to what a hunter should accomplish you sadly lag far behind. *A sign of one with low self worth.*

*

Gynoid Upgrades:

[DESCRIPTION OF WHAT CASTS ARE HERE.]

Costs 1:

Gadget Gal/Guy: Rather than carrying around your equipment you can instead have it be integrated into your body, with you able to fulfil their functions as you see fit.

Sync: You can interface computers and digital media, either wirelessly or via Direct Cable if need be. It does not grant the ability to Hack though.

Tonka Tough: Your primary systems are made redundant, even should you suffer catastrophic damage to your body you can maintain some combat effectiveness or at least the ability to function until total destruction.

Back Up: You maintain a backup of yourself in a safe location you semi-regularly update should the worst occur. After so long as it takes to repair your body you can be restored. Try not to question it too deeply.

Spare Parts: It's always a good idea to have some extra *hands* around to make repairs easier. And two *heads* is better than one. Break a *leg*, you've got a spare after all.

Junk in da Trunk: You have some extra storage space available should you want to store anything. The doctors were even kind enough to include a mini fridge for perishables, fully stocked!

Temporary Aura storage: Your body can store aura from other people. However, they have to accept to donate their aura to you.

Auto Repair: Whenever you receive damage, your body will automatically start repairing itself.

Vehicle form: You can turn into a vehicle. There is not limit to what vehicle you can become.

*Can be bought multiple times.

Internalized Weapon: Your weapon is part of your body, or stored inside it.

Rocket Punch: Your fist can be shot out like a rocket. It will come back to you once it is shot out, assuming it is not stopped from coming back, but that will be hard as it will actively and continuously try to reconnect to you, but you can turn that on and off at will.

Sensors: You have a sensor that can sense any movement in the area you are in.

Storage Compartment: You have storage for anything you might want to store, but there is a limit to how big they can be.

Drones: You have drones in your body that you can bring out to spy, attack, photograph, record. They are also waterproof.

Grimm Evolutions:

Agility: You are much more faster than other normal Grimm like you.

Strength: You are much more stronger than other normal Grimm like you.

Durability: You are much more durable than other normal Grimm like you.

Enormous: You are much more bigger than other normal Grimm like you.

Age: Each time you buy this, you are able to increase your age up to 10,000 . The older you get, the stronger you are.

Chemical: Be it poison for your claws, fangs, skin or ranged attacks, hormonal control inside your body to increase its performance, pheromones to signal your pack or to fool your prey or other chemical attacks like fire breath or a cloud attack, your body is able to create and release them

Tentacles: You posses tentacles that can be used to attack or tangle around your prey.

Armor: You are able to create bone like armor that can survive slashes, explosions, or pretty much most things.

Super Senses: Able to have superior senses then some types of Faunus.

Spawning: You are able to create pools for grimm to spawn through bleeding, creating a sludge like essence, spewing through the mouth or any other way you can think of. Do note that grimm that spawn from the pools change and grow as you become more powerful, as well as follow your command.

Command: Able to take control of nearby grimm through sheer will, strength, cunningness or anything other. At first you will only take over a small amount of grimm but over time can command grimm over vast distances and control a vast army of grimm.

Taming: Able to "tame" grimm with your power. At first it will be only small low level grim but can one day tame a vast hord of grimm. Very very powerful if combined with command.

Regeneration: able to regenerate wounds at an accelerated rate that becomes more powerful as you become more powerful.

Flight: able to create a pair of wings to soar and fly over the air. You will be able to fly faster and continue over great distances as time goes on

Claws: You posses claws that can be used to slash things.

Shapeshift: Able to change your body or parts of your body when absorbing the "essence" of other creatures or beings. You may be able to change your form into a human, faunus or other grimm if you have absorbed their essence (essence basically being the dna of them ot something that is related to them or by beating and/or killing them in battle for grimm). You maybe be able to turn your arms, legs, or other parts of your body into weapons if you absorbed enough essence from certain grimm.

detachable body parts (ex: nevermore's feather rain attack)

parasitic main body/puppeteer: you take control over another grimm's body, your abilities affect it while you are connected to it and you can use its natural abilities.

if it's killed, you burrow into the ground (if you can) and hides until you judged the surface "safe"

Possession: You are able to possess any inorganic matter that you want.

Fusion: You can fuse with other Grimm to be a much stronger grimm. Naturally, you are the one in control over all of them.

Projectiles: You can fire projectiles from your body.

Stinger: You have a stinger.

Scream: You can make scremas strong enough to cause your prey to feel highly uncomfortable.

360 Vision: Your vision is good enough to see all 360 degrees around you.

Telepathy: You are able to use telepathy to communicate with others.

Shockwave: Your strong enough to cause shockwaves in the ground.

Environmental Immunity: You are able to survive in any environment.

Elemental Attack: You are able to attack with the elements. Choose one.

And Steel Held in Hand...

So, you've been scrimping and saving for a nice "Build Your Own Weapon" kit from weapon magazine, or maybe you just found a sack of cards Lien lying in a gutter that wasn't stolen no sir! Maybe a sack of Lien magically fell from the sky because reasons. In the end you wind up with 2500 Lien and are going to treat yourself to something nice to brutally assault grimm or people you don't like. For every extra point you spend on Equipment you earn an additional 2500 Lien. Whatever is left over you multiply by 10 and get to keep when going out in the world. FYI Lien to Dollar conversion is roughly 5 to one

Start with 2500 Lien, each point increases the pool by 2500 Lien. When building a weapon you need a base, the core of the weapon to attach everything else onto. You can choose to build separate weapons rather than combining them, allowing you to use them in tandem but requiring both hands to do so.

- **Base Melee Weapons:**
Wearable Weapon (100 Lien: High Speed, High parrying, Poor Damage, Terrible Block), *Small One-handed* (250 Lien: Great Speed, Great Parry, Low damage, Poor block), *One-Handed* (500 Lien: Good Speed, Moderate block, Good damage, Good Parry), *Two Handed* (750: High Damage, Good Block, Low Speed, Moderate Parry).
- **Base Melee Damage Types: 250 Each**
Bludgeon (Anti-Armor), *Slash* (High Damage), *Piercing* (High Crit.), *Shielding* (High Defense)
- **Base Firearms:**
Low Caliber (250 Lien: Poor Damage/Great Rate), *Standard Caliber* (500 Lien: Low Damage/Good Rate), *Large Caliber* (750 Lien: Good Damage/Low Rate), *Heavy Caliber* (1000 Lien: Great Damage/Poor Rate)

Weapon Upgrades:

- **Mech Shift:** Weapon is able to shift seamlessly between types of Equipment to fulfill different functions of weapon's you've purchased. *Halves Cost of all Base Weapons +250 Lien.*
- **BFW:** Dramatically increases size and weight at the sacrifice of control and speed. *250 L*
- **Concealed Weapon:** By default a weapon can transform into an easier to carry form, with this upgrade that form is now either disguised as an innocuous trinket or small enough to conceal on your person. *Costs 250L*
- **Dual Wield:** Allows a second copy of a weapon to be wielded. *Doubles Total Cost of Weapon.*
- **Conduit:** Your weapon can act as a conduit for your semblance, allowing you to affect others through it. *500 for Melee, 1000 for Ranged.*
- **Extender:** Your weapon has a means of extending its length to increase your melee attack range for a brief moment. *Costs 100 for 10ft, 250 for 50ft, 500 for 200ft*
- **Dust Mod:** Your weapon can channel dust through itself or into your semblance. *Costs 250*

- **Dust Rounds:** You have access to Dust based rounds. *100 Per type. or 250 for all types.*
- **Chambering:** Rather than automatic fire your gun needs to be manually loaded and/or cocked, however this lends to a more sturdy in design. *Firearm cost minus 250 but reduces rate of fire.*
- **Full Auto:** Your weapon has been modified to fire larger quantities of lead at once. Increase Rate of fire but uses more ammo and the gun is more prone to jamming. *Costs 250 lien*
- **Recoil Booster:** Your weapon has been modified to increase recoil, Shots from a Large Caliber weapon can boost the swing, shots from a Heavy Weapon can launch the user. *Costs 250 Lien*
- **Swiss Army Weapon:** Your weapon also functions in a more utilitarian manner out of combat, having many built in tools (Like a flashlight, radio, coffee grinder, etc) built in to make life easier easier. *Costs 250 Lien*
- **Scoping:** Increases your weapon's range by a large amount though requires one to manually aim at much farther distances. *Costs 250 Lien*
- **SemTech:** Using Advanced tech your weapon can, to a limited degree, mimic the abilities of a Semblance. *Costs 3000 Lien*

Consumable Equipment: Unless noted otherwise you have a reasonable amount of the ammo in question per mission.

- Grenades: 200L
- Dust Grenades: 500 per Dust Type.
- Throwing Knives: 100
- Dust Laced Knives: 250 per Dust Type
- Stem Pack: 1000 per each usage in a single Mission. Completely restores Aura but hinders recovery and causes exhaustion after effect wears off."
- Lure: 200, a lure that makes a crying noise and filled with a tinge of Aura. Distracts mindless Grim and occasional mook.
- Waystones: 100, Stones that glow to those who can use aura. Can be tracked from your Scroll.
- Dust Capsule: 250 per Dust Type, a capsule of dust that can either charge a weapon or be consumed to charge your own Semblance.
- Aura Crystal: 500, a charged Dust Crystal that when consumed increases aura-based Regeneration for a short time. Repeated usage dulls effect and overuse can cause sickness or weakened Aura.
- Triggered Mine: 500 (+250 per each Dust Charge type), a mine that can be set to explode under a certain simple trigger once set.

Equipment:

- Scroll: Works as a basic phone, gets internet, take pictures, etc. Pretty cheap so very low quality, typical Valean engineering. - 100 L
- Smartscroll: Better internet, Pictures, Plus so many little features. Also capable of interfacing with nearly any device. - 250 L

- iScroll: Exactly the same as a Smart Scroll but more popular and grants a feeling of undeserved superiority over Smartscroll users. Jailbroken so it can actually interface with other Technology. - 500L
- Omnitool: A useful gadget that holds most tools you'd ever need in a handheld pocket sized package. 100L for Standard (Swiss Army Knife) 250L for Deluxe (Mecha Shift) Version with more gadgets.
- Camping Pack: A pack with most things you will ever need to survive in an the wilds or an emergency. 100L for a specific environment 250 All terrains
- Tracking Devices: A set of small easily hidden tracking devices that can be stuck to objects discreetly. 250L
- Bugs: A set of Bugs that can be discreetly hidden away to remotely listen in on things. 250L, Can be combined with Trackers.
- Hidden Cam: Hidden cameras that can be placed nearly anywhere, can be watched remotely and record footage internally. 250 L or 500 L to have sound.
- Skeleton Card: A device that can be used to bypass electronic locks, though anything important will require hacking skills as well. Illegal to own but few will recognize it. 500L
- Goggles that Do Something: You have some headgear that have a special function, something like Night Vision, Scoping lenses, Infrared, etc. 250 for one type or 750 for all.
- Fake ID: You've bought an alternate identity along with the IDs and paperwork that go with it. 250 for just the basics, 500 to stand up to in-depth scrutiny, 1000 to be impossible to disprove.

Transportation: Build your own Ride, comfortably fits one with some leg room.

- Terrain Type: Land 1000 lien, Aquatic 500 lien, Sub-Aquatic 500 lien, Flight, 2000
- Armor: None, Light 500 Lien, Moderate 1000 Lien, Heavy 2000 Lien
- Handling: None, Low 500 Lien, Moderate 1000 Lien, Precise 2000 Lien
- Top Speed: Slow, Adequate 500 Lien, Fast 1000 Lien, Very Fast 2000 Lien
- Weapons: None, Light 500 Lien, Heavy 1000 Lien, Artillery 2000 Lien
- Stealth: Quiet 250, Silent 500, Camo 250, Cloaking 500, Radar Jamming 250, Heat Dispersing 250
- Accessories: Sonar 250, Infrared 250, Storage Space 100+, Extra Room +250 each, Oil Slick/Caltrops 250

The World Gives Its Blessing...

Gifts: A hunter is more than just their Semblance after all. Some are combat oriented others are more for utility, but in general they will make your life much easier.

Lesser Gifts: Costs 1

Nekomimi modo: Removable cat (or other fluffy animal) ears and tail that you can wear to gain faunus like powers. Be careful not to show them off to your faunus buddies though, some consider it what you humans call a "dick move".

Henshin!: You have some innocuous object that stores all your hunter gear away and be used to summon it back. Comes with optional stock footage of your softcore striptease, transformation sequence.

Meganecko: just a pair of glasses, makes you look even sexier or more moe. Also something about being hard to recognize, but the fanservice is what's important.

PANTSUI!: You have a drawer full of undergarments with some minor effect. Lucky Blue ones, bear print to seem more innocent, black strings for sex appeal, stripes to energize, spats for running, and red lace to help clean up the blood of unfortunate (late) rivals for senpai.

Greater Gifts: Costs 2

Silver Eyes: Now you too have special eyes that can act as deus ex machina when you write yourself into a corner! Careful, use it too often and your story might end prematurely from lack of interest.

Intelligence Device: Be it some mystical means or simply advanced technology your weapon is sapient and has a personality of it's own. It's capable of acting autonomously to a degree, assisting you if needed but also capable of disobeying orders out of your best interest. The Device has an avatar it can use to interact with the world but as a weapon it can't truly wield itself.

Gemini Stone: Oh? You wish to bring a friend? Or perhaps you just wish to partner with yourself?

Whichever case there is another, your other half. All things are shared between you, as one is merely the other side of the same coin. Twins so alike and so close they may as well be a single entity.

Maiden Powers: Winter, Spring, Summer, Fall. There exists four different maidens in this world. Now, you're one of them. Essentially, it will allow you to use magic powers and access one of the relics that were left behind by the gods of Remnant. Be careful, Salem wants the maiden powers to access the relics to take over the world.

*Can be bought once for each season.

Talents: Costs 1

Charisma: You are a beacon of hope and joy, someone who naturally draws the attention of others to you. When you lead they follow, and when you speak they listen. Leadership and inspiration bonuses while in combat.

Techno Wiz: You are far more gifted with technology than one would assume, you have the ability to understand the machines you come across like an expert, even able to hack terminals or deduce the

weaknesses in vehicles and robots. For an additional point you may also build these machines, provided you have the necessary resources.

Battle Mania: You're a little... off. In a good way. You love action, fighting especially. You don't suffer any of the mental stress related to battle or constant action. Immunity to most distractions while in combat.

Resolve: You do not give up, never compromise. No matter the task you can always follow through to the end, be it a success or failure. Ability to continue fighting until KO'ed or killed, ignoring most injuries, while in combat.

Beauty Never Tarnished: You are remarkably able to retain your looks despite heavy injury, healing up eventually with no scars or permanent injuries. Greater natural regeneration.

Allure: You are incredibly good looking, even by RWBY standards, it is such even those of your own gender might not be able to resist your seductions. Ability to distract with flirting.

Natural Talent: You are a prodigy of a Hunter, you pick up things in hours what takes others weeks. Greater Insight in combat, tactics bonus.

Power Pint: You are incredibly strong despite your slim frame with or without aura. Enhanced melee damage.

Dynamo: You're filled with a nigh-endless amount of energy, capable of going on and on from dusk till dawn without rest or winding down.

Guile: You are a cunning person, and quite dishonest. You are more than capable of manipulating others, and seeing through such in turn. Few can tell when you lie, perhaps not even yourself.

Jack of All Trades: You're something of a competent person in many fields, able to learn on the job as you go if need be.

People Person: You've a talent for knowing when someone is not quite what they seem, it's almost a 6th sense.

I have a plan! You are able to communicate intricately detailed plots, ideas, and conversations with allies and friends by looks and facial expression alone.

Special talent: You have one area you really excel in. Perhaps it is drawing, singing, etc. A hunter should not be deprived of the simple joys of life. **Can be purchased multiple times*

Flaws: **Grants 1** each.

Awkward: You have no skill in social settings, often inserting your foot so far down your throat your head might be well up your own anus.

Trauma: You have some trauma that springs up on occasion, either causing you to flee or become catatonic when confronted with it.

Obsessed: You have some obsession or goal that you would do anything to achieve, be it however harmful to yourself or those close to you.

Half-pint: You are incredibly short and appear to be far younger than you are. Many find you hard to take seriously. This sadly is not a phase you will grow out of.

(think of Neo, you're pretty much that short and young looking)

Lazy Bum: You are incredibly lazy, with a level of stamina and unenhanced strength that is practically *civilian*.

Jerkass/Bitch: You tend to be more than a bit of an ass, fairly selfish and somewhat cruel, you tend to put others off even if you've got a heart of gold.

Dojikko: Outside of combat you have as much coordination as a newborn, even in combat you're not quite as skilled as other Hunters.

Dense: You are about as insightful as an especially dim rock, subtlety is all but lost on your thick barbarian skull.

Incompetent: Outside of fighting, you really aren't good at much. It's honestly kind of inspiring how bad you can fail at certain mundane tasks just because it doesn't involve cracking heads.

Weakling: You have a very small Aura, maybe half of the average hunter's at best.

Stranger in a Strange Land: You completely lack any knowledge of the world of Remnant you previously had. For an additional point you also lack any knowledge of Earth as well, starting your life over with a clean slate.

An Ember That Sparks A Flame...

Choose a Fraction:

By choosing good or evil, you are guaranteed an opportunity to join them. If you choose neutral, nothing happens.

Good

Neutral

Evil

Teammates/Partner- *can't take if Grim

*They won't exist, unless you take them.

If you're a hunter(join good fraction):

A hunter is expected to have a team to stand beside them no matter what, be it a partner or a squad. It is the rare few hunters that work solo, and fewer still were always such. You always have at least one Partner even if you aren't on a squad. You're first encounter is guaranteed to be a favorable one for you so you can become friends with them.

Choose one:

Replacement: You replace a member of an existing team.

Extra Wheel: You are an "Extra" on an existing team. Admit it, it's just an excuse to buddy up to Team RWBY.

RNDM: You're team is randomly built, either by dice or by the voters.

Prebuilt: You can select your teammates from a list of prebuilt templates. Can be added to your existing choice within reason. Costs 2 points per each pre-built character.

If you want your partner to fall in love with you, it costs 1 point.

But.....

It is not guaranteed that you will become a hunter. Perhaps, you will or want to become a criminal?

If you're a criminal(join evil fraction):

As a criminal, you should have a partner. Often, criminals don't go far without one. You'll be best buddies, perhaps even lovers. You're first encounter is guaranteed to be a favorable one for you so you can become friends with them. If you want your partner to fall in love with you, it costs 1 point.

Choose one:

RNDM: You're partner is randomly built, either by dice or by the voters.

Prebuilt: You can select your partner from a list of prebuilt templates. Can be added to your existing choice within reason. Costs 2 points per each pre-built character.

Prebuilt Teammates:

Good:

Name: Bianca Einsborough

Build: Petite | Complexion: Germanic Human

Hair: Blonde Curly | Eyes: Blue

Semblance: Promethean Chain - Energy Chains.

Skill: Acrobatics, Underworld Contacts

Weapon: Dual Wielding Crossbows/Swords.

Personality: Playful/Vicious.

Likes: Sweets, killing grimm, Mocking others.

Dislikes: Being shown up, Gross stuff, "Worthless Things"

Synopsis: A normal girl who became a criminal for thrills and profit. Her gang ended up ditching her when grimm attached their hideout. She fended for herself well enough in the forest until Hunters arrived to save her and she was invited to join the local Academy.

Name: Chrona Turles

Build: Short Androgynous | Complexion: Pale white

Hair: Black Short | Eyes: Amber

Semblance: Reaper Armor - Shadow Armor that grows in power by harming Grimm but robs his sanity.

Skill: Combat.

Weapon: Variable - Claws/shortsword

Personality: Serious, Pragmatic, Polite, Socially awkward.

Likes: Quiet, being useful.

Dislikes: Waste, pointless activities.

Synopsis: Found as a child after his village was besieged by Grimm, somehow surviving a year on his own before a Hunter team had found him while searching the area on a mission to collect intel. He was adopted by the partners, though eventually slew the man he called his father when he was discovered to be a traitor.

Name: Azami Drake

Build: Tall | Complexion: Japanese-White

Hair: Long Black Straight | Eyes: Black

Semblance: Elemental Spica - Capable of absorbing aura or elemental attacks to empower her own strikes.

Skill: Swordsmanship, Literature, General Knowledge.

Weapon: Chain Rapier

Personality: Chivalrous, Proud, Distant.

Likes: Good Food, Cute Things.

Dislikes: Slothfulness, Shamelessness, Being Hungry.

Synopsis: A Knightly young woman who can't stand to see those she sees as under her protection coming to harm. She often helps out others if she feels they are lagging behind, or forces those who are lazy to actually work. She's something of a busybody.

Name: Ho'oh Satsuki

Build: Lithe | Complexion: Japanese

Hair: Red | Eyes: Red

Semblance: Vermilion Azure - Red and Blue Fire, Red is solid and capable of burning/cutting through nearly anything, Blue is almost smoky and can repair anything.

Skill: Rich.

Weapon: Twin Staves/Cannons.

Personality: Narcissistic, proud, imperious

Likes: Gloating, Fire, Steak

Dislikes: Chrona, Ugly things, perceived slights

Synopsis: An extremely powerful but equally childish huntress. She is so self centered that true selflessness is an alien concept, only able to think in how something affects her. While she is capable of caring for someone she tends to view others as background dressing or secondary characters in her own story.

Name: Pamplemousse

Build: Petite | Race: Cat Faunus

Hair: Calico | Eyes: Green/Blue

Semblance: Star Drop - Produces an odd material that looks like a piece of the night sky. Moves with strange fluidity but is extremely tough and hard.

Skill: Games, Socializing.

Weapon: Bisquitte Hammer - Just a shape changing stick she can project Stardrop onto.

Personality: Fun-loving, carefree, lazy.

Likes: Hanging out, Traditional Gaming, Hedonism

Dislikes: School, work, Dogs.

Synopsis: A carefree cat faunus who just enjoys life and tries to make things more lively. She can be mischievous and imperious at times but often means well.

Name: Tarja Nihm

Build: Tall/Athletic | Ethnicity: Dark-skinned, Rat Faunus.

Hair: White | Eyes: Red

Semblance: Kusanagi - A cutting Aura that shrouds her weapon making it faster, stronger, and sharper. Invisibly extends the edge of the blade or projects cutting "wind".

Skill: Combat, Tactics, Literature.

Weapon: Variable Katana/Naginata/Bow

Personality: Samurai Otaku, Lawful Good

Likes: Samurai, Soap Operas, The Two Who Were Slashed novels

Dislikes: Cheating, cats.

Synopsis: A girl who's obsessed with acting like a samurai. She's actually not quite as serious as she pretends to be. She gained all her knowledge of Samurai from Daytime television, movies, and cheesy romance novels so her acting often is odd. She is the twin sister of Tajra Nihm and the more levelheaded of the two.

Name: Tajra Nihm

Build: Tall, Lithe | Ethnicity: Dark-skinned, Rat Faunus

Hair: White | Eyes: Red

Semblance: Ninpo - Moving faster than the eye can see in short bursts without a trace. Can be used to dodge by replacing herself with a nearby object hidden in an afterimage.

Skill: Ninja, Trickery, Hacking.

Weapon: Ninja Pack, produces simple weapons made of hardlight.

Personality: Ninja Otaku, Chaotic Good

Likes: Ninja, Spying, Pranking, Ninja's of Love series.

Dislikes: Doing Nothing, Spicy Food.

Synopsis: A girl who's obsessed with acting like a Ninja. She's not quite serious enough to play the part well. All her knowledge was gained from Movies, Videogames, and comics so she often acts in far too flashy a manner. She is the twin sister of Tarja Nihm and the mischievous of the two.

Name: Hestia Owlman

Build: Broad, Stout, Butch | Ethnicity: Bronze

Hair: Brown | Eyes: Green

Semblance: Assembly - Reconstruct items, or create complex clockwork machines at a touch.

Skill: Mechanic.

Weapon: Arvest Lance - Variable Siege Weapon

Personality: Dwarf

Likes: Beards, Machines, Manly things.

Dislikes: Moustaches, Computers, Sissy Stuff.

Synopsis: A girl who's obsessed with being manly. She got into machines since she considered it to be a manly thing to do. She can very rude to people who are girly, but she feels bad inside everytime.

Name: Lloyd Farran

Build: Tall and lanky | Ethnicity: White

Hair: Black | Eyes: Gray

Semblance: War Cry - Turns sounds he makes into shockwaves. The louder the sound, the stronger the shockwave

Skill: Mechanic, Music, Tricky Fingers.

Weapon: Musing Metallica - Axe/Electric Guitar/SMG, loaded with Wind and Lightning Dust that's activated when he strums the guitar

Personality: Friendly, funny, flirty, self-absorbed, thrill-seeking, lazy

Likes: Music, pretty girls, looking cool, partying

Dislikes: Working (fighting doesn't count), studying, insults to his music

Synopsis: A music-lover who started training to become a Huntsman because it sounded cool and turned out to have a natural talent for it. Wants to become a Huntsman for fame, fun, fortune and ladies, and maybe start a band on the side.

Name: Viridian Green

Build: Thin, Tall | Complexion: Pale - Squirrel Faunus

Hair: Teal - French Braid | Eyes: Green

Semblance: Alter Point - Cause to objects in her line of sight to become become attracted to each other.

Skill: Archery, Tech.

Weapon: Atlanta Ballo - Assault Rifle Bow/Double-ended Halberd

Personality: Kind, Helpful, Responsible

Likes: Faunus, Humans, Helping others, Her Friends

Dislikes: Racism, Being lonely, Losing Someone, Holding Grudges

Synopsis: A Faunus that experienced much racism. Yet, instead of giving into hate, she decided to try and change their views.

Evil:

Name: Silver Giovani

Build: Short | Ethnicity: Normal

Hair: Grey | Eyes: Red

Semblance: Ratchet Smithy - Reshape objects into weapons or armor.

Skill: Combat, Stealth, Tactics

Weapon: Dust Loaded Semblance Enhancing Jacket.

Personality: Responsible, Secretive, Self Sacrificing

Likes: Friends

Dislikes: Losing Friends

Synopsis: A former member of a gang, who were killed by huntsman, that helped the poor. He knows what it is like to lose everything. Now, he protects his friends so he won't have to lose them again. He'll never sacrifice or give up on a friend.

Name: Elveti Undyne

Build: Slim, Short, Busty | Complexion: Tan, Faunus?

Hair: Long, Black and white | Eyes: Teal

Semblance: Nereid Sprite - The ability to create "Sprites" that can possess bodies of water.

Skill: Leadership, Terrorism?

Weapon: Water Thrower

Personality: Calm, Serious, Kinda bitchy, Sadistic.

Likes: Nature, Water, young boys

Dislikes: People, Dryness, Muscles

Synopsis: A mature woman who was betrayed by her commanding officer on a mission to protect a town. Angered, she continuously causes trouble whenever she feels like it will harm the reputation of

the Kingdoms. When not causing trouble, she inhabits a forest, where she can be alone and away from people.

Name: Mocha Creme

Build: Short | Complexion: Mocha

Hair: Blonde | Eyes: Green

Semblance: Witches Cauldron - Ability to grant liquids special properties by harvesting aura or "personal leavings".

Skill: Chemist, Chef, Prankster

Weapon: Giant Fucking Sniper Cannon

Personality: Insane, Science obsessed, Willing to sell you out for her amusement.

Likes: SCIENCE!, Coffee

Dislikes: Fools, Big Busts, People taller than her.

Synopsis: A girl who was secretly experimented on by Atlas scientists obsessed with

Name: Silvia Damascus

Build: Short | Complexion: Pale

Hair: Grey | Eyes: Grey

Semblance: Moon Cell - The ability to negate gravity and inertia

Skill:

Weapon: Multi Barreled Cannon Ultra-Greatshield/Gauntlets

Personality: Savage

Likes:

Dislikes:

Synopsis:

Name: Chroma Praxis

Build: Tall | Complexion: Normal

Hair: Green | Eyes: Reflective

Semblance: Hope Channel - Absorb Aura in the air to increase power, includes Aura used in battle or aura of those who wish to grant her energy.

Skill:

Weapon: Aura Powered Laser Claymore/Bow/Cannon

Personality:

Likes:

Dislikes:

Synopsis:

Name:

Build: | Complexion:

Hair: | Eyes:

Semblance:

Skill: Mechanic.

Weapon:

Personality:

Likes:

Dislikes:

Synopsis:

Name:

Build: | Complexion:

Hair: | Eyes:

Semblance:

Skill: Mechanic.

Weapon:

Personality:

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Synopsis:

Name:

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Hair: | Eyes:

Semblance:

Skill: Mechanic.

Weapon:

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Skill: Mechanic.
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Synopsis:

Name:
Build: | Complexion:
Hair: | Eyes:
Semblance:
Skill: Mechanic.
Weapon:
Personality:

Likes:

Dislikes:

Synopsis:

And So The Winds Of Fate Do Change....