

Public Profile

Name:**Physique:**

Human female. 168cm. Looks to be in her 20s. Skinny. Frail. Long blonde hair. Clear blue eyes. Covered in soot.

Attire:

Brown overalls. Chest wrapped in bandages. Lace up work boots. Leather goggles. Leather work gloves. Covered in soot.

Homeworld:

A smog filled dystopia, ruled under the strict eyes of Gods that walk amongst men. Only barren wastelands lie between the countless clusters of skyscraping behemoths. The inescapable droning of machinery and the blinding lights of civilization propel forward the hectic lives of a people that refuse to slow down - yet never progress.

More Information:

Reeks of an overpowering stench of machine oil and diesel.

Character Image:

Character Card: <https://imgur.com/m4cIxY1>

Flair: <https://imgur.com/YFIWmW9>

Private Profile

Character

Name:

Cynthia Tyrrell [Diana]

Rough Backstory:

I'm not writing this.

Important Moments:

- Her mother's death and her father's remarriage. Introduced to her half-sister.
- Being bullied, harassed, and ostracized because of her sister.
- Running away from home after suffering because her sister eloped with her fiancé.
- Wandering aimlessly for years, just trying to survive.
- Meeting Leo, a friend who acted like a mentor and getting him killed.
- Getting abducted and forced to work at a brothel then sticking around because of the stability.
- Having a near death experience and running away from The Full Moon.
- With nothing on her, she couldn't survive for long. Close to death, she signed away her freedoms to the God of Death, Finis, to avoid death and be freed of her suffering. But it doesn't quite go as she thought...

Character Relationship:

- Thelma - Her mother and role model.
- Elna - Her half-sister who's very existence led her to being tormented for years and ostracized by society and her family.
- Leo - A friend and mentor who she met after running away. They traveled together for a while until an unfortunate event separated the two and likely got him killed.
- Sophia - A friend and mentor from The Full Moon who taught her many things and protected her many times.
- Finis - The God of Death, whom she talked to a few times while working at The Full Moon. She was fooled into signing a contract by sweet words that promised to help and protect her.

Motives:

Survival, survival, survival. Everything has always been about survival. Despite losing her meaning for living long ago, she still gets up in the mornings and pushes on regardless. Perhaps deep inside, she hopes that as long as she keeps living, things will eventually take a turn for the better. For now, she's just living and really doesn't want to die because she knows the people who helped her get this far wouldn't want her to.

Dream:

Once upon a time, she might've had dreams but those once strong ambitions have long since faded. If she had to pick, she simply wants to grow old and die peacefully of old age. The ideal life would be to live a peaceful, quiet life in a small house on a hill by a lake, far from others - ideally somewhere on Armona.

Likes:

- Dogs
- Rain/Snow

- Winters
- Ice skating
- Dancing
- Thunder
- Writing
- Reading
- Silence
- Nature

Dislikes (Wildly varying degrees of dislike):

- Dogs
- Lightning
- Summers
- Angry/Aggressive men
- Betrayal
- Lies
- Public humiliation
- Being in the spotlight
- Cigarettes
- Alcohol
- Large crowds
- Gossiping
- Overly sweet foods

Additional Character Information:

A more naive version of Cynthia is a good person, she's outgoing and humorous. She can be assertive and a bit intrusive (unintentionally) but in the back of her mind is never ending turmoil over how people view her. By default, she can be really overly formal to people she meets and is especially respectful to people older than her. She is very trusting of people she meets, meaning she is likely to take the things people say to her at face value and very willing to share things with others. All of this is because she did not have many opportunities to meet people her age as a child.

Because she had an older brother, Naive Cynthia always wanted to be an older sister to someone. She always strives to be a good listener and reliable figure to those younger than her. Though this means she has a tendency to try to give advice when she shouldn't and act more wise than she really is even if she has absolutely no clue what she's doing. It should be said that naive Cynthia isn't literally child-Cynthia. Her memories may not be intact but she has her general common sense and knowledge as an adult.

Naive Cynthia is quick to place blame on herself over the smallest thing and can be dejected easily by aggression. She will always try to see the good in people and despite being sensible and observant, is extremely susceptible to deception because she won't think twice about the red flag she sees. This Cynthia strives to be morally good and will be easily hurt by deception and betrayal even though she is a strong believer of second chances. She can be really obnoxious about the things she likes and is always eager to try new things. The things she dislikes as a person, regardless of what she remembers currently, will spark minor reactions depending on the severity even if she doesn't know why she dislikes something. In the back of her mind, something doesn't seem right. And it's definitely not just all these holes in her memories.

An older Cynthia is the complete opposite. She is reserved and hesitant to get closer to others. Even to the people who do gain her trust, she's constantly on edge and ready for them to turn on her in the blink of an eye. Always assuming the worst, she can be overly pessimistic and extremely down on herself. She puts her head down and tries her best to avoid conflict but isn't good at defusing situations when she's cornered and will almost always panic. She does not handle being put on the spot at all. She's easily scared by the smallest of things and the things she dislikes have a huge impact on her behavior. Jaded Cynthia can be quick to deflect blame and very liberally tells herself white lies in order to cope with tough situations. When faced with a difficult choice or something that threatens her survival, she will either act desperate or run away if she can. Having seen some of the worst life has to offer her, she is extremely sensitive to social cues and likely to be immediately suspicious of the smallest of things. Not to say she isn't still easy to trick - she can be highly susceptible to kindness in a vulnerable or desperate moment.

This Cynthia isn't a good person. She hates things like betrayals and deception because they bring back bad memories, not because of a strong sense of justice. Even if they made her sick to the stomach, she wouldn't shy away from doing the things she despises if it means she can live another day - even if the thought of putting someone else through what she had experienced will haunt her for the rest of her life.

Regardless of where she is in her life, Cynthia always gives it her best to be eloquent and articulate because that's what she admired most about her mother - her ability to remain resolute in the face of difficulties. She may falter sometimes but the moon shaped necklace she still keeps from her deceased mother is a constant reminder to keep her head up and don't stutter or mumble.

Fun fact: she's an absolutely awful singer. That's part of the reason why she writes instead.

Homeworld:

Technology has rapidly developed and industrialized to the point of utilizing diesel before coming to a sudden halt. Fearing man might one day surpass the Gods with greater technology, they assumed control through direct means - limiting the technology by controlling the economy. Growth may have come to a halt but humanity's strive for improvement never fades. For countless decades, the world has remained stagnant; technology no longer developed upwards but instead grew sideways. Generations have passed and information of the days long gone are nothing more than a tale - stories parents tell their children with nothing more than history books and folktales to verify the truth. Though, some of the more mystical creatures in the world may have something more to say about the past.

This world doesn't have a particularly rich history. Under the influences of the Gods, large conflicts have rarely broken down into more catastrophic events. There was never any clear division of countries nor major historical wars. Conflicts are handled civilly or in case they aren't... with more underhanded tactics. Highly contested resources tend to quickly fall in the hands of the Gods. So instead, humans devote their competitive spirit into smaller forms of competition amongst each other.

Essentially a Dieselpunk type setting, not quite at the level of modern day technology and the reliance of dirty resources makes it more grimy. There are cars, locomotives and skyscrapers. There aren't any planes; instead, they rely on airships and balloons for air travel. Cities are powered by electricity but it is literally only in major cities. There are robots in this world but they tend to be extremely bulky and only capable of handling very basic tasks like directing traffic and moving boxes. Computers in this world are also extremely rare due to the amount of space and parts required just to fulfill pretty basic functions. Technologies like television are rare and expensive so most get their entertainment and news through radios or the paper. Wow! Pretty pictures!





The culture is generally rather similar to that of the Roaring Twenties, with a preference towards jazz. Every metropolis is slightly different from the next and has its own unique culture. Though they tend to share similarly hectically designed building structures and city layouts. Seeing there are no divisions of countries, every metropolis is also largely self governed. The Gods play a role in maintaining the power balance and keeping peace but the ones who are in charge tend to change frequently. Whichever corporation has garnered the most influence and power within a city controls the city. The ecosystems of each city are largely separate so there usually isn't one company that

controls multiple. Corporations that spread too thin have a higher likelihood of being surpassed by another because there are many ambitious upstarts trying to make their big break.

There exist more races than humans though Avrio, Simera, and Vista have the lowest population of non-humans. A vast majority of them reside in Armona but some do venture into the neon jungles and make their home there. Thlassa is a distant second in population. Nothing overly dramatic like dragons and unicorns. The non-human races tend to still be largely humanoid type creatures like cyclops, sirens, muses, satyrs, and fairies.

There exists essentially 5 major continents:

- The Mainland: Avrio and Simera
 - Avrio is the largest land mass with Simera being a close second. The two are directly adjacent to one another, connected by a thin strip of land.
 - A major trade city exists at this junction between the two continents. It's one of the busiest and most important locations for trade and business.
 - Practically everyone living here is middle class and largely lower class (both could easily be divided into smaller sub-classes) with the upper class being a very small part of the overall population who tend to be extremely powerful and influential.
 - Outside of the many huge metropolises on these two continents, there is nothing but barren wastelands.
- Vista
 - Beyond the reach of the smog and pollution, far above the clouds, lies the floating continent of Vista. It's the smallest of the lands but it's practically one sprawling city with pockets of hills and forests.
 - The culture of Vista is a relic of the past. Those of the upper class that possess a lot of wealth tend to reside here, away from the ruthlessness and fast lifestyles of the mainland. The more Victorian architecture and societal hierarchy (dukes, duchesses, barons, etc.) reflects the more olden mindset.
 - It is said those that reside here were long ago chosen by the Gods and though those living in Vista can move around the world freely, it is not a place where most can simply go even if they wanted. Though many strive to be accepted here because it means they have finally "made it" and achieved recognizable and respectable success.
- Thlassa
 - Thlassa is a sprawling empire that exists purely underwater. Can be found through a series of small islands and lighthouses that serve as entrances and trading points. Thlassa is a pretty closed off community and people don't tend to come and go easily. Most that reside in Thlassa don't want to leave.
 - Not much is known about these underwater societies besides what is said by the few who frequent the surface for trade or for fun.

- The culture and ideologies within Thlassa is very different from that of the Mainland. You could say it's more relaxed and focused on having fun than the fierce competitions on the mainland.
- Humans cannot breathe underwater by humans unless they have received a blessing from Tide. While there are easy ways to obtain it, those blessings don't last very long (few hours at most).
- Armona
 - A land of green and nature, untainted by the heavy technology, with a few notable but small islands surrounding it. It's a lawless but peaceful land.
 - Smallest of the land masses by a good amount.
 - Huge focus on agriculture, fishing, and hunting. There's a lot of land for farming, lucious forests, and to the north, huge mountain ranges.
 - Armona is completely devoid of technology and the little that do exist are concentrated in the main hub city where ships from other lands come and go.

List of Gods:

- Virtus - God of Authority and Control
 - Virtus owns a megacorporation with a strong monopoly over energy and electricity all over the world. This corporation does not directly or openly control any city but their influences run deep and wide.
- Tide - God of Water and Sea
 - Ruler of the oceans and the king of Thlassa. He rarely leaves his domain so for most land dwellers, they don't know anything about Tide outside of myths and stories. Though it's been said that those that live in Thlassa meet Tide at least once in their lifetime.
- Finis - God of Death and the Underworld
 - Finis makes his business from a monopoly over fuel and coal. He also controls a good amount of factory industry, using empty territory in his realm to create more factories to mass produce goods. He is known to be a rather sly and ambitious businessman who seldom travels outside of his realm unless for business.
- Harmony - Goddess of Law and Knowledge
 - Harmony is the lawmaker who gets the last say and ultimate decision on all things law related. She is known to be quite the workaholic and can usually be found in a grand courthouse located in the city connecting Avrio and Simera. One hopes they never have to meet her though as it often means they have committed a very egregious crime.

- Ichor - God of War and Conflict
 - Though he doesn't seem the type, Ichor controls all law enforcement and similar activities. More recently, he is known to roam the lands with a biker gang. No one is really sure if he's properly doing his job but hey, nothing terrible has happened yet!
- Engine - God of Fire and Technology
 - An enigmatic God who spends much of his time roaming the world in search of new innovations and discoveries. When it comes to gauging how powerful the humans are and controlling the technology level, Engine is the expert. Rumor has it, he has developed a hobby of pretending to be a train conductor because he enjoys driving trains... or something.
- Motif - Goddess of Art, Music, and Culture
 - Motif is a Goddess beloved by all who brightens up a room with just her presence. She can be a bit unpredictable at times as you would expect of any great artist. Sometimes she disappears and not much is heard about her for years or decades. Sometimes she tours the country putting on great performances or extravagant art galleries. What is known is there will never be a dull moment with her around.
- Grace - Goddess of Marriage and Family
 - Grace is a rather lazy Goddess. She doesn't travel outside of the home of the Gods often and when she does, it's because she's in search of fun and parties. She doesn't really need to do much as her presence alone makes the people feel comforted so she has grown to be pompous and arrogant over her long life. No one really understands why this began but it has become a sign of good luck and longevity if Grace were to crash your wedding.
- Vio - God of Wind and Trade
 - The messenger with a whimsical personality. Vio owns a corporation with a solid monopoly on the transport of mail, newspapers, packages, etc. He also handles a lot of business regarding trade. He's very charming and a great communicator. As a side job, he sometimes delivers important messages from the Gods.
- Silvia - Goddess of Nature, the Harvest, and the Hunt
 - Despising the pollution of industry and the fastness of city life, Silvia makes her home on the continent of Armona. She is considered the guardian of Armona as her presence protects the land from harm, pollution, and humans with ill will. She is known to be a total loner who rarely interacts with the other Gods due to having some rocky relationships with a few of them.

Customs:

- Naming a child after a God is taboo. Naming a child after a God's symbol, however, was considered a great honor only bestowed to those blessed by or have strong ties to a God. A poor family with no ties to a God naming a child as such is cruel and often garners pity or scorn from the more zealous.
- Praying to a God based on what you're doing. Despite their heavy involvement in the world, they are still Gods of their respective things so it remains a practiced custom.
- Date system. There are 24 hours in a day. No concept of months. A year is divided by the 4 seasons (2 seasons in the areas with no clear distinctions for spring and fall) and each season is 3 moon cycles. Those living in the underwater lands can keep track of the moon cycles by how it affects the ocean and tides.
- The wealthy do generally have a much longer than average lifespan, even more so if one had the favor of a God. Those that live on Vista comfortably live to 200 years old on average while the few humans who live on Armona can live even longer.

Backstory

Cynthia was born to a prominent and wealthy family. The Tyrrell family lives on a hill in Vista - just on the outskirts of the Northern Sector, the most populated and busy region of the island - in a moderately lavish mansion with a sizable garden filled with a myriad of beautiful flowers. The family thrived from owning a successful trade business dealing with luxury goods. A more recently upstart family, her great-great-grandfather's cunning business expertise helped him build a successful business that not only earned the respect of many, but even that of Virtus and Vio. Given such a talented and successful family, it just seems natural for that same cunning to have been passed from generation to generation, creating a still thriving business even four generations later.

Cynthia's mother was not only an extremely beautiful woman, but also a famous and extremely talented poet. Loving and kind, Thelma was always one of Cynthia's biggest role models - admiring her mother's persistence, eloquence, and kindness. Due to being very sickly, however, Thelma did not get to spend much time doing motherly things for Cynthia. Besides being her role model, Thelma was the most important person to Cynthia as a child. She was the one who chose the name Cynthia and when she had the energy to, she would tell Cynthia stories, read her books, and teach her how to become a better writer. For a child who didn't have many friends and wasn't allowed to freely leave the house, her mother was the person Cynthia spent the most time with.

In the other half of her family, Cynthia's father (Nicholas) inherited the Tyrrell family business and much like the previous great men in her family, he was also a wise and cunning businessman. He was often absent as he frequently went on business trips. Charming but loyal, he always brought back presents from all over the world. Cynthia also has an older brother (Evan) but they were never super close. Between school and learning to take over the family business in the future, they just never had much time to bond.

Cynthia had a maid (Georgia) she was close with and frequently confided in and a caretaker (Lydia) who acted like a mother to her when her own mother couldn't. She also has a pet dog named Addy, a stray that she picked up on during one of her rare trips out to town.

Cynthia didn't have the cunning business instincts of her father; the intelligence of her brother; the angelic voice of her sister; the stunning beauty of her step-mother; or the literary genius of her mother. She may not be the most intelligent or talented but she was hardworking and extremely perceptive. It was a constant struggle for Cynthia as she dealt with being less talented than the rest of her family and attempting to juggle the expectations - or their lack of - others had on her. Nonetheless, Cynthia aspired to become a writer starting from a young age because of a love for reading that developed from her mother reading books to her. She likes writing fiction but she's quite diverse in her genres.

Growing up, Cynthia never lacked a thing in her life and despite not being heavily spoiled, she felt she had a quite good relationship with her family. Though because she never really went out and didn't have many friends or acquaintances out of the people she met through her family, she was truly quite naive about the world. She was never exposed to the harshness of society, until...

When Cynthia was 12, her mother succumbed to a chronic illness that had haunted her for years. The only thing Thelma left her was a huge book collection and a simple crescent moon shaped necklace, no larger than a fingernail. Cynthia was grief stricken, so much so that she barely recognized how big of a turning point this was in her life before it was too late.

Her father remarried a year after Thelma's passing. Helena, her new step-mother, is what many might consider a muse. With a voice so beautiful, it is said that her songs can charm even the Gods. Helena was a stunning and haughty woman, for obvious reasons. As such, Cynthia never tried getting close to her and in turn, Helena treated her quite coldly. Most importantly, the remarriage introduced Cynthia to her new sister, Elna, who was younger than her by a year. Rumors immediately began spreading about their family affairs. *Elna was her half sister by blood. Her father must have had an affair many years ago. An unhappy marriage? I wonder what happened...* All of these rumors were true but it wasn't something anyone would want to admit to and so few ever learned the truth of the

situation. Elna was quick to win over the judgements of high society with grace, talents, and her angelic personality. Thus, the rumors were quickly swept under the rug just like that.

Elna, her sweet little sister, was immediately beloved by all. She had a beautiful voice much like her mother and an amiable personality. Unlike Cynthia, Elna was spoiled by everyone. She was sickly and frail much like Thelma; but not cripplingly so, just enough that everyone she meets ends up doting on her. Even her family loved her sister quite dearly and spoiled her so, but Cynthia was never mistreated to the point of it greatly affecting her.

As small changes gradually happened, Cynthia took it upon herself to devote all her time and energy to studying in order to hopefully maintain the approval of her family and others. She didn't necessarily approve of all the attention Elna was receiving but she didn't particular care enough. Deep down, she might have been somewhat envious but she always told herself how much attention someone else received didn't affect her. When push came to shove, Cynthia always acted as the responsible older sister when she was supposed to.

It was around this time, Cynthia started noticing a small shift in her surroundings and people gradually shifted away from her but never thought enough about it to suspect anything more insidious. For one, her father and brother made the effort to spend more time at home even though she still personally rarely saw them. The family began to make a habit of taking more frequent vacations, under the pretense of it being good for Elna's health and wanting her to see more of the world. Cynthia didn't attend these family trips and eventually they stopped inviting her.

From a young age, Cynthia was arranged to marry a boy (Kyril) from a family that is close to the Tyrrell's. It was something planned by her father not long after her mother's death. The two families agreed this arrangement would be good for business and the future of both families.

Cynthia and Kyril were something akin to childhood friends even though he was about two years older. With how close their families were, the two frequently saw each other and played together as kids. Though, like many of Cynthia's relationships, they gradually drifted apart as they got older and busier. Knowing this arrangement was what was best for her family, Cynthia convinced herself that she did genuinely love him and to her, it seemed he loved her, too. Despite not seeing each other often as time passed, she had no doubts in her mind. In hindsight, this arranged marriage was likely also partially an attempt to get rid of Cynthia by marrying her off for the family's benefit. But she was merely a naive child at the time and couldn't know any better. The plan was that the two would get married after graduating the academy and after Kyril had some time to gain some more experience learning from his father. This would put Cynthia at around 17 and Kyril at 19-20.

Cynthia had been homeschooled by tutors for most of her life like most others of her age and stature. When she turned 14, she was sent to attend a prestigious academy as was expected of children her age. This academy was half a place to learn and half a place to socialize and build connections.

The few years Cynthia spent at the academy, life was absolutely miserable. The bullying she received was mild during her first year but only worsened exponentially when Elna also began attending. It went from simply being ostracized and having rumors spread about her to more violent and relentless harassment. While Elna never directly acted against Cynthia, she never helped her older sister either - even going as far as subtly antagonizing her own (half-)sister when given the opportunity. Those that idolized Elna bullied and harassed Cynthia at every opportunity and during her years there, Cynthia suffered countless public humiliations and injuries. Even her supposed fiancé, whom she rarely saw, never did much to help her and even joined in on accusing her of harassing Elna.

Regardless of how badly she was ostracized or suffered, Cynthia remained optimistic that she simply needed to work harder to earn her parent's love and respect and that they treated her coldly for her own good. It wasn't until *that* moment that those illusions completely fell apart:

Not long after Cynthia turned 16, Kyril eloped with Elna who was 15 at the time. This was yet another major turning point in Cynthia's already awful life. She never knew there was something happening between the two but in hindsight, she realized their behaviors were suspicious and she did frequently see the two together and never thought twice. Kyril's family blamed her family but mostly Cynthia and new rumors quickly began to spread. In turn, the Tyrrell's family business took a major hit and business declined. The few she thought were her friends stayed away from her because in the end, they were mostly close to her for the sake of personal gains. Even the maid (Georgia) whom she knew for more than a decade and deeply trusted turned on her. Georgia reported to Nicholas the many horrible deeds (that she didn't commit) and her mistreatment of others (which she also didn't do) while at the academy.

With no one to defend her, the rumors soon took root and the damage only worsened with time. The major hits to the Tyrrell family's reputation took a toll on her parents and they too, soon turned on her - scorning her for not being as intelligent or talented as her sister with no prospects of her own outside of the now failed arranged marriage. In the end, the blame for Elna's disappearance was placed solely on Cynthia. The image of the happy family she hoped to regain shattered just like that. Cynthia stopped attending school; she could no longer leave her room out of fear of the continuous ridicule and judgement. Her family and the servant's cold glances haunt her even in her own home.

Cynthia was absolutely heartbroken. With no one to turn to besides her nanny Lydia, who continued to take care of her, she remained miserable for 3 whole months, locked up in her room. She

had no friends and her family refused to speak to her. The housekeeper pitied her and with a strong sense of duty, continued taking care of the girl during these times. With her absence, society slowly forgot and things had begun to recover.

At the end of the 3 months of solitude, Cynthia finally worked up the courage to go talk to her parents again. As she walked downstairs, her courage was quickly shattered by the shock of seeing Elna had returned along with Kyril.

During this joyous homecoming, Cynthia merely watched from the shadows. Elna was the first to notice her lurking on the second floor. Pure and innocent as always, she ran over and instantly pulled her into a tight hug. As if nothing had happened, Elna greeted her with an unsettlingly happy smile and rattled on about how much she had missed her older sister. Cynthia just stood there, feeling nothing but intense conflict in her heart. She hated her sister for robbing her of everything she had and causing her to suffer so much in her life. *How could she do something like this yet act as if nothing had happened?* she thought. But worst of all, she felt an intense guilt that made her stomach churn. How could she hate her sister? This pure, innocent young girl who she wished for all the happiness in the world. Yes, people were ruthless but Elna herself never explicitly did anything terribly wrong. To hate her enough to curse and wish death upon her one and only sister? What was wrong with her?

From the corner of her eye, she noticed her father and step-mother smiling at the scene but she knew they weren't smiling at her. Yet, she put on her best act and followed through with every excruciating second that followed. The pain only intensified seeing the one she loved and her sister together, smiling at each other happily.

Both families were quick to welcome the two back. But a simple return could never undo all the damage and Cynthia was still quickly discarded. She no longer had her arranged marriage to rely on, she was just useless. Elna was back to being everyone's one and only pride and joy in no time while Cynthia... was nothing - a forgotten dark spot on the clean history of this amazing family. Perhaps it was always like this from the start but this poor, abandoned girl only now realized.

Despite her sister's kindness; the family's forgiveness; and her father's reluctant affection in the form of complete negligence, it became clear any attempts at reconciliation were futile. Days after the reunion, Cynthia came to a decision: it would be best for everyone if she just disappeared. She never had a place in that family or society; certainly, no one would care to look for her if she ran away. With help from Lydia and a few servants that pitied her, she concocted a perfect plan to run away. Taking a few valuables and items that mattered to her, she left on the night of a new moon - hoping to make a new, better life for herself outside of Vista.

Life outside of the peaceful utopia above the clouds was nothing like she had ever known. On the ground, conditions were rough. From Avrio to Simera, the weather only alternates between two extremes: the bitterly cold winter winds or sweltering summer heat waves. Much of the mainland is desolate wastelands with numerous metropolitan areas in between. Everywhere you go is nothing but smog-filled metropolices - factories, industry, and skyscrapers that reach high above the clouds. It was no longer just people that she had to fear but now, even the environment was against her.

Contrary to her belief of what would happen, Cynthia running away brought great shame to her family. They acted as if she had gotten into a tragic accident and died to quell potential rumors. Behind everyone's back, her father sent people to look for her and get rid of her in case she held grudges and wanted to come back to ruin their reputation.

For this reason, Cynthia could never stay in one place for long. For a few very long years, she spent her days wandering from city to city - taking odd jobs she could manage while scrounging for food and shelter. The funds she got from selling valuables slowly ran dry over the years no matter how well she rationed it. In the end, the only valuable item she had left was the necklace she got from her mother. Never settling, she only stayed in one city for at most 3 months. The life she lived and grew up with felt so far away and any emotions she felt towards her sister, her family, or that life dulled overtime. She simply had no time to dwell on those things. She kept her head down and avoided conflict whenever she could. Even going as far as taking a new name during this time: Diana.

A lot of the years of wandering alone just blurs together in Diana's head. The most notable experience she had was during her first year when she met Leo. Leo was a boy around her in age who taught her a lot about the world and how to survive and fend for herself. They traveled together for months before a close call with some of her father's lackeys caused the two to separate and she never saw Leo again after that. The obvious conclusion is that he was dead but the thought of that overwhelmed her with a sense of guilt so she chose not to think about that.

During these years of wandering, she had little opportunity to write like she used to. Being constantly on the run, looking for food and shelter, and working as much as she could left her with little time for herself. But nonetheless, she made the effort to find time. With no one she could confide in, she made a new habit of writing letters. To the people in her past. To the people she hopes to meet in the future. To herself. She vented her feelings into these letters that would never ever reach their intended recipients.

An unfortunate encounter one night in an unfamiliar less-than-ideal city ended with Diana being abducted to a brothel named The Full Moon. As far as these types of institutions go, this one wasn't all too bad. Being one of the more respectable establishments, the girls were treated relatively well and outside of the occasionally sketchy customers, it was a good place to be. With the promise of

food and a roof over her head, Diana resigned to her fate and stuck around. She worked mainly as a waitress and, finding out she wasn't an awful dancer, a showgirl. Much to her dismay, the other tasks that came with the job were simply unavoidable but despite her bad experiences, this was still better than the uncertainty of continuing her goalless wandering. For the first time in a long time, she had some time to herself and the ability and resources to do things she wanted.

In the beginning, she hated her situation and grew weak and sickly out of despair - wanting nothing more but to die. Yet, she hung on with the help of a girl named Sophia. Being the most popular and beautiful at The Full Moon, Sophia was a respected veteran that all the other girls respected. It was the first bit of true kindness Diana had experienced in what felt like forever and she was glad to have these kinds of bonds once again. She quickly recovered in just one month and during this time, worked hard to learn the ropes. In the span of the next few months, she was quick to climb in popularity with the help of her good looks and cheery attitude.

Because of her responsible personality and sensibility, she was tasked with greater tasks for greater pay and rewards. Even going as far as the owner roping her into assisting with assassinations of certain customers - typically utilizing poison. While she didn't enjoy these tasks and it greatly disturbed her, the awards she received made the cost worth it in her head. It was around the time she started undertaking these tasks that she started meeting with a mysterious gentlemanly customer. During her time at The Full Moon, this unnamed customer occasionally came by just to chat with her. She never pestered the man for a name, simply enjoyed the break she got whenever he did come to visit her.

With success came jealousy from the other girls at the brothel and with that jealousy and scorn came bullying. Because Sophia was the first real friend she had made in a long time, Diana clung to her for a lot of help and support. So when Sophia retired to marry a kind man who promised to take care of her, Diana was left to fend off the wild animals on her own. Like her past coming back to haunt her, she was ridiculed and bullied by the other girls with all kinds of harassment ranging from petty to legitimately harmful like forcing more troublesome customers on her. Only this time, it wasn't so much that people refused to help her but the other girls were extremely careful and subtle whenever they did act. Knowing she was a favorite of the owner for her popularity and ability to draw in customers, they were forced to be cautious lest they wanted to lose their spot. For the sake of their survival, the few girls Diana was close to began shying away from actively helping her - only providing what little empty assistance they could in the safety of privacy. Diana didn't berate them for it because she understood if she were in their situation, she would be doing the same. Not only that, but she had to endure far worse for much longer in her past - not to say all the bully wasn't slowly wearing her down overtime. Whatever harassment came her way, she endured because she knew this was the best way to ensure her survival.

Almost 2 years into her time working at The Full Moon, things took another turn for the worse. On this oppressively hot summer night, Diana was met with a particularly troublesome customer who was known to be very clingy and have some bizarre preferences. Normally, a customer like that would be banned but this one was quite well known and wealthy. In a life threatening moment during a private moment with this customer, Diana panicked out of fear. She grabbed the closest blunt object and hit the man on the head, knocking him out cold, which ends up killing him not long after. In a panic, she ran away, taking nothing with her.

Diana ran for her life, a thunderstorm nullifying the sounds of her escape. She ran until she could no longer carry her own weight and collapsed in a dark alleyway. Lying alone in the pouring rain, the hatred she felt for her sister and her family came flooding back to her. Not only that, but the pain and suffering she endured for so long. The wretched girls at the brothel, the bystanders who only ever stood and watched, her kidnappers, the men who only sought to fulfill their selfish desires, her fate, this world. For the first time in 7-8 grueling years, she cried until her throat was hoarse and she could cry no more.

Eventually, she mustered the strength to crawl to her feet. She couldn't go back, fearing for her life and the consequences she would face for killing someone of importance. So like she used to just a mere 2 years ago, she wandered the empty streets alone going wherever her weary feet lead her. With absolutely nothing on her, Diana couldn't go far and her body was slowly failing at this point. She would have succumbed to sickness and starvation but in the final hours of her life, she met the mysterious man she used to spend hours talking to and that's when she discovered his real identity as the God of Death.

Finis offered her a deal, a contract. He offered her freedom from all the pain, suffering, and hardships she had suffered and will suffer. In a final moment of desperation, she signed the contract with little thought, believing Finis cared and was acting with good intentions. She was basically baited into believing she was special but almost immediately after signing the contract, she comes to find out she isn't different from the rest of the people who Finis signs contracts with.

After signing the contract with Finis, she ends up in the Underworld. The exact term of the contract forces her to do harsh manual labor for the rest of eternity in exchange for no longer feeling the pains of her past. She experiences no physical pain or exhaustion and no longer needs to eat or sleep. As time passed, her thoughts, memories, and individuality quickly eroded until she was no more than just another body doing mindless work 24/7. And so, she's been stuck in this position of alternating between coal mining and factory work ever since.

Roleplay & Game

Right Before: Cynthia has been working under Finis for somewhere around 100 years by this point, doing manual labor like coal mining and factory work. Void of free thought, any understanding of her immediate surroundings or what she's doing are long past her.

Unique Weapons: No.

Unique Equipment: No.

Unique Abilities: No.

Unique Roleplay: No.

Additional Information: No.

Memories

Day 1: She only remembers the most recent events but all of it feels like a blur. She remembers that she has been working in mines/factories but doesn't know why or necessarily dislike it. All she understands is the basics of her world and how things function but no idea where her place in that world is. Does not know her name.

Day 2: She remembers most of her childhood and all the happy parts of early life up until her running away. She remembers a bit more about herself like her hobbies and aspirations. She doesn't remember any of the bad things that happened to her... yet. She'll think her real name is Diana but not her last name or real name.

Day 3: She remembers the terrible things that happened to her prior to running away from home. Because of this, she is distrustful of men and women and thinks anyone close to her could turn on her at any moment. She remembers a little bit of her life after running away but it's a complete blur.

Day 4: She remembers what happened to Leo and her life outside of Vista. She also remembers her time at The Full Moon but has no idea how she ended up where she was at the start of the game. Hates the name Diana.

Day 5: She remembers why she signed the contract with Finis. Distrustful of practically everyone and everything, including the Gods and contracts. She remembers her real name: Cynthia Tyrrell.

Miscellaneous

Character Plans & Hopes: I don't really have any plan. I'll follow through with character objectives and the other stuff I've set up for this character and wherever that leads me is where things will go.

Character Zone: A quaint wooden cabin besides a sizable lake. The area is fully encompassed by hills and forest. Something like [this](#) (yes, swing bench included). The cabin should be comfy and have plenty of books. I would like for the weather to change in this character zone daily.

- Day 1: A heavy fog covers the whole area, giving it an uneasy atmosphere.
 - Day 2: A layer of snow covers the entire area and the lake has completely frozen over.
 - Day 3: Rainy. Either a light drizzle or heavy downpour depending on what's happening in the game.
 - Day 4: A sweltering hot summer's day.
 - Day 5: A comfortable spring day.
-

Jukebox

The Voice in my Heart — <https://youtu.be/bvDLlTFQ1zs>

The Ultimate Price — <https://youtu.be/p8EsGsvf0Q>

Patron Information

Patron: Anya

Character Specific Objectives:

- Objective #1 — Share your full story with at least three people/Gods during the game.
 - Reward: Void the contract signed with Finis.

- Objective #2 — Gain the unconditional trust of 3 people (have 3 or more allies in 2 consecutive nights) OR contribute to the kill of someone who wronged you.
 - Reward: Whatever will bring me the most satisfaction and fulfillment in life.
 - This potentially includes:
 - Living out a peaceful life somewhere far from other people and dying of old age.
 - Wiping out the Gods in her world.
 - A painless finite death.
- Objective #3 — Take a shower/bath.
 - Reward: Always smell nice. The smell can be influenced by her thoughts.

Desired Patron-Character Relationship: Cynthia was kidnapped for this game. She would eventually be grateful to Anya for it but I'd rather that relationship developed naturally over the game.

Day 0 PM Details: Cynthia has been completely void of free will for the past 100 years, anything new or weird that happens, she wouldn't be too conscious of and it would take her a while to come to. She would probably view a lot of it as a hazy dream or hallucination - something just happening in her head.

Cynthia is pretty catatonic in this state but even being completely out of it, she is naturally creative given her background as a writer so she can contribute somewhat to the contract writing. Regardless, it's not like this would be the first bad contract she has ever signed in her life. Nor her first abduction actually! She'll be fine by the start of the common room.

If it's not too unreasonable, I'd like for her to not speak. Gods can kind of read minds anyways. It might be fine if she was addressed by name but if it is mentioned, she'll definitely forget it almost immediately. Might be easier just to not mention Cynthia's name?

Mechanics

Weapons

Sorry I wrote weird weapons. She's not a trained fighter and kind of weak.

The intention is to tie the weapons more closely to RP so I'll write what I'm going for with each one.

Tier 5 Weapon (5 ATK)

Name: Impromptu Weaponry

Description: With no real powers of her own, Cynthia will utilize whatever is at her disposal in her surroundings. Over the years, she has developed a keen eye for helpful tools around her. Whatever small environmental advantages she can get is a weapon. Random debris? That can be thrown. A miscellaneous lamp on a table? That's a blunt weapon. Anything she can get her hands on is better than fighting bare handed.

Tier 4 Weapon (6 ATK)

Name: Borrowed Power

Description: Cynthia will "borrow a weapon" from another player. I think it would be interesting to have Cynthia learn a fighting skill from another character. It wouldn't be literally stealing someone else's weapon. For example, if there's a character that's very skilled with knives, she can ask a God for a set of knives or something and then learn how to use that weapon from that character. Obviously she cannot master something in a day so this is a lower tier. The option to just ask a God for a weapon is a back-up, in case things don't really go to plan.

Tier 3 Weapon (7 ATK)

Name: Innovate!

Description: Following the T4 weapon, this one more involves interacting with a God or her patron. Cynthia will basically create her own weapon, something completely new, in cooperation with a God. Depending on the state of the game, this new innovation will either be purposefully weak or so crazy that it is barely wieldable so that's why it's T3.

Tier 2 Weapon (8 ATK)

Name: Something Lost

Description: Cynthia's T2 is meant to be drawn from her backstory. It will completely depend on the state of the game, what day it is, and what memories are available to her. To get this weapon, she will most likely ask her patron for it at some point in the common room (PMs obviously). An example of this would be on Day 4, she could ask for poison because that is something she has used to kill before.

Tier 1 Weapon (10 ATK)

Name: Something Found

Description: Cynthia's T1 is pretty similar to her T2 but it's focused on the present rather than her past. Maybe it's not good that I'm not really sure what this would be but whatever it is should be an objectification of something she has gained since coming to the game.

Traits

Trait #1

Original Trait Name: Postal Worker

Cost: 3

Effect: Start the game with 7 Letters (the item).

Character Trait Name: Aspiring Writer

Trait Explanation: What's a writer without anything to write on? One of the things Cynthia has always done in her life was vent her feelings by writing unsent letters to the people in her life, past or present. She can't exactly bring her own writing materials after being stuck in slavery for about 100 or so years but maybe a generous Goddess would be able to provide some... *wink wink*.

Trait #2 (Optional)

Original Trait Name: Vagrant

Cost: 3

Effect: Find 1 additional item if you are in the room with the least players.

Character Trait Name: Lone Wanderer

Trait Explanation: Cynthia spent a lot of her more "recent" years wandering from city to city and scrounging for food and shelter. She's used to being alone and fending for herself. Easily overwhelmed in large crowds, she is able to focus better knowing there aren't many people around.

Trait #3 (Optional)

Original Trait Name: Duelist

Cost: 4

Effect: Gain 1 ATK when engaging a mutual enemy.

Character Trait Name: Resolve / Survival Instincts

Trait Explanation: If Cynthia has resolved herself to fight someone who actively seeks to harm her, it's only natural that she would try harder and not hold anything back. Every fight could be her last and she has always tried her hardest to survive. In a scenario of kill or be killed like that, she would be ready to fight more desperately.