

NAME: Isabella Daystrom

NICKNAME / CALLSIGN: Aella Eldritch

AFFILIATIONS: Everyone non-hostile towards her.

LIFE FORM: Transhuman

ALIGNMENT: Lawful Neutral

PRONOUNS: She/Her, They/them

COMBAT STYLE: If possible 'none', if necessary ranged

SKILLS: Any tech job. operating (old) bio-locked Combine gear

ORIENTATION: Panromantic, demisexual

EQUIPMENT / WEAPONS

- Her mind
- Bugbait
- 'Pet' City Scanner "Gabby"
- Combat Knife
- Crossbow

APPEARANCE:

Aella is a slender, somewhat boy-ish-ly looking person. She is of small to medium height, yet her build tends to make her look far more small and frail than she is.

It does not help that her entire appearance is noticeably unhealthy: So is she outstandingly pale, has dark shadows around her eyes, her hair is a mostly discoloured ash-blond, and her eye colour is a sickly, almost even unnaturally looking radioactive green.

She is certainly not what would be considered beautiful in the traditional sense, yet she is not to be considered entirely creepy either.

Her dress sense implies function and comfort over aesthetics. She wears old green military style attire, black combat boots and a CP vest, as well as her signature red beanie.

Her neck and lower arms are usually covered and/or in bandages, and Equipment-wise, her most outstanding features are her bugbait which she wears attached to a necklace, as well her companion/pet Gabby, a repurposed City Scanner which acts as Aella's eyes and ears, and is covered in plenty of colourful paintings and symbols.

BACKSTORY:

Aella is one of the very last children being born shortly after the Seven Hour War and before the installation of the suppression field.

Her original family is not documented, yet the first few years she was taken care of by multiple refugees (later to be known as the first members of the resistance), until their home sector was to be sterilized and Aella ended up in CCA custody.

As one of the 'last-gen-offsprings' she was assigned to a labour unit and more or less grew up as a child worker assembling Cremators.

And for a while, Aella was subjectively alright with her role, and even appreciated being around the Cremators, whom she considered her first childhood friends.

Eventually though, someone came to relocate her, stating that '*it was her time to come to the city*'. Arriving in said new place - City 18 - though, was not an improvement of her situation - rather the opposite.

Along with many other stray children here, she was captured by Combine scouts, and used for human subject research with the goal of finding the optimal ways to assimilate humans into Combine forces.

She was one of the first attempts at what later would become the OTA.

Like many of those Alpha series, Aella and her fellow subjects however were considered a failure and to be terminated due to the - at that point - not yet perfect methods of mental conditioning.

Luckily though, one of the associated civil workers felt sympathy for the children, and secretly managed to save four of them.

Equipped with a new citizen ID he sent those children to various surrounding cities.

Aella for her part was assigned to a CWU medic in a large city in the east.

Here she began to work as maintenance personnel at the local hospital, taking care of the equipment, machinery and computers.

Due to her previous treatments, Aella by now had grown weary and confused; often not entirely grasping her very situation, past or present. The conditioning had turned her into an observant and intelligent, yet lethargic drone of a person, who had a noticeably hard time at interacting with other citizens.

Machines on the other hand were an entirely different subject. Noticeably easy to understand and interact with, Aella would often prefer tinkering over

socialising, and eventually she began to branch out and find company in the only way she (at least back then) understood: She built herself a friend. Gathered from the parts of destroyed city scanners and manhacks, she assembled her companion "Gabby". At first – for her time living in a city – in secrecy of course.

The more time went by, and the more she started to become her own person, Aella's curious and innocent personality began to resurface: Soon her will to lean and test her boundaries would win over her lack of social experience, and eventually she found herself trying to get to know not just the people around but also her surroundings at large.

She began to skip on her special water, sneak out of the city's boundaries more and more often, learn to make her way in the outlands and eventually, she made her first contact with people associated with the resistance.

She agreed to work with them as part of the city's railroad; *helping people escape*, and slowly but surely she found herself within a wide network of new friends and allies. This is where she also met Erik Walters, a disenchanted Metrocop intending to turn his life around and actually join the resistance. Both of them quickly became friends and travel companions, and Aella even developed a somewhat protective nature towards him.

To that day they still stick together, trying to make themselves useful, in their very own, often strange, goofy but nonetheless working dynamic of contrary personalities.

PERSONALITY:

Considering the world around her, as well as her very own life so far, Aella is a surprisingly cheerful and warm personality.

She openly welcomes everyone around, will gladly help if possible, and is a curious nature who - to an extent - managed to keep up an almost childlike innocence.

If teamed up with others, she will usually assume the position of a repairman and/or overall sidekick.

While she is neither focused *on*, nor outstandingly experienced *with* combat, she does have her fair share of expertise in other fields.

So does she know her way through the sector without stirring up CCA or Overwatch, and has plenty of acquaintances and allies in most pocket hideouts in the outlands.

Furthermore is she a somewhat skilled enough technician to make use of whatever she finds alongside her way. In short: She is a decent survivalist who can look after herself.

She nevertheless prefers company though, and is on good terms with pretty much any resistance member and refugee in the outlands.

Aella grows fond of others quickly, and even develops a caring and protective side when getting to know someone a little better.

While this can easily be considered one of her greatest strengths, it ironically is her greatest weakness as well:

Her fondness and protective attitude towards her friends make her an easy target for any sort of manipulation...

MISC. INFORMATION

- IF a success, her task within the Overwatch army would have been coordinating Gunships.

- Despite possessing only the most basic AI, her Scanner 'Gabby' is not just Aella's eyes and ears, but also the closest to what she would call her family. She will often affectionately tweak it, decorate it and almost even treat it like a person.

- Her biggest fear is Zombies. More specific: *Becoming one of them*. She would rather die than being - once again - converted against her will.