

Midori!

Let's go through the colours first.

Blue – would emphasize his work with ai and dolls and asunaro

Red – has that sense of excitement and being just a little fae

Orange – less fitting... he has a role – floormaster – but it's not really one he exactly wanted. I mention it here mostly for a detail about Allegory that suits him

Yellow – he's got the obsession and study.... but hm

Green – got themes of transformation and wickedness, but he doesn't really have that internal duality that's a hallmark

Purple – he does get sentimental!

Silver – he's not quite melancholy enough for silver but

Black – nope!

These are all trick questions because Midori is a Warmain, which gives him Sickly Red (Hunter), Immortal Orange (Allegory), Sickly Purple (Impresario) and Immortal Silver (Indomitable). Don't worry about what that is for now.

Let's look at the quest sets for them:

Knight:

"Quest 1 is about figuring out what you want to be.

Quest 2 is about the vice that gets in your way.

Quest 3 is an experience that shakes up your role."

We can safely ignore four and five here; Midori is not the kind of person that changes for the better. We can give him at least one arc of Knight, because Alice killing him definitely shook up his role.

Melodramatic/Storyteller:

"Quest 1 is told in a mood of interest and excitement.

Quest 2 is more of a mood of determination, stubbornness, or pride.

Quest 3 is more about confusion, puzzlement, and being a little lost."

This time, he probably could have completed 4 and 5.

"Quest 4 is more about transcendence—rising above the world and yourself.

Quest 5 is more about katabasis—about a mythical descent into the underworld, place of death, or the coast. (That is, "dealing with grief" and "become queen of the beach" both work well.) Less metaphorically, you have something really rough to deal with and you deal with it here."

The mythical "underworld" here is Asunaro! We don't know much about his backstory, but it feels safe to give him at least one arc of this.

Shepard:

"Quest 1: you're living your ordinary life...and then a new responsibility falls on you out of nowhere."

Quest 2: you struggle with stuff.

Quest 3: you face, and conquer, some trouble from your past."

Once more we can ignore four and five; I think that while he might have been on a Shepard arc, it got interrupted by his death, so we can put him at Arc 0 for it. Let's put them here for completion anyway.

"Quest 4: you travel strange worlds, fight epic battles, and otherwise face big tests."

Quest 5: you're living a totally awesome, over-the-top life."

Emptiness:

"Quest 1 explores how you live with what you are."

Quest 2 explores your obsession with some person or problem

Quest 3 puts you in an impossible situation and watches as you crack under the strain."

Again, four and five are about struggling with the un-natural and reaching closure respectively so can be put aside. I think that this is his most recent arc.

So let's see what a Warmain gets at Knight 1, Storyteller 1, Shepard 0, Emptiness 1, and adjust up or down as needed.

Skills: 8/8

AI And Animatronics 2

Superior Breaking People 2

Social Engineering 2

Superior Vitality 2

Perks: 2/8

Superior Memory Alteration 2

Superior Hunter 1

(In case you're wondering about the 'Superior' skills, it just means someone has an inherent advantage using them in conflicts; going up against them is 'unfair' even on a level playing field.)

Immortal Knight (Allegory):

Baseline:

- Immortal: A conditional form of immortality. We can make this 'can I really die, when I'm in so many people?'. Optionally, 'I can only die from my own game' if you want to go full fairy-tale.

- Role: Let's pencil in the admittedly vague 'Winner'. He's someone who wants to come out on top where it matters; to win the game as a candidate or be standing as a floormaster. He wants positions of power when it comes to games.
- Failing: What is he both an allegory for and which causes his troubles? This one's easy to spot but hard to put in a single word; the specific way he treats/relates to people. He's representative of something like abuse, or toxic relationships, fascination or control, and the results come back to bite him eventually.
- Truth: He's got something about him that's absolutely true. We've got options here, like 'I want to survive' or 'I punish betrayal'. He's made his own statements like 'I don't lie when it comes to negotiations' and 'I don't care about conduct in a game, just the outcome' but grain of salt the size of Mt. Everest with those ones.

Arc 0:

- He's hard to spot or recognize if he doesn't want to be, despite his distinctive features. He's good at blending into a crowd and being hard to describe after the fact. He's mysteriously hard to photograph.
- He can declare he's had detailed personal experience with something; that he was around for a past event or something almost exactly like it. This is a fun way of representing him inserting himself into other people's backstories given he solidified as a character fairly late.

Arc 1:

- The Truth now gives him power when he gets into trouble because of it or acts in accordance with it. 'I want to survive' or 'I punish betrayal' have mileage here
- He has a skill that he can develop a new, pioneering method for every so often. Usually this is travel, with a method of transportation, and it's not recommended for it to be otherwise, but we don't really see him use significant travel, so we can potentially slot in his skill with memory erasure and restoration, which fits the rest of the theme of this arc for him.
- He can rouse the inanimate to life, giving them a connection to him, and he can revoke this as easily. We can safely limit this to his skill with dolls and AI.
- He can use his skill with dolls and AI to work wonders with them, allowing them to go up against the like-wise empowered.

Allegory starts getting weird after this point, what with metaphorically cursing and transforming people and surroundings and stealing pieces of people for yourself, so we can safely stop here for him I think.

"To walk this Arc is to live behind the surface of the world. It is to be a witness to the world's history but rarely to be seen in it—or, if you are seen, to be thought of as a legend at the most.

Those who walk this Arc are traditionally prisoners, in one fashion or another. They did not want to have the role they have, It was forced upon them. They may love a great deal of

what they do, but they've had to give up everything else for it; or, the things they love are the only things they could salvage from the mess; or, the things they do, the things they care about, aren't actually what they're really meant for, but rather the closest that they can manage to that, given the circumstances."

Arcs also give access to Quest Miracles of that colour; basically powers that require a quest to enact or create them. Level 0-1 Orange/Knight Quest Miracles give:

- a sort of metaphysical/social armor that makes it clear to anyone who looks at him that he is impossible to beat (Role) or will punish betrayal (Truth). He could in theory display his Failing with this, but he's not very inclined to.
- an insight into what he needs to do to become whatever he's striving to be currently; this effectively turns into a +1 when emulating or attaining it, or doing something context-specific that fits the arc (the latter effect lasts only for the duration of the quest).

Sickly Red (Creature Of Fable):

Baseline:

- Sickly: Being able to draw power from undergoing transformation, corruption or trauma. This is likely but not exclusively his own self-modification.

Arc 0:

- Especially when there's nothing else exciting going on, he's very good at getting things done 'off-camera', being able to just handwave away someone asking when or how he got here, set up a trap or obstacle, had time to learn something, etc. with an explanation that only needs to pay lipservice to sense.
- He's got a skill representing a belief he holds about the world; the kind of thing that isn't necessarily proveable one way or the other, that the average person inasmuch as anyone is average probably wouldn't consider the case; an idea that's infected his life. This could be 'people are just toys' which manifests as a skill in breaking them apart... physically and mentally. It's hard for people to stand up against it.
- He's got an iconic appearance that's difficult to mar; within the next scene his suit is once more spotless.

Arc 1:

- There's something a little predatory about him; he can hunt and track people down, shoot well and accurately, befriend and exert his will over familiar animals and is difficult to contest when doing so. He can also apply this skill to things like setting traps, driving, being keenly perceptive, investigating in general, surviving etc but others are on a more level playing field with him there.
- He can twist or break the powers of others, if he sees them using one; stripping it off their character sheet until he lets it go, does the same to another power, or gets badly injured enough.

There's some exciting stuff for him at Arc 2: the ability to perfectly mimic people's voices and mannerisms, the ability to force an emotional truth on someone, the ability to nudge people closer to you by coincidence. Let's put a pin in that for now.

After that, it's more stuff he would like but doesn't have: exposing someone's 'true self', stripping sight or recognition or comprehension from someone, "revealing" a lie to the world and creating peace (but more likely acceptance of hardship) in the troubled.

"You've learned to prune the voices of the heart — learned to shape them as an audience, as a critic or an editor perhaps, dampening away that which does not interest you. This isn't right, you say, as someone marshals their perspective, their will or being or wishful heart for a miracle. That doesn't work. That isn't interesting. And the voice that gives it life fades away."

Level 0-2 Red/Storyteller Quest Miracles give:

- Stylised, genre-appropriate actions towards solving a mystery or problem; little hints or small victories, but nothing major. This is about the level of a detective getting all the clues they need or a character mysteriously never running out of ammunition.
- Plot hooks; story-specific upgrades or powers or bonuses that are more powerful than the above but get unreliable after the quest ends and disappear completely at the end of the story.
- I'm going to copy paste the Arc 2 one wholesale:

"You can manifest yourself in places where you're not. Rumors spread. Signs of your coming presence appear. Then there you are, equipped with a temporary level 2 Connection to someone or something, pre-integrated into the place or person's life. If your target is a person, the miracle also gives them a temporary level 2 Connection to you. Optionally, you may then feed off of your target, wounding them with this miracle in some desired fashion. "

Because it's exactly what he used to become part of the candidate's lives.

Sickly Purple (Impresario)

Baseline:

- Sickly: Being able to draw power from undergoing transformation, corruption or trauma. It's possible for his attachments to others to be seen this way? If you tilted your head and squinted real hard.
- A place he's bound to, that is part of him even when he's far away. It's a place that needs his cultivation, attention, or management, so it'll suffer if it goes without him too long, and he'll go weird if he spends too far apart from it. It's got a substance that has properties it wouldn't have anywhere else in it; I'm going to say that this place is his little lair in Asunaro, perhaps Asunaro in general, and the substance is possibly the memory-restoring light,

although it's entirely possible for his demesne to have been the house Shin went to after school at the time.

- A craft, a skill he uses to set his will upon the world. Let's call this one social engineering, his skill at manipulating others and being social in general. It's a separate skill from just breaking people here, because it can be used outside of that.
- Treasures: people or items he has a Connection to, that he's hooked his heart and claws in, or turned into his minions. Shin and possibly his AI, Maple, the Dummies and especially Hinako and Sara are Treasures.

Arc 0:

- The ability to manipulate the timing of events and weather (a bit moot underground) in the demesne and building in general, as well as work well within it. He can know things about the area and create plausible truths about it if they're unknown to the main characters.

Arc 1:

- He can, even if he's not near someone, make a specific course of action the practical/sensible/natural one for them, and they automatically are able to correctly achieve it in a way that moves them towards their goals. Naturally they don't have to do this... they can contest it by burning enough willpower not to. But it's still the "right" course of action for them even if they don't do it, unless they accept some metaphysical injury to wipe that away.
- He has a group of minions he can influence if not outright order about – the Dummies, and you could also give the 'powerful AIs' this gloss but it's less fitting. They have varied useful skills, and he gets a bonus to things they assist with as well as it being a bit hard for them to resist that influence or ordering.
- He can do that supervillain thing of saying a few words and then a minion/Treasure appears from the shadows. Yes, even if they don't like him or are trying to avoid him, although the power favours them disappearing again if they're dismissed or try to escape.

There's some exciting things for him at Arc 2: having a nose for where minions/Treasures are and the vague circumstances they're in, encouraging someone to the point they do an action he chooses at a professional level, banishing a minion/Treasure somewhere, create compulsions in others towards a target or make that target more compelling in general and most interestingly: creating a temporary Connection with someone by interacting with them while in a fitting role to the person and context; if he tries to do it outside of this restriction there's a chance of a counteracting force exposing the falsity of it and increasing the distance between them instead. Looking at you Alice. So this also gets a pin in it, but honestly Red quest miracles do this nicely.

The powers beyond that continue to be scary: establishing CR with someone or a group such that it's difficult for them to deny or reject or realise the novelty of him suddenly being their best friend/parental figure/therapist/boss, put people into a mental fog that makes it

difficult for them to achieve anything, declare a fate for someone that will actually come true, and finally, show someone who they really are.

“It’s an Arc for the too-fair stranger that you meet in the woods, surrounded by their retinue, who offers you a fruit that you shouldn’t take. It’s an Arc for the recruiting officer that sits around outside a dorm. It’s an Arc for every chess player, mastermind, puppet-master, administrator, and schemer who learns to see people as behavior patterns, as numbers, places, and roles, as pieces in their game, and as opportunities to have things done that they need to have done. But most of all it’s for people from a better place, a brighter place, a more magical place, at least... but who need something. Who need something that only the ordinary world can give. Who are willing to scheme, at least, or possibly more, to see that it gets that thing.”

Level 0-1 Purple/Shepard Quest Miracles give:

- Teaching people new Superior skills and abilities, even ones not well-suited to them, with his Social Engineering skill. This is how you teach a dog to hang-glide.
- Unlocking something’s true form or potential or creating a powerful artefact.

Shin still has lingering signs of these having been used on him :’)

Finally,

Immortal Silver (Indomitable):

Baseline:

- Immortality: Once more of a conditional form. His doll aspects are probably it – even if he dies, he’s an AI at this point.
- Curse: Indomitable curses are interesting because they set you apart from society but they don’t... actually hurt you. Since he’s able to inflict it on others with later powers, it probably is his Cabinet Man nature.

Arc 0:

- An ability to treat things that aren’t solid as if they were.code? Yttd is a little too scifi for this.
- High strength, health and speed... being a cyborg has perks. This gives the Superior Vitality skill.

Arc 1:

- A sharp, inhuman sense. I like the idea he’s got the ability to sense wi-fi hotspots etc, but it can be anything that lets him pierce illusions or follow a trail.
- A quality he simply can’t be contested in. For most Warmains, this is strength, but given how tricky he is to catch, it might be speed. He can’t be outraced; he will always be there before you. Another possibility is that it’s mental acuity or skill with games.

There's some fun stuff at Arc 2 for him: inflicting paralyzing, almost mind-breaking or hallucination-inducing fear (fun if you go with the idea Shin's 0% breakdown is his fault), inflicting someone with body horror after having changed them in some way, cursing people who betray him with something that hits them when they try to enjoy a specific thing, have an inconspicuous form he can observe people through (the paintings/cameras?), gaining a skill-specific advanced technique, which might be through his ID card or the memory lantern, and having a nose for when someone is skillfully manipulating someone else, gaining a Connection to them and homing in.

Beyond that, things get intense with the ability to make a power, action or servant of his unbeatable, to repair people and things behind the scenes, and reshape a person or object so as to be able to complete a specific task.

"It's for characters whose abilities are unrighteous, death-tainted, Heaven-defying, or otherwise troubling in origin — but who refuse to be meek, refuse to suffer condemnation, refuse to surrender to even the most overwhelming of powers, and continue to hold their heads high in invincible, indomitable pride!"

You'll know your character is Indomitable if they're capable of winning contests in their field of specialty that they really shouldn't be able to win."

Level 0-1 Silver/Emptiness Quest Miracles give:

- the creation of minions that express something about his heart; that he can kill to rid himself of that, use as messengers or a sympathetic link, get to perform simple chores and tasks and let siphon power off people in order to wring it out for himself later. I'm looking at Shin AI here.

Arc 2 Quest Miracles extend this to creating twisted spaces, labyrinths that represent something about his heart, and the fourth and fifth floors might count.

So let's look at the final results!

Knight 1, Storyteller 2, Shepard 2, Emptiness 2. Normally, a character only starts play with three at maximum: I'd make that Knight 1, Storyteller 1 and Shepard 1, but this is just a thought exercise after all.

And finally, for context on what a Warmain is, slightly edited from their brief writeup (which is the extent we really know about them, they're the least fleshed out of the antagonist factions):

"The Warmains wish to wrestle us. They wish to test us, to make us fight them, to make us hate them. They cast electrons from their orbit to make the protons rage. They break the

symmetry of planets. They spit Flynn Gannary upon their blades to make his mother fight. His mother!

They tell us that the world is unworthy of unbeing; that only the best of us deserve to end at their hands. They tell us that the world is only truly real in its opposition to them — in what it is to the Warmains — and that it has no purpose save as their testing creates. The world is not a lie but a hypothesis to them: here is something that may show the Warmains worth.

They are brutal and focused. They are profoundly uninterested in your unwillingness to play their games. They do not accept the refusing of their challenges. You will lose, and then they will either leave you alone or break you; or you will win, and they will make it their mission that you should die.

And they will love that—you understand. They will give you a smile that can break your heart before they put aside the game and go to kill you. They will not be lashing out in bitterness. They will be delighted and amazed that they have found a person worthy of this death. They love nothing so much as that delight and that amazement. They love nothing so much as being impressed by you. They will not think that they are ending you. They'll talk about it as if they are lifting you up from existence, freeing you from it, making you a part of something infinitely more worthy — them.

If you make a strong enough impression the Warmain will even take your face and personality and body type after you die. They will adapt themselves to the incidentals of your dharma, they will keep your fundamental nature alive by emulating you as they find new people to challenge, hurt, and kill, in honor of you.

Because they decided you were just. That. Cool.”