

Name

Aiko Sasaki and Shizu27

Red and Blue Rose

Species

Union

Personality

Aiko is a bubbly, energetic 15 year old girl. She doesn't tend to think things through too deeply, which can get her into some trouble, but she tries her best. As a Union and more importantly a Magical Girl she is always willing to lend a hand and make friends. That said, she's not oblivious to the troubles of the world and her friends - and does have some surprisingly thorough thoughts if someone cares to ask.

Shizu, meanwhile, is a cool headed and often unemotional Driver, the icy blue to Aiko's fiery red. She speaks calmly and collectedly, and it's difficult to get a genuine rise out of her. What does get her surprisingly emotional is magical research - she can gush at the drop of a hat about that kind of thing, and will at length. As well - she is very protective of Aiko, potentially violently so.

Appearance



Class	Brawler		Function	Stat	Total	24/24
LVL	1	ELVL	1	CON	0	
HP		37	Defense?	RES	4	4
SHD		37	Damage	STR	8	8
CAP	6	11		DEX	0	
Initiative		5	Burn	INT	6	6
Unencumbered		6	Skills	SYN	6	6
Move		2				
Range		0				
Class Ability	Combo					
Brawlers may make an additional Basic Attack every turn.						

Programming Stats						
LVL	1					
WTMo						
DEF	0%	<input type="checkbox"/>	0.2			
DR	1					
StatCa	9		StatCa	8	StatCa	1.2
PPSta	2		PPLVL	2		
APSta	4		APLVL	2		
SPSta	6		SPLVL	3		

Accessory	Name	WT	ELVL	1
Ability				

Weapon	Summoned Blades	WT	2	ELVL	1
Damage	1d4+STR	Healing			
Linked	3/2 Burn				
<i>Magical blades thrumming with too much power to contain. While they only last a few strikes, it doesn't matter if the sword shatters when a new one is in the hand before the shards of the first have hit the ground.</i>					

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Armor	Armored Body	WT	2	ELVL	1
DR	1	<i>In Union form, Aiko and Shizu's bodies are naturally resistant to blows.</i>			
Ability					

Accessory	Name	WT	ELVL	1
Ability				

Perk / Flaw	Two Bodies, One Soul The character counts as being in two zones at once. They can move both bodies independently. Actions and skills can originate from either. <i>A unique manifestation of a Union; Aiko's earnest belief that a Driver is just as much a person as a Human shows in how she simply would not let her self-assigned "sister" go without a body.</i>
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Perk	Cohesion Aiko and Shizu are both able to use actions each turn, though restricted to the same one. <i>Two souls as one! Union, ignite! - Aiko</i>
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Flaw	One Soul, Two Bodies Aiko and Shizu share all health and status. If both are hit by an AOE they count as being hit twice. <i>Be careful, Aiko, please. I would not appreciate randomly losing my arm. Again. -Shizu</i> <i>THAT WAS ONE TIME! -Aiko</i>
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Perk	Resonance Whenever Aiko uses a Skill, she can allow an ally to use the Skill at half level. If they use it to hit the same target as her, Aiko gets +1 effective level on that skill next she uses it. <i>Behold the power of friendship! -Aiko</i> <i>Technically this is more a resonant effect of the unified goals of your soul and theirs projected into higher dimension-- -Shizu</i> <i>POWER OF FRIENDSHIP -Aiko</i>
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Flaw	Disrupted Signal If both bodies are hit by a single AOE, lose bonus action from Cohesion for the rest of combat. <i>Two times, actually. -Shizu</i> <i>AAAAAH I'M SORRY -Aiko</i>
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Passive	Coordination	PLVL	2
2 bonus damage for attacking the same target with both Aiko and Shizu. +1 Burn if using weapon skill.			
<i>I'm over here! -Aiko</i>			
<i>And I am here. -Shizu</i>			
Lvl 1	Additional +2 damage		
Lvl 2	Also adds +1 Burn when using weapon skill		
Lvl 3	Plus 1 damage		
Lvl 4	Plus 1 burn		
Lvl 5	Plus 1 damage and burn		

Passive	Name	PLVL
Lvl 1		
Lvl 2		
Lvl 3		
Lvl 4		
Lvl 5		

Passive	Name	PLVL
Lvl 1		
Lvl 2		
Lvl 3		
Lvl 4		
Lvl 5		

Passive	Name	PLVL
Lvl 1		
Lvl 2		
Lvl 3		
Lvl 4		
Lvl 5		

Action	Concussive Blade	ALVL	1
Deals weapon damage and Push 1.			
<i>If you construct the blade like this then it will detonate in just such a way as to -Shizu</i>			
<i>Make the sword blow up, but with less fire, got it. -Aiko</i>			
Lvl 1	-	Lvl 6	-
Lvl 2	-	Lvl 7	-
Lvl 3	-	Lvl 8	-
Lvl 4	-	Lvl 9	-
Lvl 5	-	Lvl 10	-

Action	Pointy End In	ALVL	3
Deals 1d4+STR. Can't hit 0 range.			
<i>What's so hard about throwing a sword? It always lands pointy end in, right? Just gotta throw it hard enough! -Aiko</i>			
<i>That would be because you magically command it to do so. -Shizu</i>			
Lvl 1	1d4+STR at RNG 1	Lvl 6	5d4
Lvl 2	2d4	Lvl 7	
Lvl 3	3d4	Lvl 8	
Lvl 4	RNG 1-2	Lvl 9	
Lvl 5	4d4	Lvl 10	

Action	Name	ALVL	
Lvl 1		Lvl 6	
Lvl 2		Lvl 7	
Lvl 3		Lvl 8	
Lvl 4		Lvl 9	
Lvl 5		Lvl 10	

Action	Name	ALVL	
Lvl 1		Lvl 6	
Lvl 2		Lvl 7	
Lvl 3		Lvl 8	
Lvl 4		Lvl 9	
Lvl 5		Lvl 10	

Skill **Blazing Blade!** **CD** 4 **SLVL** 3

Deals 1.4WD and applies Fragile for 2 turns.

With burning heart and blazing blade I'll see justice done! -Aiko

What she said. -Shizu

Lvl 1	WD and 2 turn fragile	Lvl 6	Has +1 RNG
Lvl 2	1.2WD	Lvl 7	3CD
Lvl 3	1.4WD	Lvl 8	1.8WD
Lvl 4	3 turn Fragile	Lvl 9	2WD
Lvl 5	1.6WD	Lvl 10	4 Turn Fragile

Skill **Razor Rain** **CD** 4 **SLVL** 2

Deals 1.2x Weapon Damage as an AOE.

A rain of steel to wash away evil! -Aiko

Technically, it's not steel but a composite- -Shizu

Shizu I'm being cool please. -Aiko

Lvl 1	WD AoE, 4CD	Lvl 6	Has +1 RNG
Lvl 2	1.2WD	Lvl 7	Applies Weapon ability
Lvl 3	1.4WD	Lvl 8	1.8WD
Lvl 4	3CD	Lvl 9	2WD
Lvl 5	1.6WD	Lvl 10	2CD

Skill **Yoink** **CD** 2 **SLVL** 1

Pull Aiko or Shizu to the other (depending on who initiates the action).

AAAAAA- Oh hi Shizu -Aiko

What did I say about being careful? -Shizu

Lvl 1	Pulls the target	Lvl 6	-
Lvl 2	-	Lvl 7	-
Lvl 3	-	Lvl 8	-
Lvl 4	-	Lvl 9	-
Lvl 5	-	Lvl 10	-

Skill **Name** **CD** **SLVL**

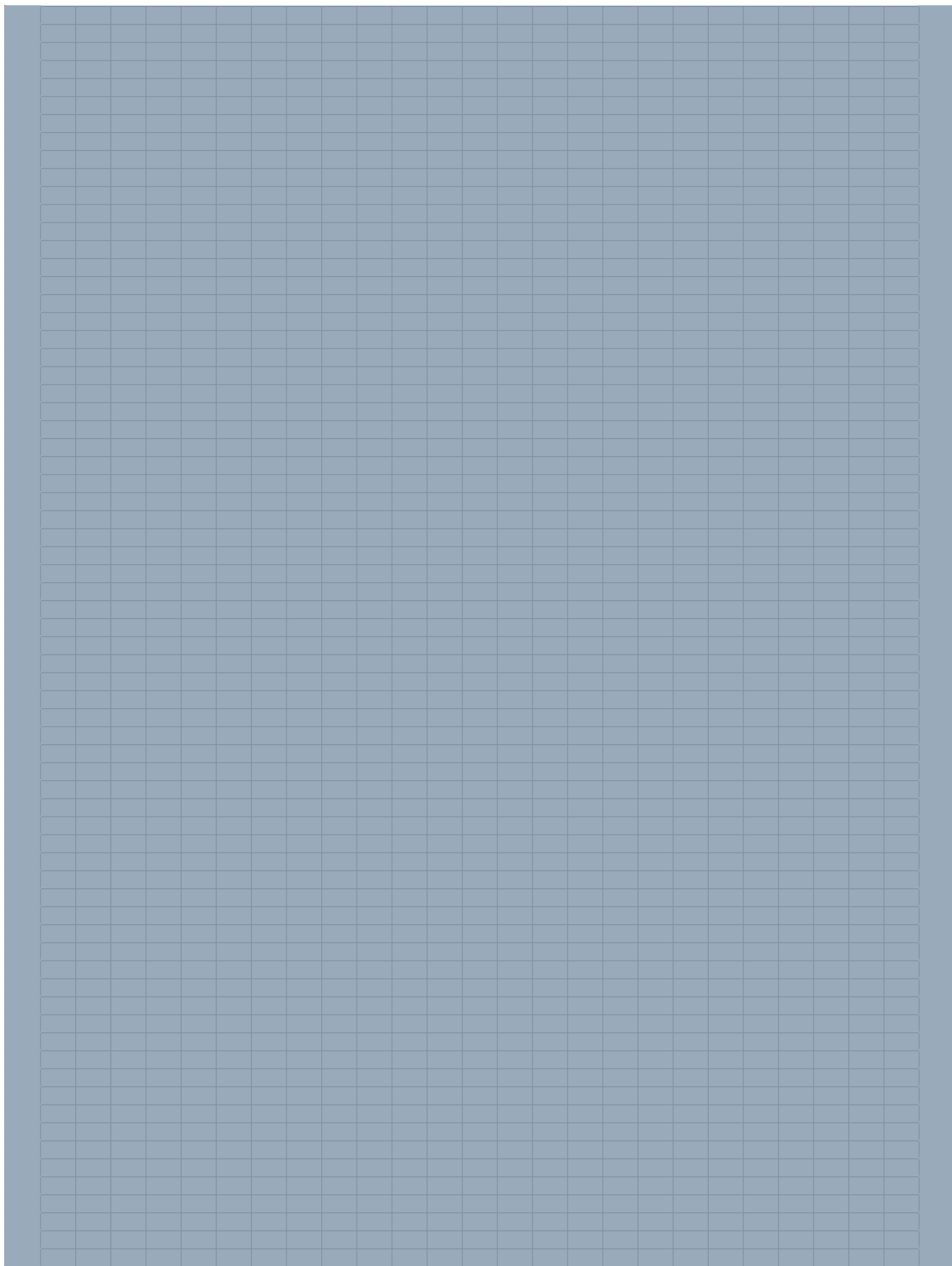
Lvl 1		Lvl 6	
Lvl 2		Lvl 7	
Lvl 3		Lvl 8	
Lvl 4		Lvl 9	
Lvl 5		Lvl 10	

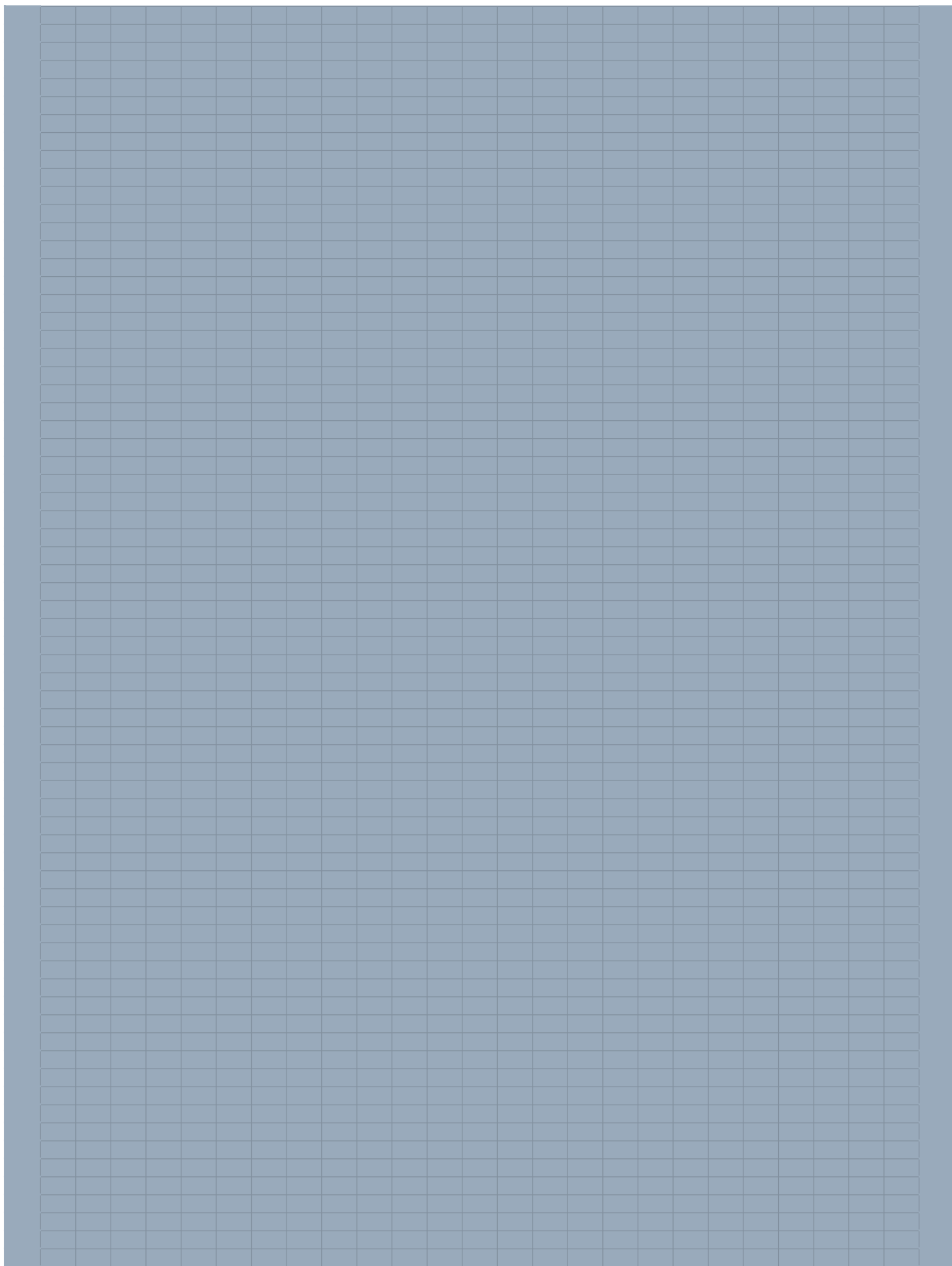
Skill **Name** **CD** **SLVL**

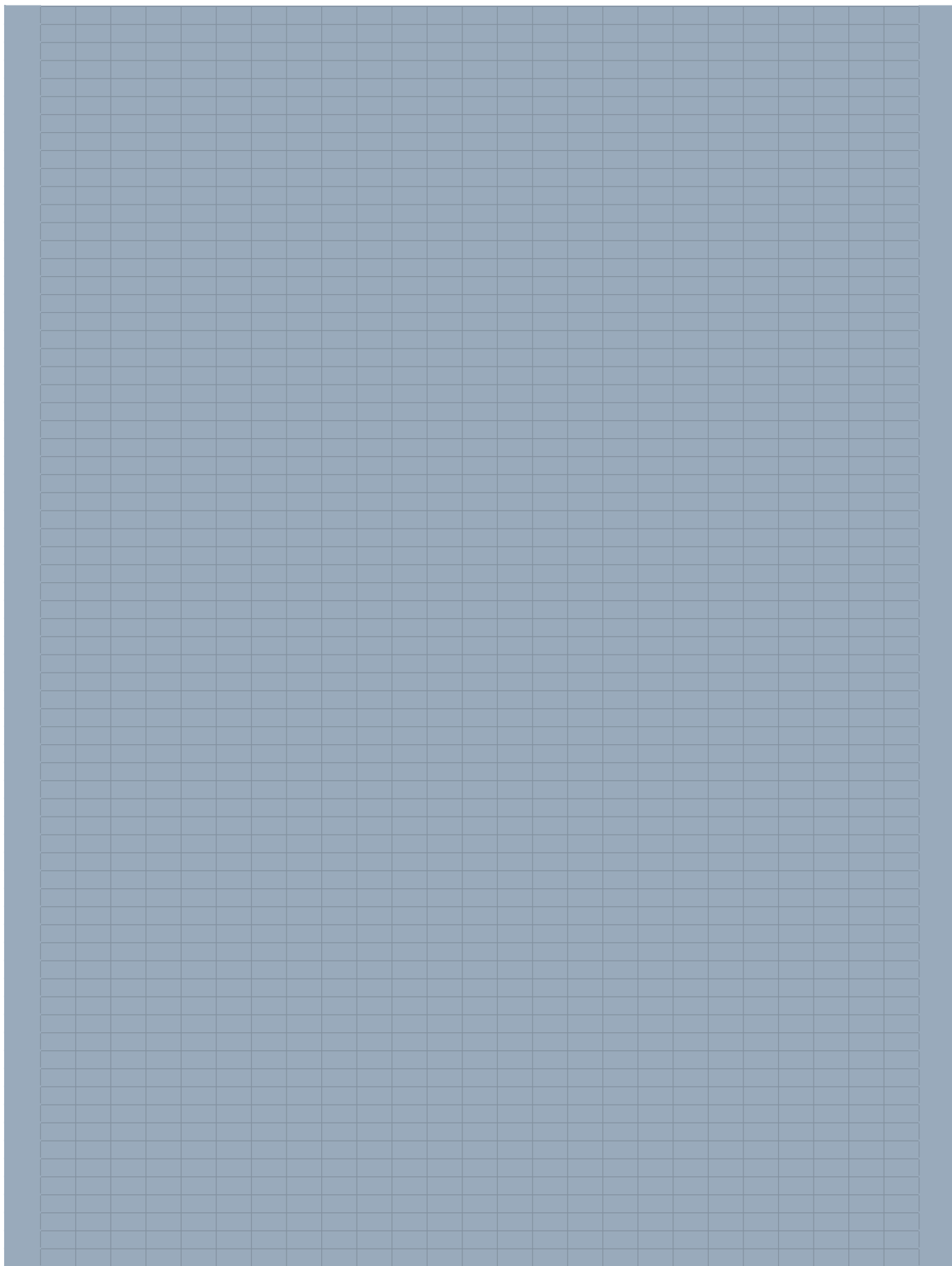
Lvl 1		Lvl 6	
Lvl 2		Lvl 7	
Lvl 3		Lvl 8	
Lvl 4		Lvl 9	
Lvl 5		Lvl 10	

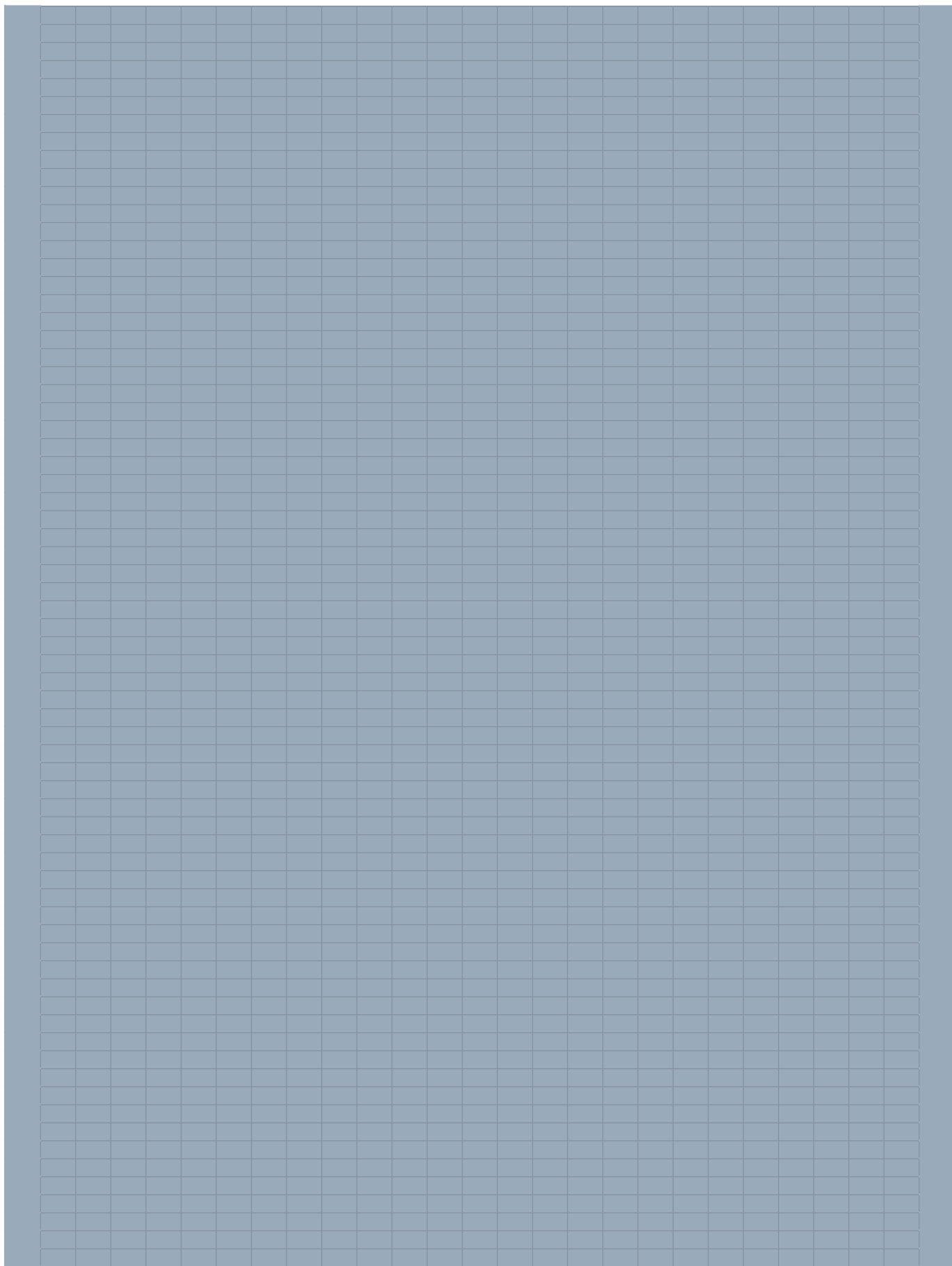
Skill **Name** **CD** **SLVL**

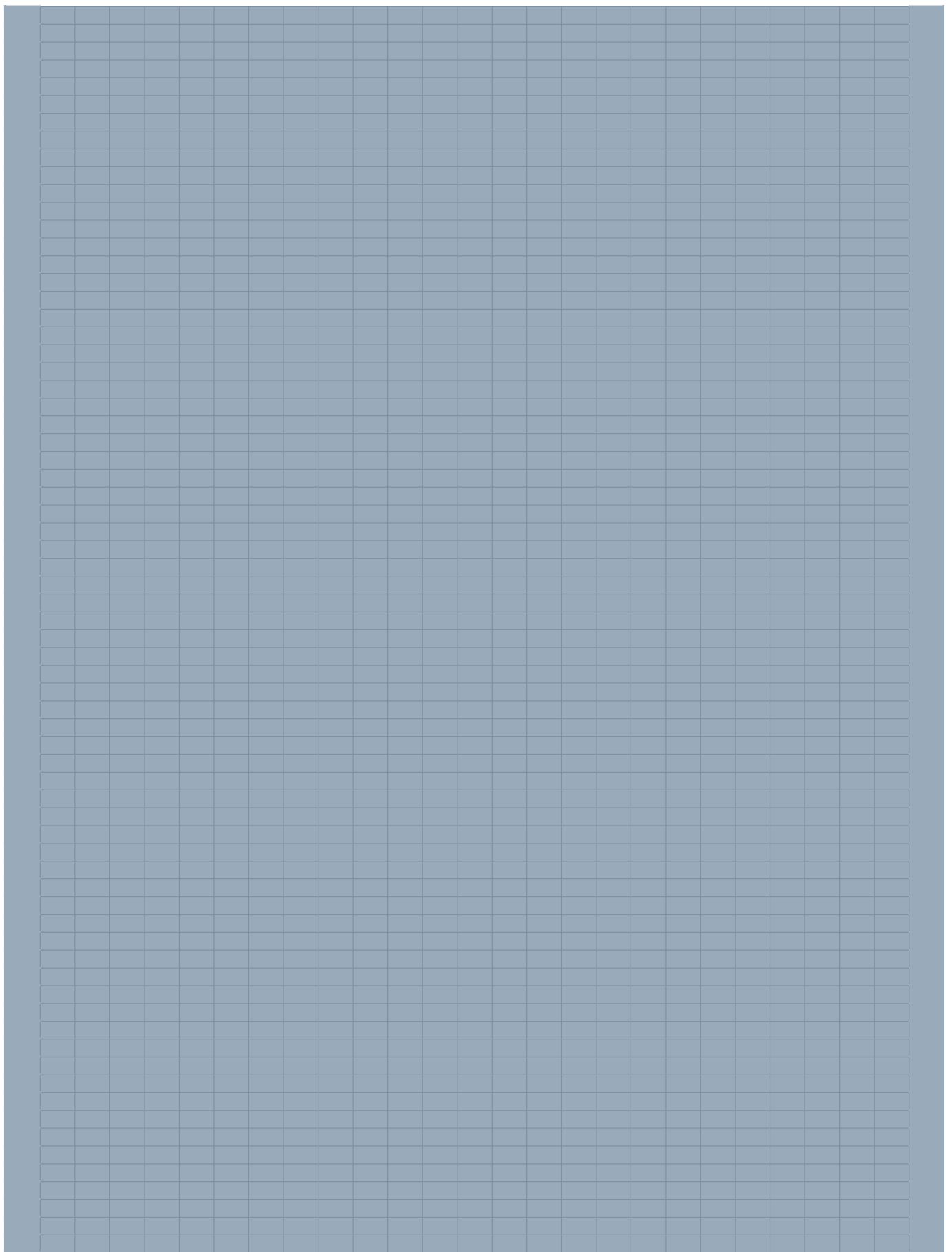
Lvl 1		Lvl 6	
Lvl 2		Lvl 7	
Lvl 3		Lvl 8	
Lvl 4		Lvl 9	
Lvl 5		Lvl 10	

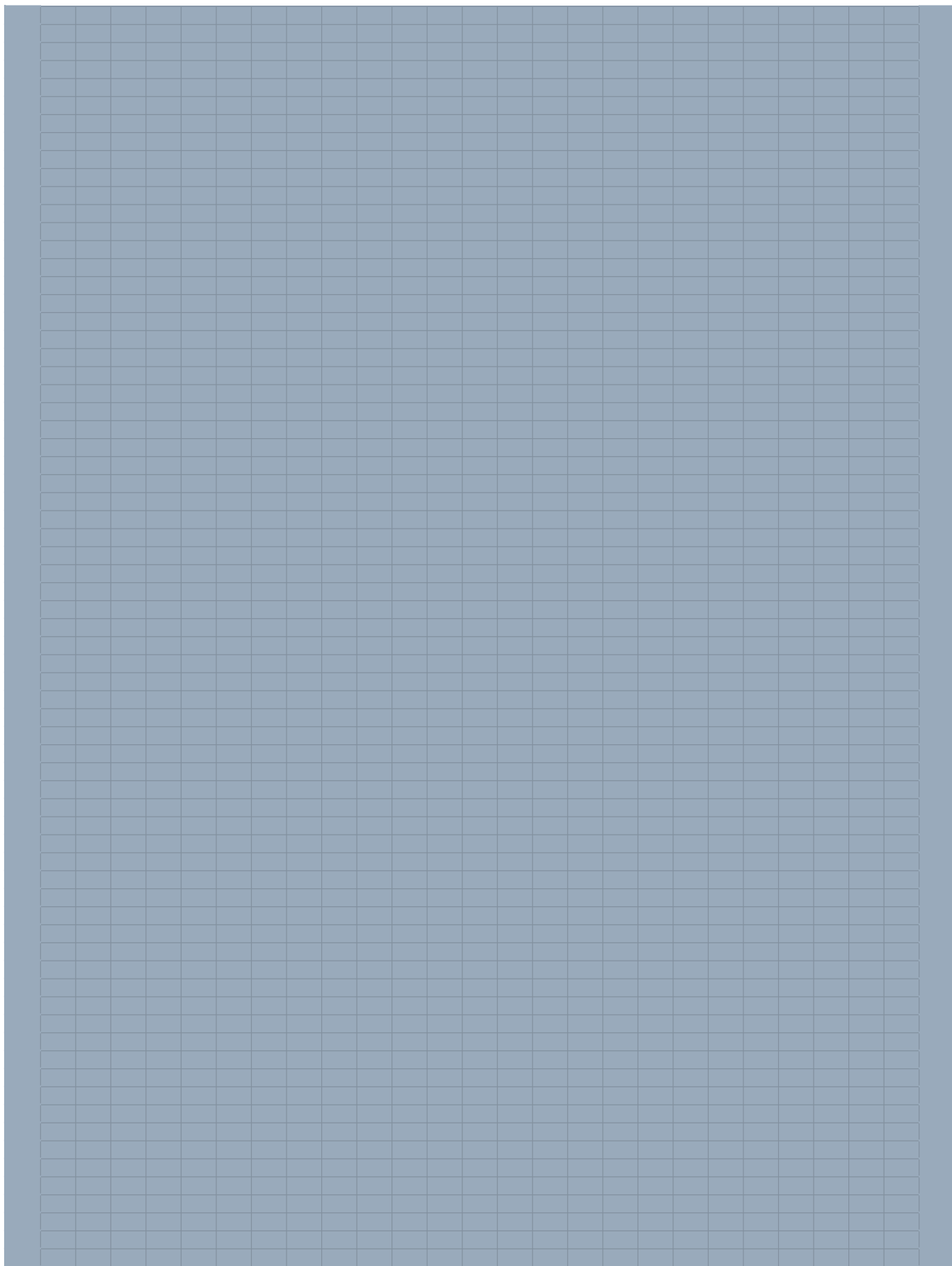


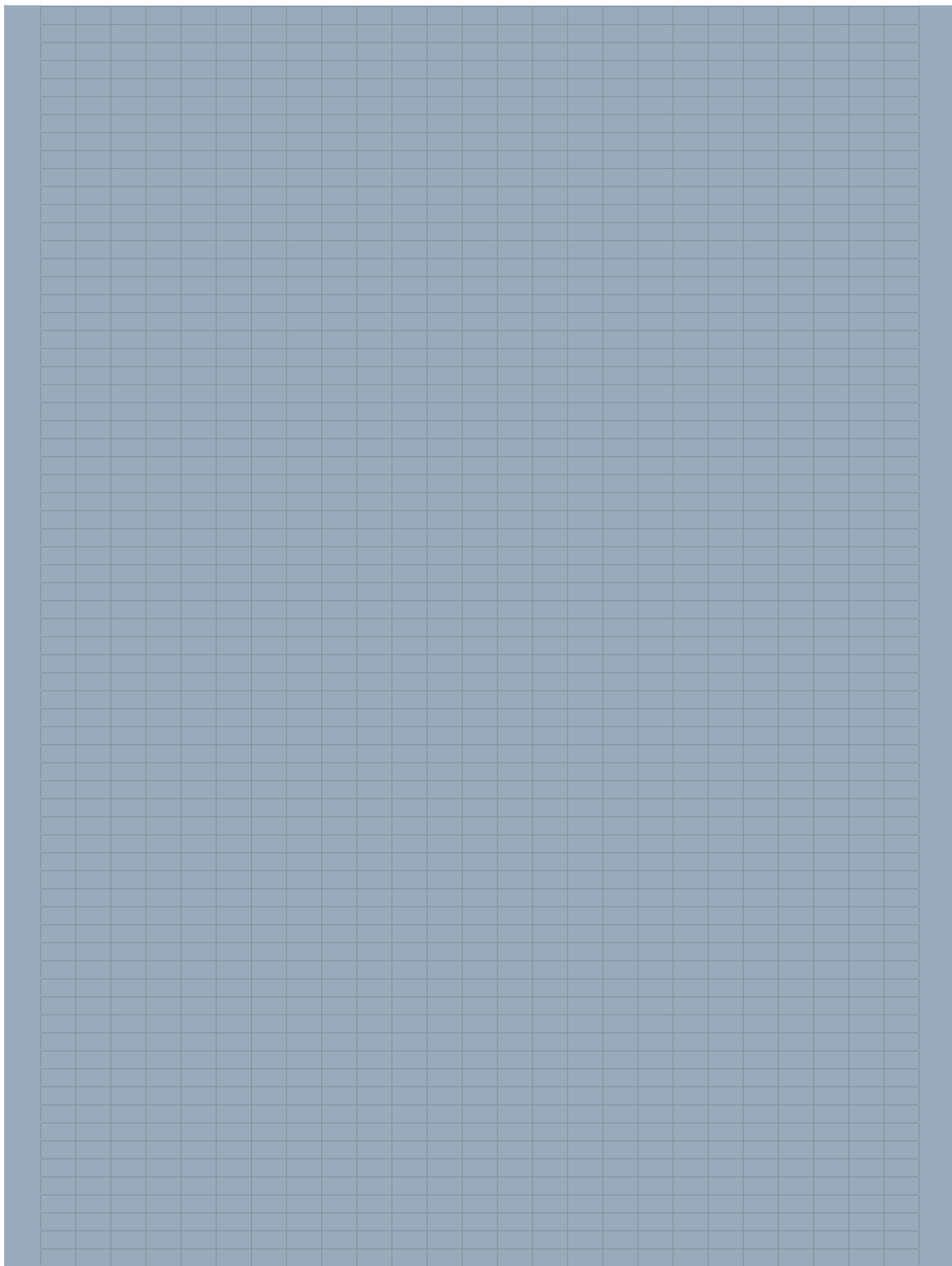


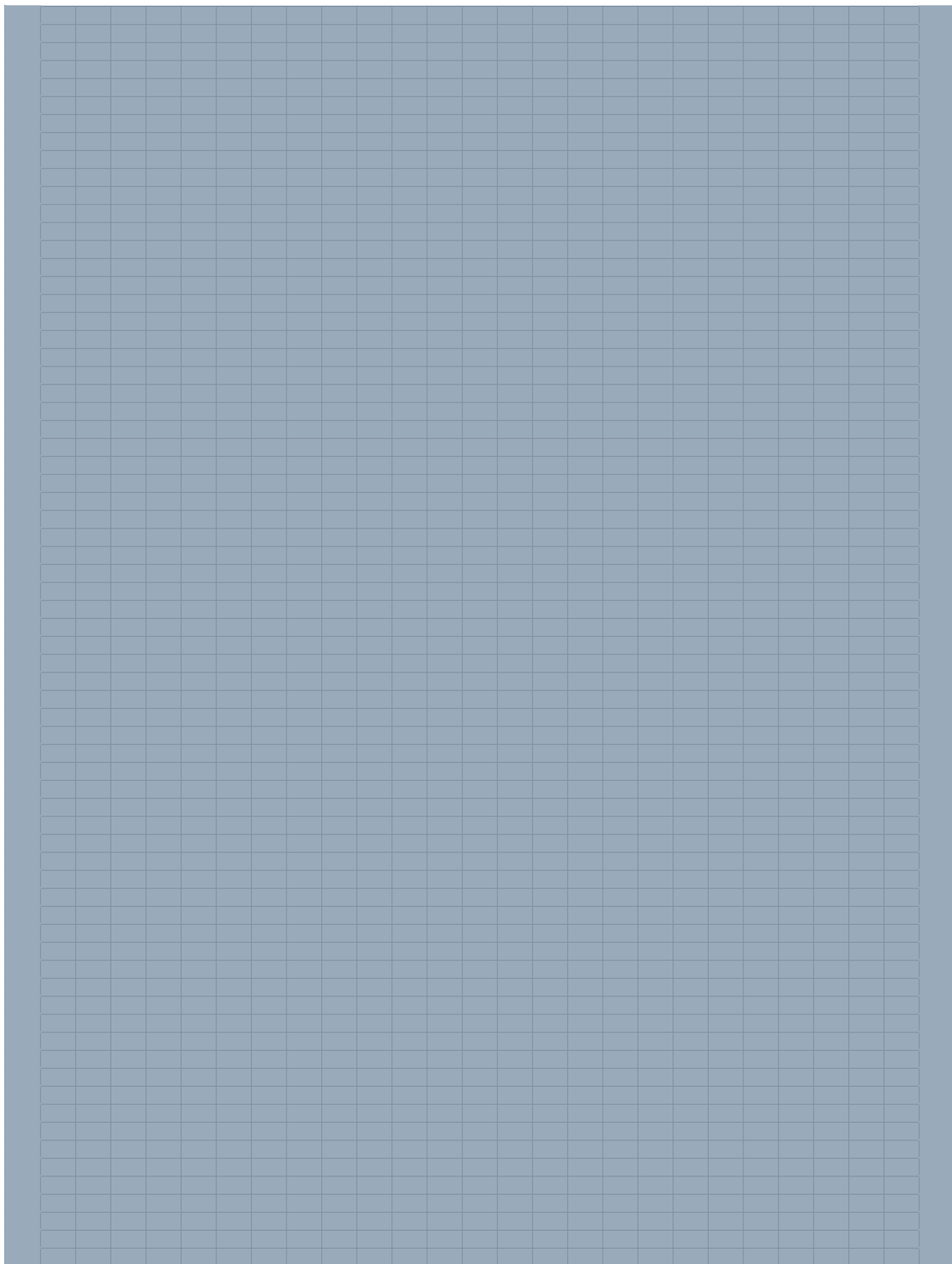


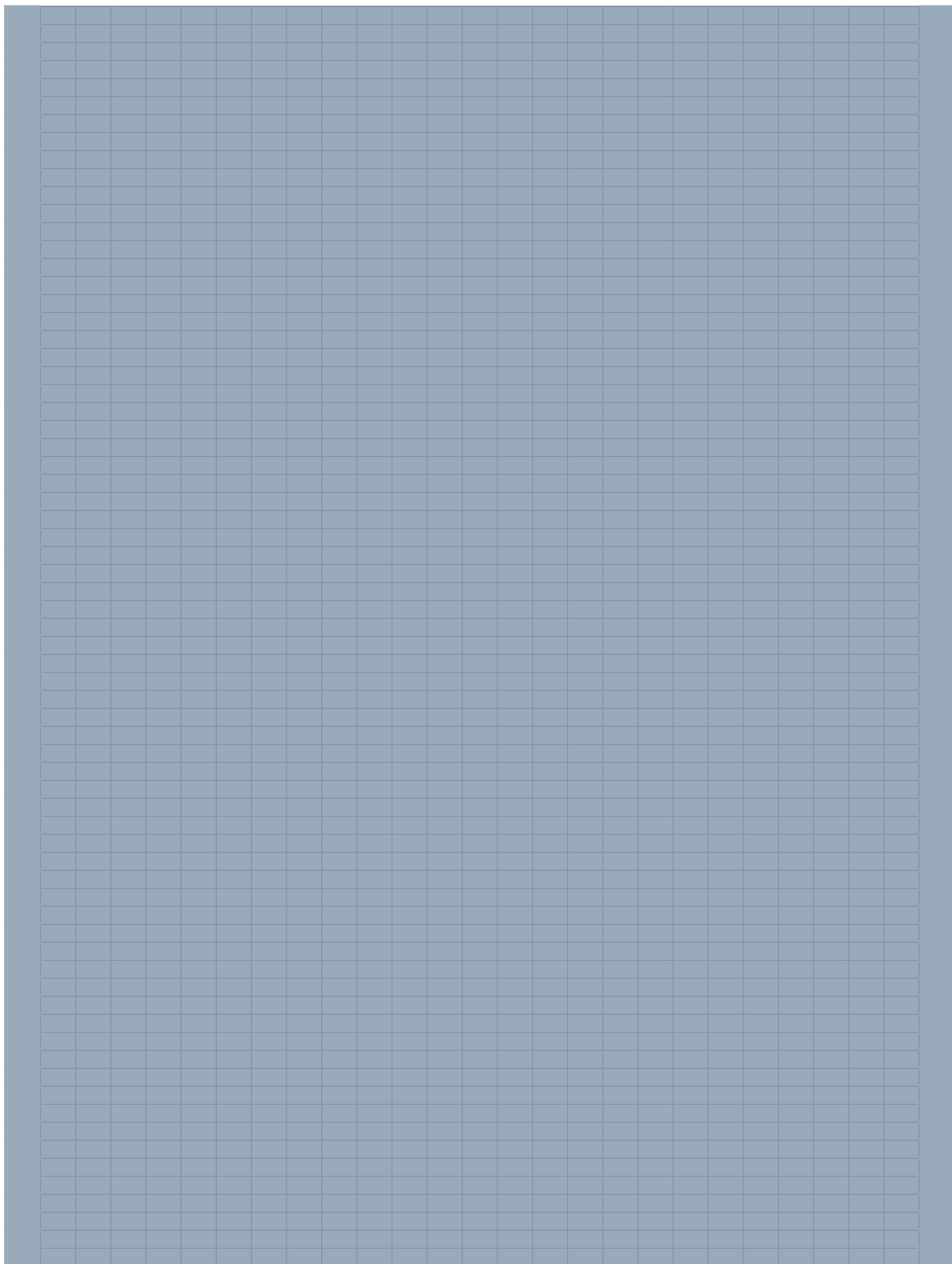


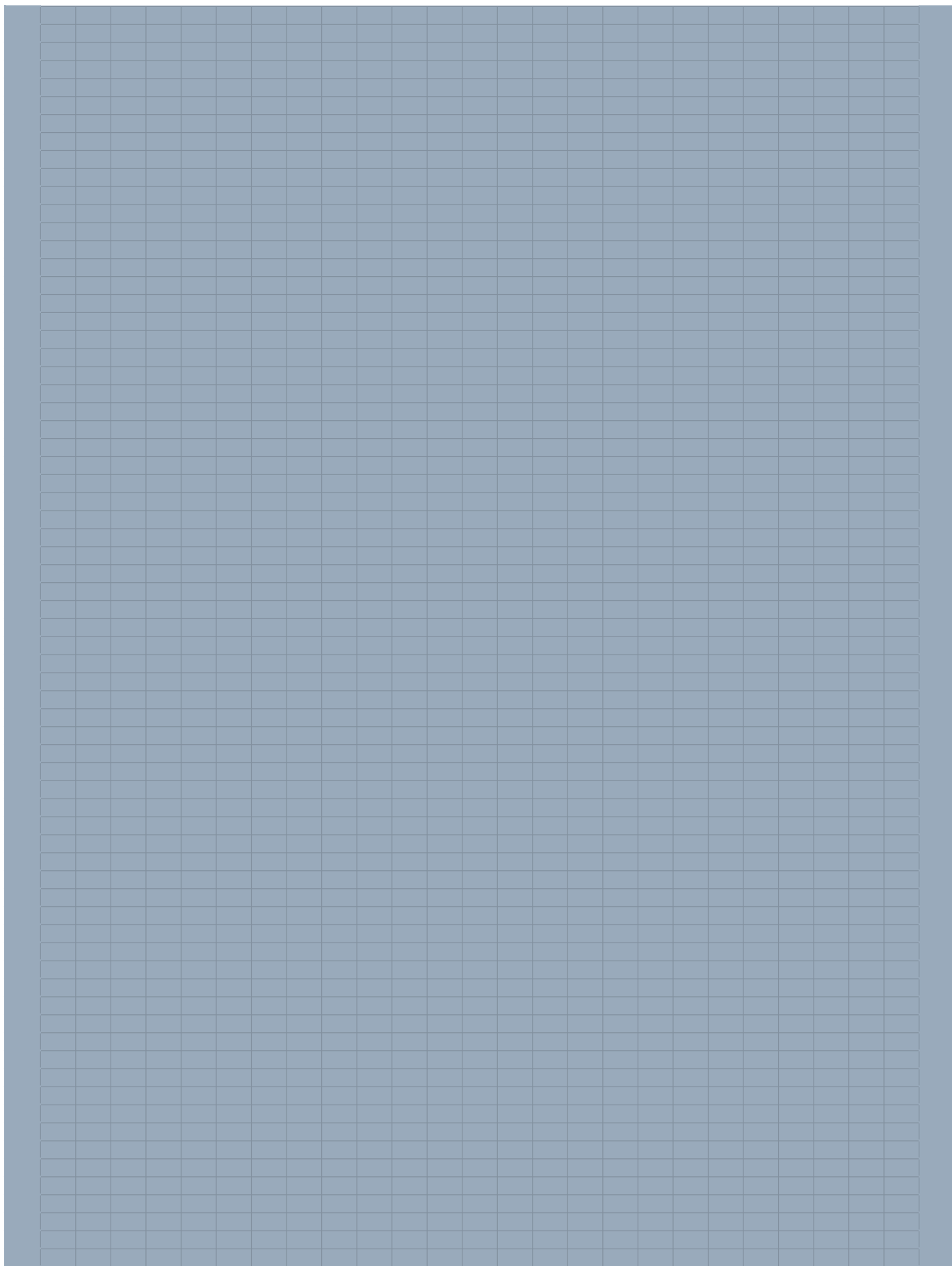


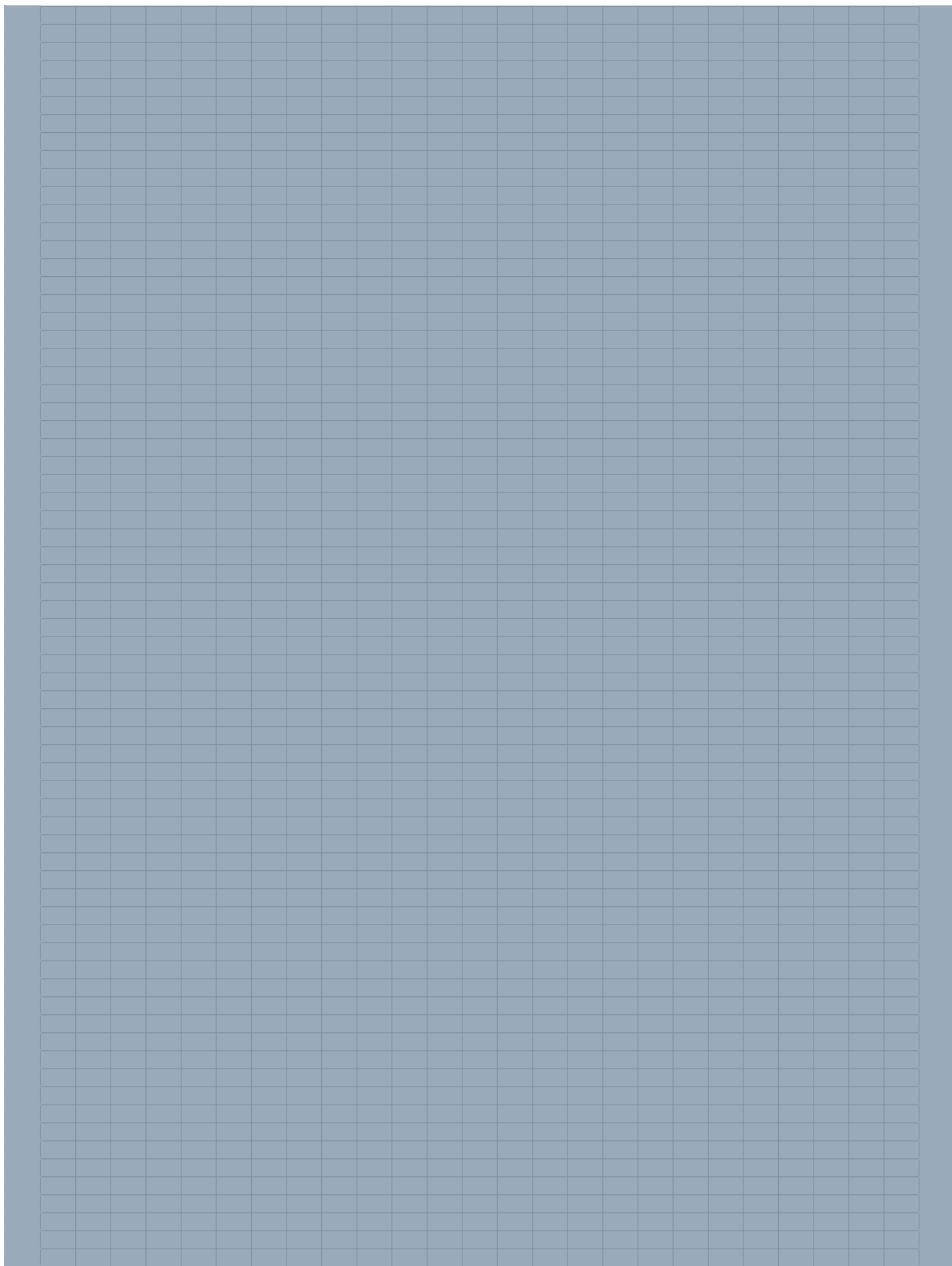


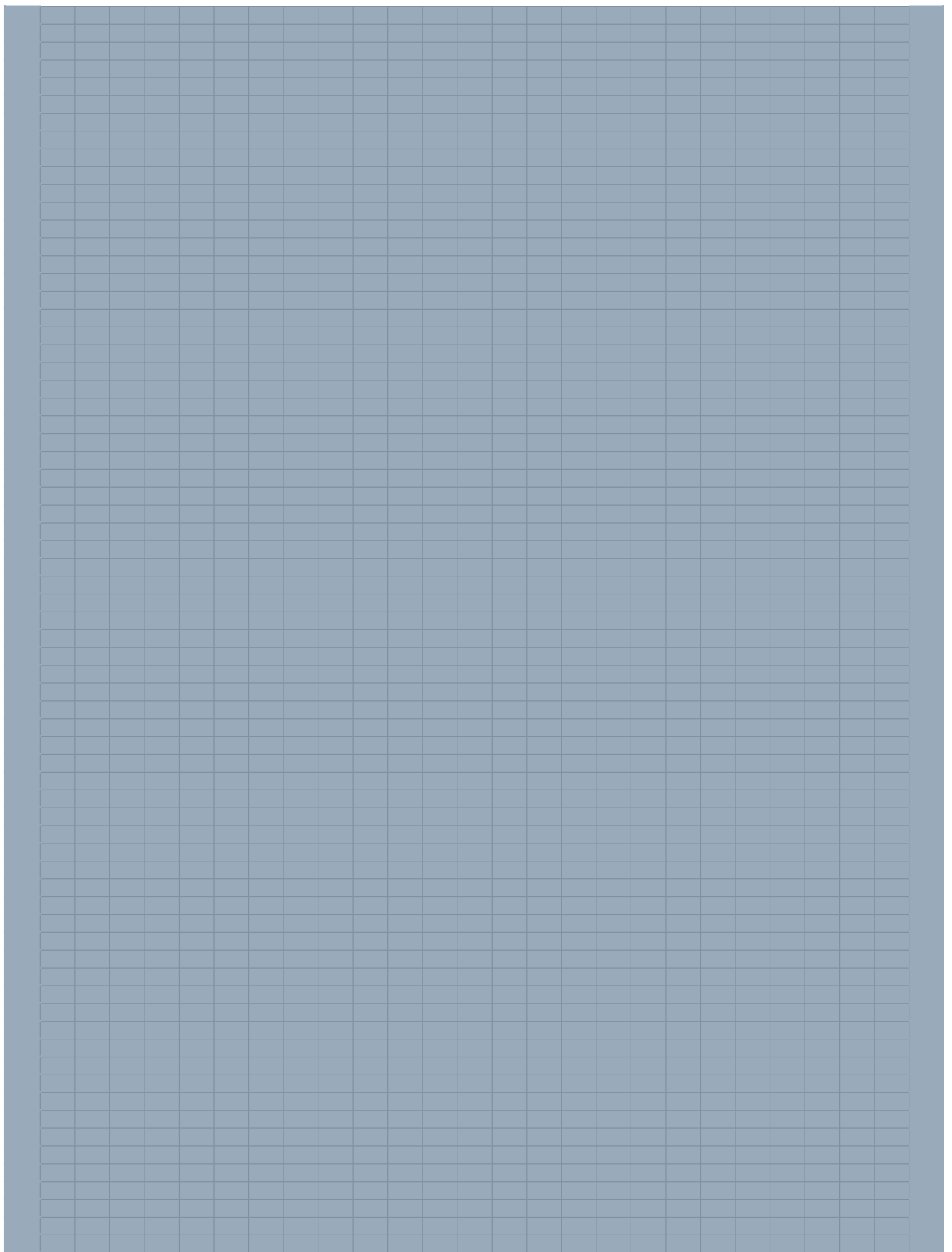


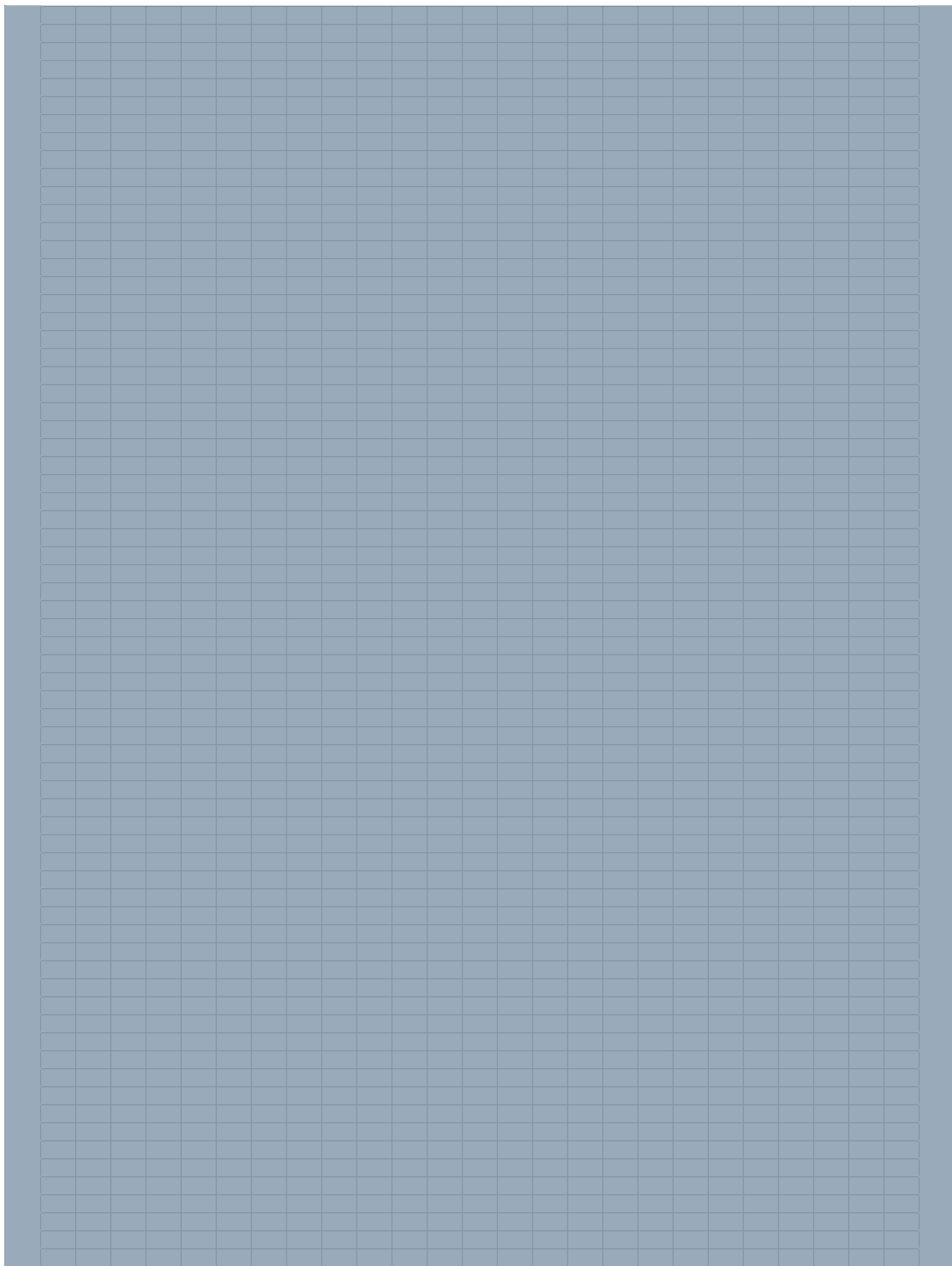


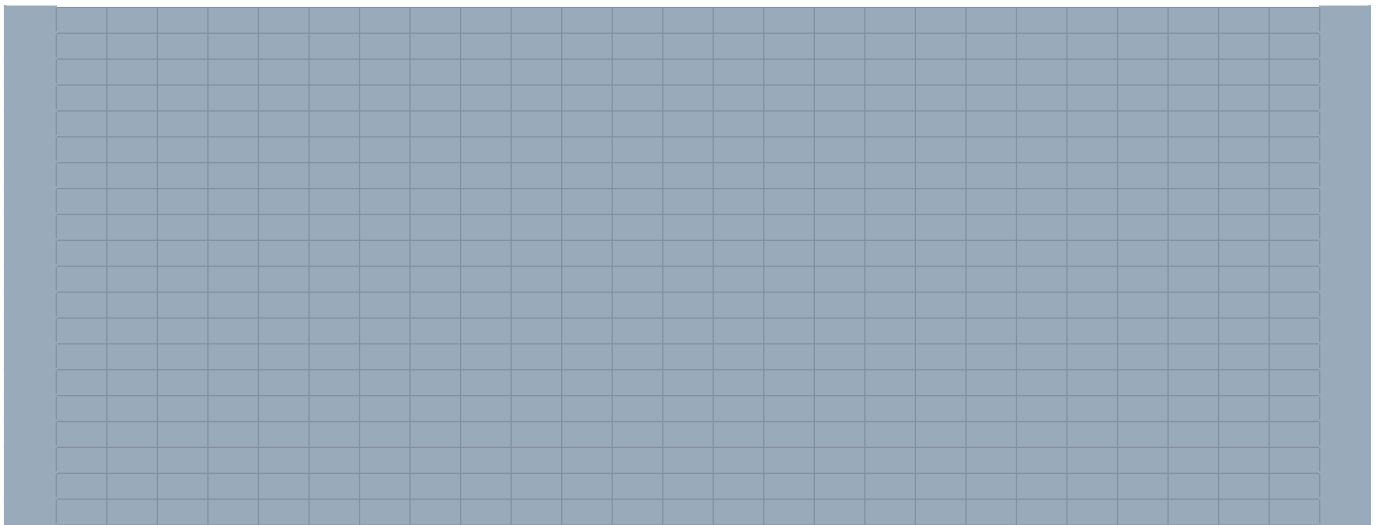












Weapon	Name	WT	0	ELVL	1
Damage	Healing				
Ability					

Shield	Name	WT	0	ELVL	1
DEF					
Ability					

Armor	Name	WT	0	ELVL	1
DR					
Ability					

Accessory	Name	WT	0	ELVL	1
Ability					

Class	HP%	Range	Ability
Defenc	1.2	0	Provok Defenc
Jugger	1.5	0	March Jugger
Brawle	1.2	0	Combr Brawle
Assas	1	0	Skilled Assas
Gatling	1	1	Barrag Gatling
Tactici	0.8	2	Diseng Once p
Suppo	1	1	Gener: Suppo
Healer	0.8	1	Triage Healer