





Guilty Gear X

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A Thrash Sourcebook

Version 0.9

For Thrash 2.0



Guilty Gear X

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Chapter 1: Introduction to Guilty Gear X

I welcome you all to the second Guilty Gear Sourcebook. In it you will find everything you need to run a Guilty Gear campaign or some of the most extensive information on all the characters in Guilty Gear X available in English. However, there is much more information on GGX in Japanese. Unfortunately, I can't read Japanese, so I can't get any more information than what is presented within these pages.

This is to clarify and supplement the storyline file and hopefully answer any questions about the theme and setting of Guilty Gear X. At a glance the world is basically a techno-fantasy punk future setting. It is a very anime esque setting. Guilty Gear is filled with characters with bright colorful clothes, strange weapons and powers, psychic abilities, magic, brutish powers and violent explosive conflicts. All centered within a world that is an echo of the place it used to be. In short, when you visualize the Guilty Gear world, draw to mind all of those Japanese console games you may have played or anime's you may have seen or if you do not watch anime or play console games then envision a world in which the medieval like weapons and armor of say, Braveheart, has become augmented and supplemented with Star Wars like designs, styles and technology. This merged world setting is the creative world that is Guilty Gear X.

It is a punk Sci-fantasy world setting. Many things as we know it today still exist. People still talk, mouth off and use slang like we do. Rock and Roll is a form of music that has evolved but still exists nonetheless. They hang out in bars, go out to dance clubs and do

many of the things we do today. The difference being that their style has adapted to fit the neo-medieval style of the world. When describing your character, for example, try to think punkish fantasy, sci-fi and techno-fantasy. Look up pictures of the feature characters on the internet. Many of them are highly stylized and creative in their appearances and the world they live in reflects this. Airships float in the skies. Dragons fly and exist within the wilds. Monsters from both fantasy and mutated creatures from the crusades also exist. It is dangerous to just travel for the sake of travel. Most people get around using airships or ship. Derelict highways, overgrown by the wild and left over from the 20th century criss-cross the land. Abandoned cities are overgrown by the forests along with empty reactors and shut down military plants from an era long gone.

The art of hand to hand combat and the study of magical energy is revered these days. Those who live by the sword and push their bodies to the brink are held in high regards. War is no longer fought by the push of a button but by meeting face to face on the battle fields. It was in this manner that the Sacred Order met and fought the Gears and such a standard has remained even to this day. Mastery of the sword, possessing natural magical abilities or just plain carrying the biggest gun around is likely to give you a reputation faster than being a graduate of Neo Harvard. The world has simply changed to reflect the harsh reality of its recent years. Somewhat post apocalyptic in a way, keep this in mind and you should be able to get a good idea of the style of the world. Be sure you also read News Storyline which explains things further.

This Sourcebook is to be used with Thrash 2.0 and other Thrash material that can be found in the Thrash Megabook.

For the Thrash 2.0 Rulebook:

<http://groups.yahoo.com/group/thrash/files/thrash2.pdf>

For the Thrash Megabook:

http://www.daishinaga.homestead.com/Thrash_Page.html

If you or someone you know would like to help me in my quest to get more information on Guilty Gear and other Japanese games please contact me at: daishinaga@msn.com

Revision history

- 0.1 Only had the Cover Page and Pictures
- 0.5 Put in the Character Information and started writing up the other chapters.
- 0.6 Converting the characters from Guilty Gear over to Thrash 2.0
- 0.9 Finished up with putting Fanny, Kliff, and Justice in the appendix. However they are not completed. Still need to find more information on them. Removed the Stage Section, which had a picture of all the Stages in the game. Cut the file size down dramatically; from 13MB+ to just under 2MB. Also did some slight editing.
- 0.95 Did some Minor grammatical changes to some modifiers and added some new information on Fanny. Also added some maneuvers that were missing on all characters.

Legal Stuff

This book is free and should not be sold to anyone. The respective owners own all of Guilty Gear, Guilty Gear X, Guilty Gear X Plus, Guilty Gear X AE, Guilty Gear XX, Guilty Gear Petite, and Guilty Gear Petite 2 and the characters. This sourcebook, in no way is too challenge, their copyrights. All information found herein was used with the owners consent.

Chapter 2: History of Guilty Gear

The 22nd Century, Mankind has finally succeeded in his dream of developing a natural, limitless source of energy supply. The development of this energy having stemmed from the discovery of ancient technologies long thought lost, perhaps from the ancient Atlantean civilizations. This limitless energy supply was so all encompassing and all encompassing that many began to refer to it as the return of magic, and as such it was no surprise that when the new age began to dawn many began to refer to it the Age of Magic. Science and Industry, the source of environmental pollution and weapons of mass destruction, were outlawed. Nations, as a group, began to turn away from the use of technology that was damaging the world and bringing harm to the eco-system and instead were beginning to develop theories on 'Magic' as it was in order to use it to make living better for all. The world was revitalized by the return of this energy and all life was soon affected by the return of this energy to the world at large. New technology based on this developing source of energy was brought into being. Airships, floating cities and other such things began to be developed while animal life was also affected as sightings of creatures long thought the stuff of myth and legends began to filter into taverns and inns. Life had become something new and wondrous indeed.

However the abolition of technology did little too ultimately sooth mankind's suffering. A war eventually did erupt despite attempts to do away with weapons of mass destruction. Instead new ones simply were brought into being, these weapons new ones based on rapidly developing magical theory and as a result potentially as devastating as the old ones. The science of magic had become as sophisticated as the science of technology once was and what had been abolished was simply getting replaced by things just as fearsome, even perhaps more so. Eventually shockingly powerful biological weapons were produced by fusing human and animal DNA with magic, resulting in a horrible mix of vitality and raw strength. This was the birth of the Gears.

The production of the Gears was first began in the west upon American soil and soon the first set of Gears were produced who possessed shocking horrible strength yet were deprived of their humanity so as to be nearly soulless beings. Ultimately other nations began to develop the Gears to assist in their wars and soon a powerful military state arose that had began to perfect the ability to create Gears and began to unite lands within the far east under it's banner and then march upon the rest of the world. This military state monopolized the manufacturing process of Gears and began to soon bring countless other nations under their control.

The Gears were designed to be little more than slaves, incapable of independent thought. Humans augmented by Gear technology yet not fully Gears themselves could exhibit more self control yet ultimately were at the mercy of their creators. Despite the moral arguments regarding the use of humans and human and animal DNA in the creation of Gears, their creation continued and wars continued to rage until among the ranks of the Gears a rebel appeared. Announcing himself to be fully self-aware. This insurrectionist, calling himself Justice, gathered an army of fellow Gears and declared war on mankind.

Justice had the ability to 'free' the Gears from the control of humanity however in truth he was simply exerting control over them and becoming their master through an unknown means. The Gear uprisings occurred across the globe, as the former armies of the world began to turn against them. Unprepared for this event due to being so dependant on the Gears in the past for defense and offense the humans began to suffer heavy casualties and loss of life. Entire cities were destroyed and nations laid low in the onslaught of the Gears as Japan was all but wiped out and the United States suffered heavy losses as well. The rebellion of the Gears caused humanity to ultimately put its differences aside however and soon an elite order of warriors was formed that made use of the magic in the world and humanities own growing natural abilities. This group of brave heroes was formed to combat the Gear menace and became known as the Seikishidan AKA Sacred Order of Holy Knights.

One Hundred years of brutal war later, the fierce battle between the Gears and the humans had become known as the Crusades yet it was finally at an end. The face of the planet had been altered however and humanity had found new unity in survival yet differences still remained. The heroic Sacred Order had finally captured Justice yet in surprise to many the United Nations ordered him not destroyed but sealed away within an impenetrable dimensional prison. They believed that they would be able to eventually study and control Justice and find out how he became self-aware so that one day Gears could be used for the benefit of others. Despite the controversy about this choice it was done and eventually the remaining master less Gears were rounded up and destroyed. Gear technology for general usage was outlawed along with the use of Gear technology for military purposes. Yet this was not the total end of war on Earth as some nations began to take over others that had been weakened by the war. New maps were drawn, new cities had arisen and new territories and battle lines remained even in the five years of reconstruction that occurred. Some humans had been altered by the tremendous energies released in the world, becoming enhanced. The Seikishidan were disbanded and absorbed into the general military forces of the world.

In the year 2180, five years after the end of the brutal war, reports began to occur about the dimensional prison beginning to erode away unexpectedly. Given that human kind was again beginning to create and use Gears the threat was great. Assessing the threat before them, the world's leaders quickly began to organize an international fighting tournament by which they could pick out the best and most powerful of the populace that possessed unnatural abilities, skills and powers. Their intention was to select members for a proposed Second Order of Holy Knights who could be trained in the battling of Gears and provide adequate defense should a new Gear uprising occur. The grand prize for this tournament, astonishingly enough, was not only entry in the beginning circle of the Second Order but also said to be the ability to make a single wish, any wish at all.

Yet in the panic surrounding the imminent decay of Justice's dimensional prison, few seemed to take notice of the rather suspicious rules of this tournament, such as the welcoming of criminal entrants and the permission to shed blood during the matches.

The brutality of the tournament was ignored by the world leaders and general populace who were to busy preparing the armies of the world for a new possible insurrection and turning their eyes to the tournament. Looking for new heroes and new leaders to emerge. Numerous other participants came from around the world to take part in history and the great Tournament although those would be principle players. Many others had background roles and matches were fought in a variety of exotic locales while the world watched and the prison of Justice wavered. Meanwhile the forces of the United Nations gathered together in council to determine what to do as some of the Gears were beginning to once more mysteriously move on their own although not necessarily attack humans as if waiting and watching. Ultimately however chaos began to occur as the entrance of criminals into the tournament began to draw numerous questions and as death began to occur and blood was spilled attempts to shut down the tournament occurred yet were mysteriously countermanded.

The ultimate reason behind the Tournament was revealed as Testament, the Second Lord Gear, revealed himself to key participants of Ky Kiske, Sol Badguy and Kliff Undersn and his plan to use the power of the blood spilled in the tournament to break the seal on Justice from this side. Eventually a battle was waged between Sol, Ky, and Testament at the Lexicon before the gates of the dimensional prison and though Testament was defeated the seal shattered and Justice was released. Unable to face his foes at full strength, he was driven back by the Sacred Knights and mortally wounded. All seemed to be completed one again but the words left by the 'dying' Justice became scarred into the hearts of all who witnessed the end of the Tournament. Was he truly at fault? He was born a slave into the world for the purpose of destruction and was fulfilling

his purpose of design. Numerous questions were created at this point. Who truly created the Gears? The 'Creator' as he was referred to by Justice. What was his grand plan in all of this and are Gears truly inherently evil.

Nevertheless the panic caused by the near release of Justice, who was presumed dead and his body taken from the Lexicon and hidden away, caused mankind to rejoice again at his demise. Despite the moral confusion given to those who witnessed his end. A year has since passed however and the world on the surface is a place of peace yet internal affairs have begun to once again boil to a point of near explosion. Rumors of countries stockpiling inactive Gears abound. Then, in the year 2181 A.D. a rumor persisted of a Gear becoming active on its own self-will. Not a Gear that escaped the war but simply becomes self-aware. Attempts to capture this Gear failed. Shortly after that rumors of other Gears resurfacing occurred. Some of them attacking human villages and others moving without harm them. Fearing the possibility of another Gear Uprising, mankind again began to take up arms to fight. It is the Age of Magic.

Chapter 3: The Faces of Guilty Gear

Like the previous sourcebook, there are many different kind of fighters in Guilty Gear X. Below are the groups that are found in the world of Guilty Gear and Guilty Gear X.

Assassin's Guild

The Assassins Guild is an arm /of/ The Organization. To an extent they operate separately but they are also at the beck and call of the larger crime syndicate. The crime syndicate maintains control over it to a degree as well. It was The Organization that began to order Zato-One disposed for his instabilities in the Guilty Gear X storyline. The guild themselves still take pretenses to operating as a separate entity whenever possible and to them The Organization is simply their biggest client. The Assassins Guild comprises of some of the most wicked and powerful individuals within the criminal underworld. Few join up to be 'nice' and those unable to operate under its standards of chaos and evil are quickly left behind. Millia Rage was so distraught with her situation in the guild she repeatedly tried to kill herself and Venom was ordered killed due to his inefficient behavior due to his compassion before Zato-One stepped in.

The guild headquarters is located in an extra-dimensional place known as Nirvana. It's a place of great evil magic and witchcraft which the guild heavily employs. A large 'demon' like creature was captured by them and serves as the power source for Nirvana. The assassins draining magical energy from it. This shows the scope of their power and evil ness that they are capable of using spells and their abilities to entrap and control even demons. The Assassin's Guild commonly practices in the art of witchcraft, a form of black magic that heavily influenced the entire branch.

Assassins in the guild are deadly, obedient, normally silent, and trained to surpass even their own talents. They often harbor odd and unusual weapons that appear harmless in order to confuse and be underestimated by their enemy. Hair, pool cues, shadows, all strange forms of weapons used in this branch. Not one assassin carries a weapon similar to another assassin, making their trade unique and often very dangerous.

In 2179, Millia Rage of the Assassins betrayed the guild in an effort to escape the horrific lifestyle. Her betrayal disbanded a majority of the guild, leading to Zato's imprisonment and the death of many infamous assassins. Regardless of his capture, Zato managed to escape the GPF and gathered the few remaining members of his original organization. Although the Assassin's Guild is presently wiped from its original population, members are slowly returning and new ones are surfacing as the guild's quick decline slowly begins to increase with original and fresh assassins. Although the Guild's threat is not as great as it once was, the Assassin's Guild promises new fear to the face of United Nations and revenge against the traitor who nearly destroyed the entire 'family'.

Gear Uprising

So just what is a Gear? A Gear is a magical construct formed from animal DNA and human DNA and powered by magic. They were basically created through a project known as the Gear Project to exist as weapons of war. Since the abolition of harmful technology at the end of the 20th century (things like nuclear weaponry, coal and other pollutant technology) a need for new weapons based on magical theory developed. Numerous experiments occurred prior to the Gears but the Gears were the ultimate result. Essentially the equivalent of a nuclear arsenal for a nation.

There are several types of Gears but they all were built to follow the same basic rules. To be used as weapons of war for mankind against mankind. Gears are divided into classes based upon their power levels. First Order Gears like Testament and Sol. Enormously powerful and also rare. These Gears are typically humans who are augmented with Gear technology and have their will and memory wiped by Justice himself (However, Sol leads an exception to this). Second Class Gears are rarer but also tend to 'appear' human. However they have less magical energy running through them as the

super warrior first class Gears. Third Class Gears are typically created more from raw animal material than human and tend to take on more monstrous appearances. Demonic, mutated looking creatures. This type of Gear has less capacity for self-thought than the other classes and were used mostly as inexpensive cannon fodder during the Wars.

Gears are created to be non-sentient beings. Their will is wiped and they are given 'programming' to serve whatever cause they were built for. In other words they were meant to be mindless slaves. This all changed when Justice, the first of all Gears, became self aware. No one knows just how Justice became self aware but he was the most destructive and powerful Gear ever documented. Upon becoming self aware he was able to exert his will over lesser Gears and turned them against mankind. The result of this was the Crusades, during which Japan was utterly annihilated, New York and portions of the United States laid waist and the face of Europe completely altered as the Gears marched from east to west en masse, and rebelled in the midst of nations that had been using them and depending on them. Justice was so powerful that at the end of the Crusades even in 'death' he was rumored to have the potential to return and so was sealed in a magical dimensional prison constructed by the United Nations.

Shortly after Justice was sealed, his general, Testament, sacrificed himself in order to revive the first gear in a bloody Tournament in 2180. Despite the attempts to reincarnate the Crusades, Justice was quickly destroyed by the hands of Sol Badguy and Ky Kiske. Testament once more flickered back to life, narrowly escaping the Seikishidan and United Nations. Messiah destroyed, the gears being hunted down one by one, Testament was lost to himself in a clash of perspectives between human and gear. However, he eventually came across a strange creature that, regardless of the impossibilities, was a human/gear hybrid, entirely innocent to the world calling herself Dizzy. Having found new purpose and perhaps an excuse, Testament once again holds the scythe of Outrage and acts as the new messiah to The Gear Uprising, plotting, hoping to return Justice and finish what began a century ago.

Lost to history and memory, are the names of those involved in the original project. The Creator of the Gears, as he is referred to, is believed to be a human but he vanished shortly after the Gears went into mass production to reappear as rumor and wraith during the devastation of the Crusades and Holocaust of Japan. Known as 'The Man' he is rumored to slip in and out of time to watch the progression of his deadly creations.

Global Police Force

During the time of the Crusades, humanities need for protection was so immense that many criminal agents began to take advantage of the weakness in the world. The only armed forces the world had aside from Zepp were the Sacred Order and their support and they were busy fighting and cleansing the world from the so called 'Gear threat'. Prior to this the protection and security of the world had been largely placed in the hands of Gears who were acting in place of 'humans' where defense was needed. When the Crusades ended a massive restructure was needed. Countries had their militias practically abolished or annihilated. The Sacred Order itself faced dissolution and using Gears again was simply not an option. With such a lacking amount of manpower for defense and law keeping needs, a portion of the U.N. began to organize ex members of the Sacred Order as well as others interested and place them into ranks of public service. To help provide defense for vulnerable cities and people and act as the arm of the U.N. even after the Crusades. This Police Force grew as time passed and now, over six years after the Crusades this force is the closest thing the world has to a Second Sacred Order and has earned the title: Global Police Force.

Today the GPF is a small compact force of elite men and women (some Para-human and magic wielding and some normal and highly trained) who exist to help bring justice throughout the world and maintain order. They are a supplement force to various internal militias of cities and regions. Having the authority to maintain world order and defend 'World Citizens'. In sovereign nations of the U.N. the GPF have the authority of peace keeping. In Non Sovereign but

allied nations their authority is limited. They are basically like police officers who have entire countries instead of cities to watch over and typically react more to threats of a Para human or magical nature than normal everyday crime. Ky Kiske is a famous member of this police force. Having joined it after the Crusades to continue his life of public service

The GPF could use many PC's. Heroic in nature or perhaps corrupt. It is essentially a group for the 'good guys'. An elite force sanctioned by the U.N. for peacekeeping and defense of the innocents. A force that echoes what the Sacred Order once was.

Japanese Colonies

Early in the Crusades, Japan was a narrowed target of the Gear Uprising for reasons unknown. Many assume Justice grew afraid of what the Japanese were capable of, harboring intense magical abilities far more superior compared to other humans. Others believe Justice inflicted Japan with attacks in an effort to destroy The Man, rumored to be hiding in that country. Regardless of the conflicting reasons and rumors, Justice did attack Japan on many occasions, eventually leading to Japan's entire destruction over the course of time.

During the Crusades, the World Court declared the Japanese race a distinct endangered subspecies and began to gather the survivors up into colonies scattered all over the continents, declaring it for their own protection. While some accept this, others reject it. Anji, famous for his involvement in politics, was just so one of these men who detested the Japanese colonies. Concerned about the preservation of his own race he rejected the 'protection' offered by the rest of the world. Since then, the United Nations have sought to silence the brave young man who sought to end this bloody reflection of the past and stood up for the right of his people. As of now, Anji has disguised his nationality and has slipped away from the World Court and United Nations' ever watchful eye.

The Organization

The main criminal underworld group is known simply as The Mafia and also at times as The Organization. A mysterious and powerful group that traffic's heavily in drug running, stealing, assassinations and manipulations they are an enormously powerful group with contacts all across the world and bent on ultimately controlling everything and living comfortably while doing it. They have ruined many lives, gunning down those who stand against them and absorbing smaller groups such as independent guilds into their ranks.

The Organization deals with anything from drug trafficking such as what Chipp was once involved in to assassinations and other related areas. They are in short a massively powerful criminal group. Its leaders are shrouded in mystery but numerous 'cells' operate across the world and basically maintain a running grip on organized crime. Few things happen without them knowing about it. They employ mercenaries, bounty hunters, assassins and other such people. In short: Take everything you know about the mafia (Godfather movies, real world references etc) and multiple it to 22nd century standards in a world filled with magic and enhanced beings and you've got The Organization.

Seikishidan or Sacred Order of the Holy Knights

The Seikishidan or the Sacred Order of Holy Knights are, or were actually two groups. The Holy Knights were so named because of the perception of the crazed Gears as demons and monsters, not necessarily that they were sponsored by any particular religious group. However they were often associated as paladins and knights with holy magic so some religious influence is not out of the question.

They had no specific headquarter however the Cathedral in Paris, France was used as their training grounds to bring and induct new recruits in and also to do ceremonial promotions. The Holy Knights themselves were for the most part foot soldiers who used magic and magical weaponry against the Gears. Most of them had no special

abilities or fighting skills outside of what a heavily trained military officer would have.

The Seikishidan itself was led by six leaders who each held a piece of OUTRAGE, this grouping called The Sacred Order. The symbol of authority within the Order was Furaiken, the Thunderseal but it was not always the weapon of choice for the leader. The first leader of the knights was Tesu. An empathic young man who found an end to his fate under mysterious circumstances. His step-father: Kliff Undersn, lead the Holy Knights for the bulk of the crusades. The last leader was Ky Kiske who also sealed Justice.

The Sacred Order was the elite group within the Holy Knights. This group comprised of men such as Sol Badguy, Ky Kiske, Kliff Undersn, and even Testament when he was a human by the name of Tesu Undersn. These individuals wielded powerful magic and special abilities. To be inducted into the ranks of the Sacred Order was an honor unheard of for most. Simply having 'magic' or being superhumanly skilled was not enough. It was a walk of life and a matter of the heart as well. For this reason Ky Kiske's jealousy of Sol grew because Sol was seemingly brought immediately into the Sacred Order by Kliff and given a piece of OUTRAGE whereas Ky was still training as a foot soldier of the Holy Knights.

Following the Crusades, the knights were dissolved. Many of them had given their whole beings to fighting the Gears and with no more Gears to fight they lost their purpose and way and the U.N. had no desire to continue to keep them together. Some of them, such as Ky Kiske, found other ways to continue their life of public service. Others, such as Kliff who retired right before the Crusades end, attempted to live their lives in a normal fashion again. Appreciated the world over, the common reaction to a veteran of the Crusades and a member of the holy order is as if greeting a hero. When rumors of Justice' return began to occur the nations of the world scrambled to prepare a second Sacred Order. Intending to pick from the most powerful and elite fighters the world had to offer by sponsoring a world wide grand tournament by which you could gain entry into the next order. This tournament was a bust, however, due to the true intentions behind it, but rumors of the reformation of the order continue as Gears sporadically continue to appear and harm mankind. Non knight related Gear Hunters and Bounty Hunters exist, but the itching for return to the old days remains amongst an elite few.

Sky Pirates

Another criminal factional grouping is the Sky Pirates. With the abolishing of technology and the use of land based vehicles which heavily polluted the air, transportation sources which made use of the larger potentials for magic were researched into. One of the results was a new breed of air travel using large airships that were powered by magic. With the increasing number of renegade Gears, mutants and magical monsters on the land the need to use the skies became more needed and so merchants began to rely on air travel to do what they needed to do. This led to the rise of a new breed of pirates who preyed upon air travel much in the same way the pirates of the old days on the seas did with ships on the ocean.

Of the Sky Pirates perhaps the most famous one in recent times would be Johnny and his crew 'Jellyfish'. He's also known as The Luckiest Man Alive. Johnny inherited a small group of ships from his father and in contrast to the majority of others would be pirates his crew is primarily composed of young girls, Orphans he picked up during the Crusades. Despite their age they are the most efficient group of thieves and are rarely ever caught in the act. Johnny himself was captured only one time and during the tournament was freed by May and the rest of the Jellyfish crew.

In contrast to Johnny's 'Robin Hood' like mentality most of the Sky Pirates are as cut throat as their real world counterparts.

The Zepp Empire

The armed air empire of Zepp was a military state established towards the end of the Crusades. The entirety of which was enclosed aboard a gigantic floating air fortress which later earned the name: Floating Continent of Zepp. The original purpose of the Zepp Empire

was to preserve ancient technology that had long been abandoned by other nations of the world. Unwilling to give up what they felt was an important piece of the history of the world, the leaders of Zepp advocated gathering, rebuilding, studying and improving upon this 'ancient' technology. However though intentions started off good, as corrupt individuals came into power Zepp began to grow increasingly militaristic, power hungry and imperial like in nature. Starting to subjugate and bring other lands under their control for their own 'protection' during the Crusades. The height of their corruption came into knowledge when it was revealed that their military force was composed of men and women forced to fight by slavery. Wearing bomb collars that would explode if they refused to fight. They have the strongest military force in the world currently due to this army and their technology.

The skies over Zepp are clouded and polluted with smog and smoke. Heavily armed planes, floating fortresses and airships float around it and numerous machine yards, mecha centers and production facilities line it. Online elite citizens actually live in the sky city itself. The 'Landwalkers' as they've come to refer to the people below are generally looked down upon and mistrusted. Zepp also has little love for magic although some magic using individuals and students of magic-technology do exist. Today, Zepp stands as the most technologically advanced country in the world. However all is not well for it as the air about it is polluted and harmful and it threatens to collapse in on itself politically.

The cause of this impending collapse may very well be a growing movement and resistance known as Neo Zepp. Many individuals within the military have become open and secret critics of the tactics of the empire and recognize the need for change while others remain comfortable in the power they have achieved. This movement has shifted into full blown rebellion that became out in the open when a slave soldier earned his freedom after participating in the second war against Justice. Potemkin, a giant living augmented being, was maneuvered into the position of becoming a hero and became a rallying point for his fellow slave soldiers. Embroiling Zepp in growing civil war that other nations of the world are now aware of and that may expand to involve them.

Others

Some characters aren't even associated with major affiliations. Others line into their own private organizations or simply act as free individuals. Regardless of what affiliation you are in, one point remains clear for all characters. Those who are not associated with any particular affiliation are world citizens of the United Nations. They range from healers, restaurant owners, to people who skip back and forth from the future to the past against their will. Each one of these characters is world citizens and lives by the rules set accordingly by the United Nations. Those who don't are considered crooks, outlaws, criminals, and trouble makers and are often put to justice by the Global Police, law enforcement branch of The United Nations.

Jam is a prime example of a world citizen, living by the United Nations' rules and having big dreams about her future as a restaurant owner. Although people associated in this ring don't normally carry the high level of intense lifestyle compared to others from major affiliations, they still stand as the level headed base of the concentrated groups in GGX.

Chapter 4: Role Playing In a Guilty World

In this chapter you will find a short discussion on roleplaying, the situation of the governments in the world and the situation of each of the major continents. Also you will find out what kind of magic and technology is found in the world of Guilty Gear.

Roleplaying

Guilty Gear is a roleplay orientated game. Meaning that players create or play the part of characters; interacting with each other and the world around them. And to also develop, grow and participate in events. Roleplay is not just, combat! It's not just social gatherings or events. It's a mixture of many different things that ultimately tells a story and leads to character development.

Plots are an integral part of the game and roleplay. Plots are usually preset storylines as opposed to spontaneous roleplay which is just random meetings and actions. Anything that tends to be pre-planned a day or more in advance by the players can be considered a plot and often plots lead into other plots and major events that can effect the entire mush versus a smaller group of players. This means that players have the right to run, create and do their own plots at will so long as they get permission for extremely major happenings and things. Occasionally the GM of the game will create plots but it's up to the players to keep roleplay going by interacting with each other and using the built in conflict of the game to provide for them and Guilty Gear has quite a bit of conflict and adventure potential.

Above all, have fun. That is the most important rule. If you are not having fun, or if what you are doing, is not allowing others to have fun. You should re-evaluate how you roleplay. This basic rule should apply no matter what you do and where you go. Remember it's not about winning, losing or being the best. Roleplaying is done in a friendly manner and not in a competitive atmosphere. You can play the original fighting game for that. So have fun!

Guilty Gear Governments

United Nations

There is one world government that currently rules. This is commonly referred to as the United Earth's Government or the Global Unity and the World Court. It is basically the United Nations with a lot of power. All remaining nations have equal representation within it and there are no more 'wars'. The only current nation that is in no way associated with the United Nations is the independent 'floating city' of the Zepp affiliation.

All people of Earth are considered World Citizens. There is a Global Police Force that is essentially a larger version of the police with law keeping abilities across the globe in addition to the law keepers within respective cities and nations.

All laws are passed through the World Court and nations are expected to keep them as laid. The United Nations act as the very foundation of Guilty Gear, responsible for the Seikishidan, the creation of OUTRAGE, the Japanese Colonies, and other major affiliations that are considered 'positive'.

ZION: Zion is a mega-city that serves as the new headquarters of the United Nation. It lays sprawled down the eastern seaboard of the United States and is a neo-city that embodies many aspects of what the Guilty Gear X theme is about. Powered by magic; plagued by Para-magic villains and defended by heroes seeking glory. A crossroads of events and circumstances constantly revolve around it while it is also a political center being the seat of the United Nations current incarnation. More information about Zion can be seen in News Zion. Around Zion encompasses a region of land termed the Freezone which exists outside of the jurisdiction of any nation and is controlled by a joint ruling within the United Nations itself. The United States capital is still in Washington but it is enclosed and protected by a magical barrier and limited strength of the U.S. military these days often causes many of its different regions to be perceived as city-states versus pieces of a greater whole. The western

portions of the U.S. have taken on a tone akin to old western type styles and themes, tinged with techno-magic and dragons that inhabit the Grand Canyon.

AMERICA: The United States itself no longer exists as a world power, if any nation is truly a world power in this time period. Like the other nations of the world it suffered greatly at the hands of the Gears who turned against humans within its borders. New York was completely and utterly decimated during a series of attacks during the war preceding the Crusades, and the Crusades itself. The Statue of Liberty fallen onto its side and the skyscrapers leaning against one another. It is still inhabited but is more of a hotbed of criminal activity then anything else. What was once known as the 'breadbasket'; has been decimated by a series of nuclear like explosions. While with the use of magic-technology much of the radiation has been cleared off, the lands have had to be artificially cured and implanted with food and crops and much of what was once the Midwest is known now as The Badlands.

EUROPE: Europe suffered a good deal during the Crusades given that the large bulk of fighting was focused on the Eurasian continent. However, a hotbed of myth, magic and fairy tales in the past, it also benefited greatly from the return of magic. Over a few short years the continent transformed with the embrace of magic energy as the source of power. Several feature characters actually hail from certain nations in Europe. Ky Kiske was born in Paris, France. London, England, even in its 22nd century state, retains many old structures that have been repaired and survived the onslaught of the Gears. Big Ben still stands but monolithic train yards support huge massive trains emblazoned with the symbol of Britain upon them that serve as transportation across the islands and to the mainland.

Westernmost Russia, the home of Millia Rage, has been transformed by over usage of magic--energy used to revitalize the land and cultivate the frozen tundra's and former Siberian wastelands. Closer to the rest of the European nations, fairy tale like villas and castles dot the Russian landscape, in contrast, to their building styles of the past. Further east, however, the tundra remains frozen and barren, being plagued by ice dragons and rumors of returned monsters and creatures from ancient Russian myths and fairy tales.

ASIA: The Eastern portions of the great continental landmass have varying degrees of climate to them ranging from the apocalyptic like area that was once Japan and the burgeoning nation of China. China itself has returned more to its ancient appearances with citizens still embracing their traditions and ways of life with the addition of creatures and monsters of folk lore plaguing them and living along side them. Their cities utilize limited magic-technology and instead the people seem to embrace life in a style not unlike what one may imagine from martial arts movies and medieval times. Just tinged with a flare of techno-fantasy, Japan itself is a gutted burnt landscape. As if some great unholy fire ripped its way across it. Decimating cities, villages, and landscapes; burning all before it. The region clearly bears the mark of the march of the Gears as Justice, for some twisted reason, specifically targeted Japan for vengeance during the time of the Crusades and annihilated most of its people. The efforts of the Japanese in the initial wave of Gear technology may have had something to do with it but the purpose for the annihilation of most of Japan lies lost to time with the second death of Justice having passed. Today, the Japanese people are considered 'Special Case' citizens and have fewer rights then other members of the World Court. This is for their own protection since they are, in effect, likened unto endangered species and are treated not unlike how we may treat the Native Americans in the 20th century, isolated into specially crafted 'Colonies' designed and styled like ancient Japan architecture. Many members of the Colony Settlements have adapted to this style of life but others, such as Anji and Baiken, refuse to be coddled and search for the answers to why their

people were so ruined.

Magic

In 2010, Mankind discovered a limitless source of energy that was completely clean and pure of corruption and did not have the harmful effects on the world that their other energy sources had. The Earth was in dire need of healing due to constant damages to its delicate balance of life through the use of dangerous technology and sources of energy. Faced with the threat of annihilating their own world mankind had little choice but to seek alternatives and the discovery of what later became named 'magic' would be the worlds salvation, It would also damn it in many ways as well.

The science of magic is as sophisticated as the science of technology once was. In the 8th decade of the 22nd century, magic has become a source for practically everything. It powers cities, fuels weaponry and 'safe' machinery. Study of it has allowed for the crafting of sacred and holy weapons such as OUTRAGE. It has also reawakened many things that were dormant in the earth as Dragons now once more roam the skies. Rumors of fae type creatures abound and certain parts of the world have been altered and changed to reflect the neo-fantasy nature of things. It is as historians now name the time period, The Age of Magic. Since magic is studied and so wide spread, the world reaction to it is mostly accepting of it. The exception lies in a few specific areas such as Zepp which has shunned magic in favor for preserving ancient technology. In general however it is largely accepted and understood. The people of 22nd century Earth simply view it as another form of science and energy. It at times has more chaotic and varied effects but its overall benefits outweigh its flaws. Or so it seems. For the purposes of roleplay, setting and character design information magic is basically broken down like this:

Raw Magic:

Raw Magic is just as its name implies. The raw untainted and untapped magical energy, that exists everywhere and was discovered by mankind. It is virtually limitless in its applications and exists as an invisible web of energy that nets the entire world and connects to the entire universe. This is magic in its purest form.

Para-Magic:

Para-Magic refers to magic that is imbued in individuals. Typically due to overexposure to magic in some form or another through their parents and as a result they are altered and at times gain powers and abilities that cause them to be beyond the norm. Most individuals with natural powers and skills have them through Para-magic.

Learned-Magic:

Learned Magic is the magic of wizards, and magicians. Users of things like chi/ki and masters of Arts of mysticism in various forms to grant them special abilities have gained it through learned magic. Magic of this sort is very rare but also very powerful. It takes natural talent and an aptitude to actually learn magic in its traditional form. In the past the Sacred Order was known to employ wizards and those who actually studied spell craft.

Techno-Magic

Magic Technology, almost all technology in today is powered by magic. Airships fly with engine systems based on theories of moving magical energy through it. Cities have their electricity and power and communication systems through it. Land based vehicles, if they are not animal drawn, are powered by it also. Only technology which is non pollutant in nature is untouched by magic-technology. Since most old technology was in some form or format it was abandoned. Magic-Technology tends to be limited in use to providing the basic needs for society to function. Keeping mankind comfortable, but maintaining the appearance of a neo-renaissance and medieval like society, with sci-fi under currents, the dimensional prison Justice is sealed in is an example of this.

For those who are professing to use magic, keep in mind you are

one in a million. Literally, there is no mage council, nobody who is easily sought out to teach you any magic. No available resources for you to just 'go to' aside from what you have collected yourself and natural progression only will take you so far. At that point it becomes a quest for every little bit of information you can find. This is why the goal of becoming an arch mage is a life quest and sometimes does take the centuries that they would need to be considered one.

Technology

At the end of the 20th century, due to the discovery of magic energy, almost all old technology was gradually shut down and abolished by the order of the U.N. The procedure was not instant and took some time but as the years passed and magic based theories and technologies began to alter the world, more and more derelict highways, abandoned nuclear power plants, oil mining rigs, coal plants and other such things began to spring up, replaced as the companies and regions willing to make the change to keep up with the world, switched over to developing magical theory.

Technology as we once knew it is practically gone. The people of the 22nd century have become used to the merger of nature and mankind and the reality brought about by the return of magic. Everyone no longer has personal computers although a few might. People get their information from the local news paper although some major cities support news broadcasts with holographic based technology. People travel by airship whenever they can or armed caravan like escort on land, occasionally passing by the abandoned hulk of an ancient semi-truck. A few places like London, maintain active public forms of transportation such as London's Megalith Trains.

The type of technology that still exists and may not be uncommon are things like guns, sci-fi like things like laser devices and the like and any techno-fantasy technology. Complicated machinery as we have it in the 20th century are largely non existent or hidden away within the inner workings of the major cities. Personal communicative devices, view screens which may transmit holographic images, etc., Cyborgs and Cybernetics are not /common/ but not impossible. Basically think sci-fi but keep in mind the nature of the setting and if technology is complex it is probably magic powered.

The exception to this rule is Zepp. Zepp was founded to preserve and maintain ancient technology which was largely becoming forgotten and extinct. As a result Zepp is the major source of technology as we do know it today. Having access to knowledge and equipment and research, gigantic mecha suits, bombs, war machines from a bygone era and other such things are the order of the day in Zepp but typically not elsewhere.

Chapter 5: Role Playing Characters in GGX

This chapter will show you all the different type of characters that are shown in the Guilty Gear world. Unlike most fighting games Guilty Gear focused mainly fighters with rather exceptional skill and only a few that didn't use a weapon, but were just as deadly. Below are the types of character, along with the advantages and disadvantages of being that type of character. Note that when you select the kind of character that and advantages or disadvantages do not go toward your starting Character Points.

Humans

- There is nothing special about you. (Sorry ^_^)
- Every human character starts with the standard 80 Character Points.

Note on Japanese Origin Characters

In the Guilty Gear world, Justice destroyed Japan. Justice was pretty thorough in killing most of the Japanese people. This does not mean that there are no more survivors from Japan. The Japanese people are 'Second Class' Citizens. They are marked by their DNA and 99 percent of them are kept in closely guarded 'Colonies' scattered across the world. These colonies were founded during the course of the Crusades. There is a fraction of Japanese people left in the world. They are considered 'second class' for their own safety to keep them out of harms way.

If one of your players wishes to be from Japan, they have to pay 2 CP for this heritage.

Zepp Soldiers

From 'elite' slave soldiers still unwillingly or perhaps willingly working for Zepp, to military leaders and political movers and shakers to scientists, members of the rebellion and just plain ol'citizens, there are a number of character possibilities within the Zepp grouping of characters. Atypically, Zepp allied characters are villain like in nature given the militaristic state and nature of the empire and it's intentions on conquering more of the globe. Members of the rebellion, sympathizers with them and any other sort of characters, even hired mercenaries contracted to assist the resistance are all plausible character concepts. Below is a Zepp Slave Soldier template

The Zepp Slave Soldier

The Zepp Slave Soldier is a genetic engineered human. They all have exceptional strength, but this comes at a cost of speed. They also have an explosive collar to insure their loyalty to the Zepp Empire. However this collar might be removed if a character shows his loyalty to the Zepp Empire in a large way. These genetic soldiers are considered a different race. They are also very large and not to mention very heavy, just look at Potemkin.

Here are the requirements for a Zepp Slave Soldier:

- Strength no higher than 20
- Agility cannot be higher than 7
- Arms can reach up to two hexes away
- Disadvantage: Inconvenient Size: Huge
- Note: They also wear an explosive collar, which if they try to go against a direct order or desert the Zepp nation it will explode killing the character instantly. No second chances.

Gears

Gears are available for play as player characters but you must understand the theme and the basic restrictions applied to them. Any player character Gear is 'assumed' to be a second class Gear. Meaning human or mutated human in appearance with vast power but under the scale of the prime feature Gears. No matter when they were created; pre or post Crusades, they are without will and memory of their own or their lives prior to being turned into a Gear. Being made into a Gear is like a second death. Secondly no Gear save Sol and Dizzy are free of the influence of Justice. Even in his death and

absence, the lingering command of Mankind Erasure exists in them all. Playing an 'innocent Gear' is thus unlikely to be approved. Like Testament, as PC's they will have enough free will to work on their own towards this goal given the lack of en masse Gears, but will fundamentally be slaves of The Will. So no Gears in it for themselves, true heroic Gears also are unlikely.

This type of character is thus potentially very restrictive. Keep this in mind when thinking of your Gear concept if you do choose to play one.

There are several types of Gears but they all were built to follow the same basic rules. To be used as weapons of war for mankind against mankind. Gears are divided into classes based upon their power levels.

- First Class Gears: Justice is the only known First Class Gear, Dizzy might be one, but she is a product of a Gear and Human.
- Second Class Gears: They tend to 'appear' human. However they have less magical energy running through them as the first class Gears.
- Third Class Gears: This class typically was created more from raw animal material then human and tends to take on more monstrous appearances. Demonic, mutated looking creatures. This type of Gear has less capacity for self-thought then the other classes and were used mostly as inexpensive cannon fodder during the Wars.
- Human Augmented Gears: Testament and Sol. These Gears are typically humans who are augmented with Gear technology

Here are the requirements for each Gear is as follows:

- First Class: NPC's only or GM Restricted permission (100 – 140 CP)
- Human Augmented Gears: 90 CP; Cost: 5 CP
- Second Class: Standard, 80 CP; Cost: 2 CP
- Third Class: NPC's or GM permission. Less then Standard, 60 CP; Intelligence (animalistic) and Will can not be higher than 1; Focus no higher than 4 Cost: +15 CP
- All Gears have Infamy 3 and Wanted 3. This is because of the reputation of Justice and also the fact that mankind hates ALL the Gears under his control and the stigma that he caused.

All Characters

ALL the characters in Guilty Gear X have the following:

Air Dash

Air Jump

Jump

Instant Kill

Super Jump

Tension Rage

Medium Strike (Ascension Strike) (aka Dust Attack in GGX)

Overdrive Attack (aka Super)

Remember no Stat can be higher than 15 including any bonuses unless stated otherwise

Chapter 6: New Thrash Game Material

Advantages

Tension Rage

This works very much similar to Inverse Rage, but is slightly different. The character gains rage points based on the amount of damage that is dealt before blocking. They also gain rage as long as they do aggressive action such as moving closer to an opponent. But they also lose rage when they move away from an opponent, miss the opponent, and stand around or back away. "In short: If you wimp out. You'll lose out – so butch up, buddy!" Below are the bonuses and penalties for Tension Rage

- Varies: The amount of damage done before soak if applicable
- +1: per hex Movement or Jumped toward opponent
- +2: per hex Dashed or Air Dashed toward opponent
- -2: Dash or Air Dash away from opponent per Hex
- -1: Movement or Jump away from opponent per Hex
- -2: Blocking for more than two rounds or no action taken in a round

Maneuvers

Modifiers

Aerial Attack (+1) Revised: With this modifier, a character can attack an aerial opponent while remaining on the ground. However you can not attack an opponent that is on the ground with this modifier. It works against Aerial maneuvers ONLY.

Empty Force (+3): This modifier is much like Kongjin except it can now be used on other maneuvers besides Kicks or Punches, but only to applies to one maneuver. If you want more than one maneuver to do this you must buy it for each maneuver individually. It provides a +1 to Accuracy and a +2 AP, at a cost of 3 Chi.

Flip Strike (+1): The modifier makes the character do any kind of flip before executing the maneuver. The flip can be pretty much any kind of flip (Forward/Back/Forward Back). This adds a +2 to move and a +1 to Damage

Reduced Movement (varies): This modifier limits the amount of movement the character makes. For the -1 version it reduces the movement by 1, up to a total of -2 to move. The -3 version reduces the range by half.

Slide (+1): The character will slide along the ground, instead of running, gaining a +2 to Move.

Upgrade (varies): This is a special modifier that allows a character to "upgrade" a maneuver with particular modifiers to be used on a specific maneuver. An example of this would be having a Normal Heavy Strike that can be "Upgraded" with the Power Strike and the Multi Strike modifier. But why would you want to do this you might ask well. Well you get a discount on the modifiers that you purchase is 1/2 (round down) of the total cost of the modifiers. However this is also limited to the times you can use it as well. You can only use this "upgrade" as many times as you Focus in combat. Once you use a "Upgraded" Maneuver you have to "Upgrade it again to get the benefits of it again. That means that the Heavy Strike can be upgraded with a Power Strike and then upgraded again with Multi Strike. Using this modifier cost 2 Chi per "upgrade" and you are only allowed two upgrades per round.

Athletics

Air Dash Modifier

Diagonal (+1): The character will dash forward, back to the ground, diagonally.

Focus

Modifier

Acid Breath

Poison (+0): Instead of being acid that is sprayed on the opponent, it is poison that is sprayed on the opponent.

Chi Blast

Mist (-2): Instead of launching a chi blast, the character creates a cloud of mist that will engulf the opponent and give them a -4 penalty to the next attack.

Ricochet Blast (+2): This allows the chi blast to bounce off an object or a wall or a person before striking the opponent. This makes it more difficult for the opponent to tell where the attack is coming from. The opponent is at a -3 to defend against this attack

Animal Ward

The character places a mystical ward on their opponent, which will allow the animal companion to be able to attack the characters opponent without relying on the characters direct control. This will last for half the characters Focus in rounds. The Animal Companion can only attack once per round

Prerequisites: Focus 6

Character Points: 5

Accuracy: +0

Action Points: 8

Chi Cost: 10

Damage: None

Move: None

Summon (Creature) Revised

The character summons a creature that they are familiar with, or an image of a creature, which only lasts only a few seconds in combat. The creature can move up to the characters Focus in hexes to strike the opponent. Out of combat the creature can last up to the players Focus in hours.

Extended Time (+2): This allows the creature the character summoned to last up to their half their Focus in rounds to attack. And the Creature they summon carries out the attack on the opponent.

Ride (+1): This modifier allows a character to mount or ride whatever creature they summon. This can be used in a fight or out of combat. In a fight the character summons the creature, then mounts it and attacks the opponent. Because of the character mounting the creature it does affect its abilities somewhat. It gains a -2 to Accuracy, but a +2 to Damage.

Prerequisites: Focus 7

Character Points: 3

Accuracy: +0

Action Points: 4

Chi Cost: 6

Damage: 5

Move: Special

Grabbing

Back Flip Throw

The character grabs onto the opponent and then throws the opponent over head while using the momentum of the throw to do a back flip.

Prerequisites: Agility 8

Character Points: 3

Accuracy: +0

Action Points: 8

Chi Cost: None

Damage: 4

Move: None

Kicks

Crescent Kick Modifier

Double Strike: (+1): This modifier allows the character to orient themselves horizontally to strike with both legs and then land back on there feet. This will make the move and Aerial Maneuver. This will increase the damage by +3

Weapons

Weapon Modifiers

Extended Force (+2): The weapon is moved at such speed that the force or the movement of the weapon can be felt up to half your Focus away in hexes. This that an opponent can be out of reach by the actual weapon but still take damage from the force of the movement of the weapon. Damage is decreased by -1.

Spin Strike (+2): The character spins around and takes a extra step, using the extra force of the spin to add +3 damage to the strike. This also adds a +1 to Accuracy, and extends the effective range of the weapon by one hex.

Backward Thrust Strike

This is where you see the character quickly turns their back to their opponent or already has back to opponent and with a quick backwards thrust, stabs the opponent.

Prerequisites: Weapon Skill 4

Character Points: 4

Accuracy: +1

Action Points: 8

Chi Cost: None

Damage: 5

Move: 1

Balancing Act (Revised)

This maneuver lets a character with a high sense of balance, prop themselves on their weapon as if it were a pogo stick. They can move as well as strike during this maneuver. The only maneuvers that can be used will in this position are Head Butt, Jump, Foot Stomp, Movement and Body Spin. These and these ONLY! If your opponent uses Foot Sweep or Iron Broom against you, you must roll 1D10 +Agility vs. Difficulty of 15 to be maintained balance.

Prerequisites: Focus 4, Agility 9

Useable With: Swords, Axes, Polearms, and Staves

Character Points: 4

Accuracy: N/A

Action Points: 4 to Activate

Chi Cost: None

Damage: None

Move: None

Body Spin

The character firmly plants the weapon in the ground and proceeds to extent the body out and spin around, kicking the opponent several times. After the completion of this move the character reverts to their normal fighting stance.

Prerequisites: Focus 4, Agility 9

Useable With: Swords, Axes, Polearms, and Staves

Character Points: 2

Accuracy: N/A

Action Points: 8

Chi Cost: None

Damage: 5

Move: None

Hangman

The fighter uses his chain weapon to literally hang his opponent with there weapon wrapped around some part of their body, usually the neck. This involves the character to first entangle his opponent and then jump over something to pull the opponent off their feet, thus immobilizing them, making them a free target for an attack.

Use: Chain Weapon

Prerequisites: Chain Weapon 6, Jump

Character Points: 4

Accuracy: +0

Action Points: 5

Chi Cost: None

Damage: None

Move: 5

Sliding Strike

This is a strike with the character slides closely across the ground for a short distance on their back or chest. If damage is done, the opponent suffers knockdown. This can also be used to avoid projectiles.

Prerequisites: None

Character Points: 3

Accuracy: +0

Action Points: 6

Chi Cost: None

Damage: 3

Move: 2

Spin Slash Modifier

Vertical Spin (+0): Instead of the blade circling around the character horizontally, it now is done vertically and can be used against Aerial opponents.

Weapon Sweep

The character uses their weapon to knock their opponent off there feet. The opponent will suffer knockdown. It works just like Staff sweep, except can be used with any weapon. Refer to Staff Spin for modifiers and cost.

Super

Instant Kill

This maneuver takes on many different forms. Each Instant Kill is different from another and has the possibility of finishing a match in one attack. If the maneuver is landed, the opponent that is struck by this attack is completely DESTROYED! (Not literally). This maneuver must be declared at the start of the round. The attacker must roll 1D10. If he rolls a 9 or a 10, he must then have a contest roll against his opponent of 1D10. If he wins this roll, he completes the Instant Kill and his opponent loses all their health, defeated and knockout unconscious. However, if they fail the roll, he/she loses all their Rage and is unable to regain any more Rage for the remainder of the fight. After this maneuver is attempted, it is the start of a new round.

Prerequisites: None

Character Points: 6

Accuracy: N/A

Action Points: All

Chi Cost: N/A

Damage: Special

Move: None

Maneuver Cancellor

The character strikes the opponent to create a Ward of sorts blocking the uses of certain maneuvers and effects. However these must be purchased per level. Below are the following effects that can be done with this maneuver per there respective levels. This will also cause knockdown cause of the forceful placement of the Ward and the opponent can not use any recovery maneuver, like Kippup, Roll with Impact, Breakfall, etc. The ward will last for the characters Focus in rounds.

- Grounding: Disable you opponent's ability to jump
- Special Moves: Disables your opponent's ability to use any maneuver that is a Special Move. Only Basic and normal moves (maneuvers with no modification) can be used. This includes any Supers.
- Less Damage: The opponent will deal less damage to the character that used the maneuver on them. Damage is reduced by 3 (minimum of 1).
- Extra Damage: The character will now deal 2x the damage against the opponent.

Prerequisites: Focus 10

Character Points: 6/level

Accuracy: +0
Action Points: All
Chi Cost: 10/use
Damage: 2/Special
Move: 1

Animal Companion New Maneuvers

Feather Throw

This is where a bird will shoot forth some of its feathers at an opponent. The bird draws its power from its owner. This is an Aerial Maneuver.

Prerequisites: Bird, Shared Chi
Character Points: 4
Accuracy: +1
Action Points: 8
Chi Cost: 3 from owner
Damage: 3
Move: None

True Form

This will allow an animal companion to take on a human form. And be able to attack their opponent with one attack before reverting to their animal form. Also when in human form the animal companion has the same mental stats as the character, since they share a link to each other.

Prerequisites: Share Chi, Share Life
Character Points: 6
Accuracy: N/A
Action Points: 10
Chi Cost: None
Damage: None
Move: None

True Form Modifier

Independent (+6): This is where the animal companion is actually a totally independent being from the character that has it as an animal companion, but will still obey their owner to a degree. If the animal companion wishes to go against their owners wishes, it will require a contested roll of Will + half the level of animal companion of the owner, against the Will of the animal companion. And the animal companion can revert back to its animal form any time, but can remain in its human form for only as long as it has Focus in hours. If reverting back to its animal form from the human form, it must wait half its focus in hours before it can revert back into its human form.

Chapter 7: Meeting the Faces of Guilty Gear X

Sol Badguy

Ky Kiske

May

Baiken

Faust

Potemkin

Chipp Zanuff

Millia Rage

Zato-1

Kuradoberi Jam

Johnny

Anji Mito

Venom

Axl Low

Testament

Dizzy



Sol Badguy's Story

Once a subject of biological weapon research; Sol has spent the last 150 years living as a bounty hunter in order to conceal his past. His combat skills easily surpass those of his human counterparts, and he is immune to the affects of age. To avert further tragedy, he continues on his quest to find and eliminate all Gears and the scientist who created them. After the death of Justice, all the Gears around the world should have ceased their activities; upon receiving word of a still-functioning Gear, Sol sets out for the Tournament to investigate.

Character Data

Height: 182 cm (6')

Weight: 74 kg (168 lbs.)

Blood Type: Unknown

Eye Color: Ochre

Birthday: Unknown

Origin: USA

Hobbies: Listening to Queen

Likes: The Queen Album, "Sheer Heart Attack"

Dislikes: Great effort, "Doing your best."

Instant Kill: Enveloped by a wave of blistering flames, Sol flies through the air, destroying his opponent on impact.

Attributes: Intelligence 11, Focus 10, Will 10, Strength 10, Agility 10, Stamina 11

Base APs: 18

Chi: 60

Health: 108

Dizzy Threshold: 21

Rage Threshold: 31

Base Damage: Strength: +3, Focus: +3

Skills: Sword 11, Expert: Bounty Hunter 9, Expert: Tracking 7, Leadership 7, Streetwise 6, Taunt 6

Advantages & Disadvantages: Appearance: Handsome 9, Artifact: Sword (Conduit Weapon, Fire Strike, Indestructible, Speed) 5, Infamy 2, Tension Rage

Disciplines: None

Styles: Knight Sword Fighting (Generic/Sword Fighting) 9

Special Moves:

Gun Flame: Chi Blast (Ground, Flaming)

Volcanic Viper: Slice Upper (Flaming, Air Charge)

Grand Viper: Slice Upper (Chi Charge, Flaming)

Bandit Revolver: Flying Reverse Turning Kick (Power Strike, Flame, Air Charge)

Riot Stamp: Combo (Wall Spring-Light Kick)

Wild Throw: Body Flip (Extra Force)

Chaff Neal: Slide Punch (Extra Force, Blast Back 1, Power Strike)

Dragon Install: Rage Burn (Super)

Tyrant Wave: Chi Blast (Flaming, Chi Bomb2) (Super)

Napalm Death: Instant Kill

Other Maneuvers: Air Dash, Air Jump, Fleche, Gut Punch, Head Butt (Extra Force, Grabbing), Jump, Medium Strike (Ascension Strike), Overhead Strike, Riposte, Simultaneous Combo (Knee Strike-Light Kick (Close Maneuver), Super Jump

Disposition: Sullen and unrefined; only speaks to others when absolutely necessary. This is reflected in everything he does, and his fighting moves, while rough and unpolished, are executed with absolute precision. Not a friendly man, but not an inherently evil one.

Appearance: A tall, slender man, with wild brown hair into a ponytail, and brown eyes. Sol wears a black and red vest with white pants, black fingerless gloves, and red boots.

Background: Rumors of an immensely skilled lone-wolf bounty hunter had reached the ears of Kliff Undersn, the retiring captain of the Sacred Order of Holy Knights. Kliff was interested; he spared no means in finding Sol, and invited him to become a member of the Order.

Sol's knighthood, however, was not to last. The growing tension between he and young master swordsman Ky Kiske was becoming more and more bothersome, and Sol realized that the majority of the knights bore him little more than ill will. When he saw the opportunity, he took it; Sol managed to desert the knights' camp with one of the Order's most valuable treasures... the blade known as the *Fuenken*, Fireseal.

It is now five years after the end of the Crusades, and Sol has returned to his former ways. On a particularly lucrative bounty run, one of his marks begs to be spared, telling Sol about a faraway tournament being organized by the Sacred Order. Sol barely even registers the quick thrust with which he ends his bounty's life... as his thoughts are now far away, centered on only one goal...



Ky Kiske's Story

A charismatic and talented swordsman, Ky was appointed as the leader of the Sacred Order of Holy Knights when he was only 16. Since the Crusades, he has worked in the police force to keep his vigil over mankind. Justice's final words at the Tournament made Ky realize that the "justice" he believed in only served human purposes. Ky, who believed all his life that Gears were inherently evil, could neither agree nor disagree with Justice's message. It was then that he received word of a Gear that had no intention of harming humans. To determine the true meaning of justice, he decided to embark on a new journey.

Character Data

Height: 180 cm (5' 10")

Weight: 58 kg (128 lbs.)

Blood Type: AB

Eye Color: Blue-Green

Birthday: November 20th

Origin: France

Hobbies: Collecting tea cups

Likes: Everyone's smiling faces

Dislikes: Sol

Instant Kill: Ky channels his power through his sword, enveloping it in energy, and then stabs his foe with great destructive force.

Attributes: Intelligence 12, Focus 10, Will 8, Strength 10, Agility 10, Stamina 10

Base APs: 16

Chi: 54

Health: 100

Dizzy Threshold: 18

Rage Threshold: 28

Base Damage: Strength: +3, Focus: +3

Skills: Drive: Car 4, Expert: Investigation 7, Insight 7, Leadership 9, Streetwise 4, Sword 12, Taunt 6

Advantages & Disadvantages: Allies 3, Appearance: Handsome 9, Artifact: Sword (Conduit Weapon, Electric Strike, Indestructible, Speed) 5, Code of Honor: Code of Chivalry 3, Charisma 8, Fame, Personal Goal: Capture Sol, Tension Rage

Disciplines: None

Styles: Knight Sword Fighting (Generic/Sword Fighting) 8

Special Moves:

Stun Edge: Chi Blast (Electric)

Stun Edge Charge Attack: Chi Blast (Electric, Prepared Strike 1)

Aerial Stun Edge: Air Charge version of Stun Edge

Vapor Thrust: Slice Upper (Air Charge)

Stun Dipper: Combo (Slide Kick-Light Strike)

Crescent Slash: Slice Upper (Forward Back Flip Strike, Power Strike)

Ride the Lightning: Mega Attack Chi Push (Power Strike) (Super)

Sacred Edge:

Rising Force: Instant Kill

Other Maneuvers: Air Dash, Air Jump, Elbow Strike, Fleche, Jump, Heavy Strike (Lunging), Medium Strike (Ascension Strike), Overhead Strike (Grabbing), Riposte, Slide Kick (Standing, Reduced Move), Super Jump

Disposition: Deadly serious, honest in work, truthful with others and devout in his morals. A firm believer in justice, eternally trying to help those weaker than himself. At the same time, he possesses a fragile mind that quickly erupts when he encounters anyone who breaks his rules or disrupts his order. In other words, he has a hard time dealing with freedom, a fact he has yet to realize.

Appearance: A tall, slender man, with short, blond hair and blue-green eyes. Ky wears a blue/white long coat, white shirt and pants, blue fingerless gloves, and blue/white boots.

Background: After the retirement of Kliff Undersn, master swordsman Ky Kiske was given leadership of the Sacred Order of Holy Knights at the unbelievably young age of sixteen. As a symbol of his new status, he was granted one of the Order's most holy treasures... the blade called *Furaiken*, the Thunderseal. The appointment was not a mistake; Ky and his band of heroic Knights ended the one-hundred-year-long Crusades by sealing the dread Gear, Justice, away for all eternity.

Five years after the dissolution of the Order, Ky continued his life of public service by entering the police force. One day, while on duty, Ky received an announcement: A tournament was to be held soon, the winners of which would be candidates for a Second Sacred Order. Things did not seem right, however. Permission to shed blood during the matches, an absurdly large grand prize, and most shocking of all... talk of Justice's resurrection, much too soon.

Sensing the cold machinations of conspiracy at work, Ky dons the old uniform of the Order for the first time in five years and decides to enter himself.



May's Story

Having lost her parents at a young age, May was picked up by the pirate Johnny and raised as a chivalrous bandit. Though she lived a rough life, over time she came to be charmed by her new guardian's kindness and broadmindedness. Ever since, her life has become completely dedicated to Johnny, and her reunion with him after the last Tournament brought her much happiness. One day, as Johnny's birthday was nearing, the crew decided to give him a present as a sign of their appreciation. Compelled by her growing feelings for him, May decided to give him a gift personally, in addition to the crew's gift. The problem was, she didn't have money... Soon after, she learned of the huge bounty put on the Gear, and decided to head for the new Tournament.

Character Data

Height: 158 cm (5'2")

Weight: 47 kg (104 lbs)

Blood Type: B

Eye Color: Black

Birthday: May 5th(The day she was found)

Origin: Unknown

Hobbies: Daydreaming about Johnny

Likes: Johnny

Dislikes: Baldness

Instant Kill: May's instant kill maneuver is a tricky throw move, but pulling it off is quite rewarding. May tosses her opponent to the ground, and then the entire crew of her ship runs out to trample on the poor sap, including a hefty cook and a young girl. The young girl trips and falls, and upon trying to help her, so does the cook, to earthshaking effect.

Attributes: Intelligence 8, Focus 7, Will 10, Strength 7, Agility 11, Stamina 7

Base APs: 15

Chi: 51

Health: 76

Dizzy Threshold: 15

Rage Threshold: 24

Base Damage: Strength: +1, Focus: +1

Skills: Leadership 4, Pilot: Ship 5, Swimming 6, Taunt 6

Advantages & Disadvantages: Alertness 4, Appearance: Cute 10, Personality Flaw: Obsession (Johnny) 3, Tension Rage

Disciplines: None

Styles: The Pirates Way (Generic) 7

Special Moves:

Mr. Dolphin!: Summon (Creature: Dolphin) (Ride) Vertical or Horizontal

Restive Rolling: Body Missile (Spinning BM, Multiple Strike)

Applause for the Victim: Summon (Creature: Dolphin) (Prepared Strike 2)

Overhead Kiss: Backflip Kick (Grabbing, Blast Back) (Backwards)

Ultimate Whiner: Mega Attack Multi-Strike (Weapon) (Super)

Great Yamada Creature: Summon (Creature: Whale, Mega Attack)

Super Heart Stopping Grand Typhoon: Spin Slash (Mega Attack)

Deluxe Goshgawara Attack: Super Heart Stopping Grand Typhoon (Mega) (Plus something else)

May and the Jolly Crew: Instant Kill

Other Maneuvers: Air Dash, Air Jump, Backhand (Power Strike), Heavy, Jump, Medium Strike (Ascension Strike), Overhead Strike, Back Flip Throw (Grabbing), Sliding Strike, Super Jump, Weapon Sidekick

Disposition: A mischievous and happy-go-lucky young girl. Her values are based completely around her consuming love for Johnny. (If Johnny was on one side of a scale and everyone else in the world was on the other, Johnny would still weigh more in her eyes.) This pure and childlike exterior belies untold strength; she can hoist up a ship's anchor by herself. Simple-minded and selfish, nothing can stop her once she gets an idea into her head.

Appearance: May wears a red pirate's uniform with a skull and cross bones hat and black tights. She has brown hair. The thing to know about her is that she uses an Anchor from the ship as her weapon. The anchor counts as a Battle axe in game terms

Background: The girl can only remember from her infancy is the image of a suave and daring pirate captain whisking her away from a savage field of battle. The pirate, Johnny, named the orphan May, after the month of endless rain.

Throughout the long years of living aboard the pirates' airship, May developed a fierce love for Johnny: he was part father figure, part brother... and perhaps even part boyfriend to her.

However, one day, Johnny was caught in the act. Though he primarily stole from the well-off to aid those in need, crime is crime, and he was incarcerated. The term was not a short one. Johnny's crew immediately began planning an elaborate breakout.

And so, the day before the plan was to commence-

"May! Hold on! Is it too late to change the plan?"

"What's up, Chief Advisor April? A tournament...? And the prize is anything?! They'll grant any wish?!"

"Yeah! We could wish for Johnny to be released!"

"Good thinking! Just wait, Johnny! I'm coming!"



Baiken's Story

When the Japanese institution she lived in was raided, Baiken witnessed the horrible deaths of her parents and friends. This massacre was the work of the Gears, but what had been burned into her memory was the image of a man standing in flames, surrounded by his creations. Standing amidst the Gears, he silently gazed upon young Baiken. She became acutely aware, even in the absence of evidence, that he was an enemy. Her memory of this event has not faded; she can vividly recall the carnage every time she closes her eyes. She continues on her quest to find "The Man," to exact her revenge... her people's revenge on him.

Character Data

Height: 162 cm (5'4")

Weight: 45 kg (99 lbs.)

Blood Type: B

Eye Color: Peach

Birthday: March 5

Origin: Japan before the destruction

Hobbies: Drinking

Likes: Tokkuri (Sake Bottles)

Dislikes: Tanuki Statues

Instant Kill: Baiken rushes toward her foe, which is then transported to a pagoda, where we can see the action unfold behind a silk screen. As we can see from the silhouettes, Baiken finishes her foe with a single bloody slash.

Attributes: Intelligence 13, Focus 13, Will 11, Strength 10, Agility 10, Stamina 11

Base APs: 22

Chi: 72

Health: 108

Dizzy Threshold: 19

Rage Threshold: 35

Base Damage: Strength: +3, Focus: +4

Skills: Blade: Sword 14, Chain Weapon 9, Expert: Gears 8, Engineering: Gears 8, Insight 9, Survival 10, Taunt 6

Advantages & Disadvantages: Acute Hearing 3, Alertness 8, Appearance: Sexy 9, Attuned, Tension Rage, Personal Goal: Destroy Justice, Missing Body Part: R. Arm, Missing Body Part: L. Eye

Disciplines: Body Hardening 4, Iaido 7, Iron Will

Styles: General/Kenjutsu 14

Special Moves:

Tatami Gaeshi: Chi Blast (Air Charge, Foot Blast, Ground)

Zakuro: Combo (Generate Weapon (Counterstrike 2)-Spin Slash (Aerial Attack, Vertical Slash))

Mosquito Hook: Combo (Weapon Extension – Entangle (Pull Back))

Iron Copping Fan: Heavy Strike

Mawarikomi: Displacement (Counterstrike 2) (Behind Opponent)

Sakura: Backward Thrust Strike (Counterstrike 2)

Suzuran: Dash (Auto Defense)

Youzansen: Spin Slash (Rising Strike, Vertical Slash)

Sanzu Watari: Mega-Combo Attack: Heavy Slash x 3

Baku KI/Baku RIN/Baku RYU/Baku HOU: Maneuver Cancellor

Garyotensei: Instant Kill

Other Maneuvers: Air Dash, Air Jump, Chi Blast (Grabbing, Short, Forceful), Combo (Elbow Strike-Light Punch), Foot Sweep, Fleche, Jump, Medium Strike (Ascension Strike), Overhead Strike, Power Block, Sheath Weapon, Super Jump

Disposition: A spirited woman and a devoted martial artist. Her femininity has been suppressed in the wake of her supreme goal. Gets in fights over tiny matters; shoots first and asks questions later. Holds her beliefs firmly, and will argue with anyone who disagrees with her to the bitter end. At the same time, though, she is capable of changing her mind if she's obviously wrong.

Appearance: At a glance she may pass as a guy, but she is female no matter what other people say. She wears a torn up kimono and her sword sheathed. She wears sandals with her ankles wrapped up to her calf. She is missing the left eye and left arm. She has a hidden weapon where her arm should be, a Steal Whip.

Background: Perhaps her daito was not enough to stop them. Her plans should have been flawless... but perfection is falsehood, and she should have known better. She had created the Gears with her own two hands....

Now she had only one arm. She had watched them turn on her, savagely attacking her and burning her lab....

Now she had only one eye. Justice, a self-aware Gear. Stating superiority over all the other Gears and the human race. She would not be done in so easily. She is among the remaining few Japanese still left... and she will not be exterminated. Genocide... would just have to wait.

"Jasutesuu! Kisama korusu yo!! Kisama no kami wo houzuru wa kisama no tamashii wo awameru..."



Faust's Story

Faust was once a good man and a great surgeon—one of the best in the world. After committing a simple mistake that cost a young female patient her life, his mind broke and he went on a murderous rampage. He was captured and sent to a dimensional prison after taking the lives of scores of innocent people using the most indescribable of means. The previous Tournament gave him a second lease on life, and now he has returned to his former self. Wishing to punish himself for his past, Faust resolved to take his own life. Not only would this act finally atone for his sins, but he realized it was the only way he would be able to escape the painful feelings that haunted him day and night. But just as he was about to end it all, Faust learned that the young girl's death so long ago was no accident, but rather a cold-blooded murder carried out by a third party. Finally seeing the light, he now sets out on a new journey to discover the truth behind the girl, saving as many lives as he can along the way.

Character Data

Height: 282 cm (9'3")

Weight: 55 kg (121 lbs.)

Blood Type: Unknown

Eye Color: Florescent

Birthday: Unknown

Origin: Unknown

Hobbies: Unknown

Likes: Unknown

Dislikes: Unknown

Instant Kill: After rendering his opponent unconscious he places the opponent on a hospital gurney and then tries to blow it up with some explosives and an antique detonator. The explosives do not detonate, though, so he approaches the victim to investigate, at which point the explosives go off. We're then treated to an image of Faust sporting a most contrived afro.

Attributes: Intelligence 12, Focus 9, Will 8, Strength 9, Agility 11, Stamina 9

Base APs: 18

Chi: 51

Health: 92

Dizzy Threshold: 17

Rage Threshold: 26

Base Damage: Strength: +2, Focus: +2

Skills: Expert: Surgeon 13, Polearms 9, Taunt 6

Advantages & Disadvantages: Infamy, Tension Rage

Disciplines: None

Styles: Surgeon Blade (Generic/Bojutsu) 7

Special Moves:

Thrust – Pull – Hello! – Speak Up! – Hello Again!

What' Next?: Chi Blast (Prop Attack 1)

Love: (undetermined)

Souten Enshin Rambu: Balancing Act

To Be or Not To Be: Body Missile (Spinning, Air Charge)?

Shower Hack: Multi-Strike (Weapon)

In Your Face! Combo (Teleport-Heavy Strike)

Watch Your Back: Combo (Teleport-Heavy Strike) from Behind

From On High: Combo (Teleport-Heavy Strike) from Above

Super What's Next?: Item Usage

Gamble Attack: (undetermined)

This Week's Climax: Instant Kill

Other Maneuvers: Air Dash, Air Jump, Axe Kick (Crouching), Jump, Backhand (Extra Force), Medium Strike (Ascension Strike), Overhead Strike (Crouching), Staff Sweep, Super Jump

Disposition: He was a cold-blooded psychopathic serial killer. He just loves to "operate" on a victim without any anesthesia. He has now since repented for his crimes and is out to save peoples lives.

Appearance: He is a very tall man. He wears a doctor's coat. He wears a turquoise shirt with a black tie, and green pants. He also wears a paper bag over his head to disguise his true identity

Background: He was regarded as the finest physician in more than a hundred years. With a gentle personality and deft surgical skill, the doctor was respected throughout the world. One day, however, a girl under his care died mysteriously during surgery. Some said the girl's death was orchestrated by jealous colleagues, but the shock drove the doctor mad. He embarked on a violent serial-killing spree and murdered an untold number of people before finally being captured....

"Mr. Gaurd! Is it mealtime yet? Is the food ready? Mr. Gaurd, I'm hungry, I'm hungry!!"

"There are numerous patients awaiting your surgical genius and expertise, Doctor Baldhead."

"...? You're not Mr. Gaurd, are you? What does it matter, anyway? I can't perform any operations without my medical instruments...."

The enigmatic stranger who stood on the other side of the cell bars threw Dr. Baldhead a gigantic blade.

"Ooh! My... my scalpel! You're a good man.... Don't worry, I'll perform plenty of operations for you!!"

Note: Faust is Dr. Baldhead from the first Guilty Gear, if you didn't figure that out.



Potemkin's Story

Potemkin is a former slave soldier of Zepp, a militaristic nation that maintains a society based on science and technology. Having taken the rest of the slave soldiers hostage, he was sentenced by his superior to enter the Tournament. During the Tournament, he learned that a coup d'etat was in progress. In the end, the coup d'etat succeeded and Zepp was freed from its dictatorship. President Gabriel, Potemkin's former instructor, summoned him for a secret mission; to protect a Gear from the bounty hunters and bring it back safely to Zepp. Though Potemkin is unable to discern the mission's true motive, he decides to trust his former master, and accepts the mission.

Character Data

Height: 245 cm (8')

Weight: 656kg (1,446 lbs.)

Blood Type: O

Eye Color: White

Birthday: October 18th

Birthplace: The floating continent, Zepp

Hobbies: Drawing Pictures

Likes: Indestructible imperial pencil cases

Dislikes: Pencils that can't endure four tons of weight

Instant Kill: Potemkin unleashes his might with a move that would make Popeye proud. After tossing his foe into the air, he kisses his fist and then sends his victim flying with a final blow.

Attributes: Intelligence 6, Focus 6, Will 9, Strength 19, Agility 6, Stamina 11

Base APs: 14

Chi: 45

Health: 108

Dizzy Threshold: 25

Rage Threshold: 26

Base Damage: Strength: +8, Focus: +1

Skills: Intimidation 8, Expert: Art 6, Firearms 3, Taunt 6

Advantages & Disadvantages: Impressive, Massive, Pacifism 1, Tension Rage

Disciplines: Body Hardening 6

Styles: Zepp Soldier Training (Special Forces) 7

Special Moves:

Mega Fist I: Combo (Jump, Heavy Punch)

Mega Fist II: Combo (Jump (back)-Heavy Punch)

Sliding Head: Shockwave

Hammer Fall: Double Punch (Hopping)

Potemkin Buster: Backbreaker (Extra Force)

F.D.B.: (Energy Reflection???)

Heat Knuckle-Heat Extend: Grab (Aerial Attack)-Chi Shock (Extended Use, Flame Shock)

Gigante-Gigantic Bullet: Mega Attack Chi Blast (Short Blast, Stunning Strike)-Chi Blast (Chi Burst, Dashing)

Heavenly Potemkin Buster: Mega Attack Backbreaker (Aerial Attack, Extra Force)

Magnum Opera: Instant Kill

Other Maneuvers: Air Jump, Air Smash, Body Flip, Double Punch, Head Butt, Pin, Slam, Uppercut, Jump, Medium Strike (Ascension Strike), Super Jump, NO DASH OR AIR DASH POSSIBLE

Disposition: Fiercely proud and pure of heart. His giant, overpowering mass conceals a warm, gentle character, in love with all of nature. Justice is his creed, and he cannot bear to see other people suffer-even if he himself suffers the most. Always faces up to any adversity in his way, but never fights merely for the pleasure of hurting others.

Appearance: A large, muscular man with, long brown hair in a ponytail, and white-eyes. He wears a detonator collar on his neck

Background: Zepp, the "Armed Air Empire," was a military state that established toward the end of the Crusades, the entirety of which was enclosed aboard a gigantic airship. The military force of Zepp, composed wholly of slave soldiers wearing anti-desertion bomb collars around their necks, was unsurpassed... the fear of the collars exploding at any given moment was motivation enough to fight. Potemkin... was one of these men.

"Code 4595605381, Potemkin. We've finally found a use for you and your ridiculous body...."

"I refuse. These fists of mine were not made to kill."

"Hmph... fine. Your orders are as follows: Enter this tournament, and win. You will then wish for suitable territory for us to expand our Empire into. Do you think you can win without shedding blood...?"

"Damn you...! ...fine, I'll do it. Gaining territory peacefully is better than in an invasion that would result in countless casualties on both sides...."



Chipp Zanuff's Story

In his youth, Chipp was addicted to drugs and worked for the Mafia as a drug trafficker. Eventually, his drug dependency worsened to the point where he could no longer perform his job. No longer needed by the Mafia, Chipp was to be disposed of when a ninja, who later became his teacher, rescued him. Chipp began to open up to the man who saved his life, and became his apprentice. But that peace was short-lived, as eventually, the Mafia killed the ninja. Trembling in anger, Chipp vowed to take revenge on the Mafia. Unable to reach the final rounds in the previous Tournament, he learned that his heart, skills and strength were still lacking, and devoted himself even more to his training. Upon witnessing Justice's death, Chipp realized that deep down; even this monster that massacred countless people was searching for help. This made him think about what a true helping hand was. Now, he is once again ready to do battle for that which might truly save him, and so, he focuses his interest on the story of the Gear.

Character Data

Height: 183 cm (6')

Weight: 67 kg (148 lbs.)

Blood Type: B

Eye Color: Red

Birthday: February 9th

Birthplace: Insists on Japan (Actually, USA)

Hobbies: Dreaming

Likes: Sleeping pills

Dislikes: Nightmares, the Mafia, gangs, the Yakuza

Instant Kill: Five duplicates of Chipp rise into the air and trap his foe in a flaming pentagram of explosive destruction.

Attributes: Intelligence 9, Focus 8, Will 9, Strength 9, Agility 12, Stamina 9

Base APs: 20

Chi: 51

Health: 92

Dizzy Threshold: 16

Rage Threshold: 25

Base Damage: Strength: +2, Focus: +2

Skills: Respect 6, Stealth 8, Streetwise 8, Taunt 5

Advantages & Disadvantages: Alertness 5, Appearance: Handsome 8, Light Feet, Personal Goal: Destroy Mafia, Tension Rage

Disciplines: None

Styles: Ninjutsu/Swordfighting 8

Special Moves:

Alpha Blade: Slide Kick (Aerial Usage, Dashing)

Beta Blade: Slash Upper

Gamma Blade: Shoulder Strike (Empty Force)

Tsuyoshi-Shiki Teni: Teleport (Instant)

Tsuyoshi-Shiki Meisai: Ghost Form

Genro Zan: Combo (Teleport-Heavy Strike (Grabbing)

Ressho: Light Punch (Dashing, Power Strike)

Rokusai: Combo (Ressho-Palm Strike)

Senshu: Combo (Ressho or Rokusai-Forward Flip Kick)

Zensei Roga: Super Attack Combo (LS-LS-HS-HS-HS (Extra Force)

Banki Messai: Mega Attack Multi Strike-Overhead strike)

Delta End: Instant Kill

Other Maneuvers: Air Dash, Air Jump (Multi 1), Fleche, Back Flip, Face Slam, Double Air Kick, Double Palm Strike, Foot Sweep, Head Stomp, Jump, Kippup, Knife Hand, Medium Strike (Ascension Strike), Overhead Strike, Riposte, Super Dash, Super Jump, Uppercut

Disposition: Short in patience and long in fighting spirit. Takes a survival-of-the-fittest approach to life, and looks for the easy way out of everything except fighting, where his strategies are always exceptionally well thought out. Often flies into rages over trifling matters, although he's been working hard to hold his temper in check under his former master's admonitions. Wishes he could get himself to help others more often. Has a keen interest in Japanese culture from his former master, and possesses an image of that country that has little to do with reality.

Appearance: Chipp is a tall, slender man with wild, white hair, and red eyes. He wears a black vest, white pants, fingerless gloves, with his blade attached to the right glove, and black boots.

Background: Chipp was addicted to drugs at a very young age. In order to secure a regular supply of them, he became a dealer for the Mafia. Yet after years of punishing his body with all manners of narcotics, he finally broke down and was to be *disposed* of by the organization. However, his life was saved by a mysterious ninja. Realizing his huge debt to the master, Chipp became a student at the ninja's dojo and was trained body and soul in the ways of the Shinobi.

And yet, one day, Chipp returned to find his master near death, having been attacked by the Mafia.

"Master Tsuyoshi! Damn! Who did this to you?! The Mafia?! I will not forgive them!"

"Chipp... your opponent is an entire organization.... You can't do anything to them. Promise me, Chipp... you will walk away... and live your... own... life...."

The Shinobi master Tsuyoshi passed with a smile.

"Master... I cannot honor such a promise. I'll enter that tournament we heard of... form my own group, my own organization... and take the Mafia down!"



Millia Rage

Attributes: Intelligence 7, Focus 8, Will 10, Strength 7, Agility 13, Stamina 8

Base APs: 21

Chi: 54

Health: 84

Dizzy Threshold: 16

Rage Threshold: 26

Base Damage: Strength: +1, Focus: +2

Skills: Expert: Assassin 6, Respect 6, Seduction 3, Stealth 5, Streetwise 3, Subterfuge 5, Taunt 6

Advantages & Disadvantages: Appearance: Sexy 11, Power of Hair 9, Tension Rage

Disciplines: None

Styles: None

Special Moves:

Lust Shaker: Multi-Strike (Hair)

Maximum Velocity Fall: Air Dash (Diagonal)

Tandem Top: Spin Slash (Hair)

Bad Moon: Body Missile (Diving BM, Spinning BM) (Hair)

Forward Roll: Super Roll

Iron Saber: Sliding Strike (Chi Charge)

Secret Garden: Chi Blast (Guided)

Winger: Mega Attack Multi-Strike (Hair)

Emerald Rain: SAC (Chi Blast-Chi Blast-Chi Blast)

Iron Maiden: Instant Kill

Other Maneuvers: Air Dash (Multi 1), Air Jump, Forward Flip Kick, Jump, Medium Strike (Ascension Strike), Super Jump, Upper Kick, Uppercut

Disposition: A cold, reticent woman, nothing ever appears to interest her. Indifferent towards her feminine side, perhaps because of her assassin upbringing. Sees everything in terms of black or white, and rarely makes a wrong decision. Although her mind is like a machine, there is still a little human left in her, and she is tormented inside by the recluse she has become.

Appearance: Millia is a slender (but well toned) woman, she has long blond hair down to her calves and has blue eyes. She wears a blue outfit with a cloak, plus black fingerless forearm guards

Background: Millia was an orphan, both parents lost to the Crusades. The viscous assassins found her in the ruins of a village, little more than a wailing infant, and took her in. Thus, she was trained from childhood to use her hair as a lethal weapon. Millia wanted no part of such a loathsome life; she tried to commit suicide several times, each attempt ending in failure....

Finally, her first mission was at hand. Their operation was a major one- it was to be lead by the assassin leader Zato-ONE, himself. During the mission, Millia was to act alone; she took her opportunity to flee. Her escape threw the assassins into chaos, allowing them to be caught red-handed.

Millia now lives as a fugitive, only killing her pursuers when backed into a corner. Hearing from one of the unlucky assassins that Zato-ONE had escaped from jail and was entering a fighting tournament, Millia decides to enter as well.

"If I fight Zato in a tournament, one-on-one, I may have a chance to win... and my victory will bring and end to the assassin organization forever!"

Millia Rage's Story

Losing both of her parents when she was still a child, Millia was trained by a group of assassins to use her hair as weapon. However, her conscience would not allow her to murder innocent people, and as a result, she left the organization. Being constantly pursued by the assassins, she decided that it was more efficient to put an end to the organization than to run away from it. She entered the tournament to defeat Zato, the assassins' leader. Her plan was technically a success and she did gain her freedom, but her feelings-the guilt of causing her former master to be overtaken by a shadow and the fear of having to confront him again-still troubled her. Finally, out of her agony came a conclusion... "I must finish him off, once and for all."

Character Data

Height: 169 cm (5'7")

Weight: 48 kg (106 lbs.)

Blood Type: B

Eye Color: Blue

Birthday: Unknown (Millia is an orphan)

Origin: Village of the Assassins, Russia

Hobbies: Playing with cats

Likes: Virtue

Dislikes: Zato, losing hair

Instant Kill: Millia shoots a column of pointed strands of hair up from the ground at her opponent. After the column connects, a pair of massive crisscrossing braids finishes her foe.



Zato-1/Eddie's Story

Zato/Eddie, the leader of an international organization of assassins, gained the ability to manipulate shadows in exchange for his vision. Originally a lowly assassin, he gained new power through a forbidden ritual, which allowed him to rise to his present position. The repeated battles of the last Tournament took their toll on him, however, and a shadow seized control of his body. The shadow was cognizant that it was created as a weapon and that its intentions of murder and destruction were only programmed instincts. It had developed a will of its own-the ability to break away from its cursed fate. This newborn soul could not understand humans, and was filled with loneliness. While in search for others like it, the shadow came across the rumor of the Gear.

Character Data

Height: 181 cm (5'11")

Weight: 68 kg (150 lbs.)

Blood Type: A

Eye Color: Originally Blue

Birthday: January 28

Origin: Village of Assassins, Spain

Hobbies: Attempting to understand the language of the flowers

Likes: Pride

Dislikes: Women

Instant Kill: Reaching out toward his opponent, Zato summons forth the visage of a lovely woman, this then transforms into death's macabre image, signaling his foe's demise.

Attributes: Intelligence 9, Focus 12, Will 10, Strength 9, Agility 9, Stamina 10

Base APs: 16

Chi: 66

Health: 100

Dizzy Threshold: 18

Rage Threshold: 32

Base Damage: Strength: +2, Focus: +4

Skills: Expert: Assassin 8, Respect 6, Stealth 7, Taunt 6

Advantages & Disadvantages: Acute Hearing 9, Acute Smelling 8, Appearance: Handsome 7, Attuned, Blind, Elemental: Shadow, Infamy, Negative Chi, Tension Rage

Disciplines: Blind Fighting 9

Styles: Shadow Fighting (Generic) 8

Special Moves:

Invite Hell: Column Blast

Break the Law: Shadow Meld

Summon Eddie: Summon (Creature)

Tiny Attack: Light Strike (Creature)

Moving Attack: Heavy Strike (Creature)

Anti-Aerial Attack: Uppercut (creature)

Drill Special: Invite Hell (Creature)

Drunkard Shade: Reflecting Barrier

Damned Fang: Shadow Merge

Shadow Gallery: (undetermined)

Executor: Mega Attack Body Missile

Amorphous: Mega Attack Column Blast (Short)

Megalith Head: Summon Eddie – Mega Attack Heavy Strike

Black In Mind: Instant Kill

Other Maneuvers: Note: All physical attacks are Elemental Strike, unless listed. Air Dash, Air Jump, Jump, Elemental Aura, Foot Sweep, Medium Strike (Ascension Strike), Super Jump

Disposition: A true assassin, cool-headed and brutal. His speech is moderate and prudent, but also scathing enough to show the listener who's boss. This is just an act of self-preservation, however, and deep down he is just another timid (or, to put it another way, vain) young man. There is still some goodwill left lurking within his heart.

Appearance: Zato-One wears a black body suit covering most of his body. He wears black boots, a red eye guard, and black fingerless gloves that go up half his biceps.

Background: Zato-ONE was once an underling. Disgusted with his lack of ability to rise through the Assassin ranks, he risked death by invoking the forbidden arts. It says, Zato-ONE will never receive the power to control his shadow if he still have his eyesight. Then Zato choose to drop his eyes and take this power. He lost his eyesight, but gained the ability to control shadows, as well as enhanced senses- enough for him to perceive his surroundings better than he ever could with sight alone. With these newfound powers at his command, he was the Assassin leader within weeks.

However, Zato was betrayed by the only woman he had ever trusted, an Assassin named Millia, and was arrested. Languishing in the utter blackness of his cell, a gaunt, stoic figure appeared before him...

"Zato-ONE... do you want out of there? Isn't there a woman you have a pressing appointment with...?"

"Millia! But how do you know of her? Who are you?"

"A tournament is to begin soon, the winner of which will have whatever they desire. If you win, you'll be free. Free to find this woman... and punish her...."

"... heh... I don't know what you're after, but what have I got to lose? Let me out... and count me in!"



Jam Kuradoberi's Story

Huma and Hanagata were both top-ranking restaurants in China, but their approaches were completely different. Huma's pride was in bringing joy to its customers through cooking filled with love, while Hanagata emphasized creating the most exquisite dishes using only the highest-quality ingredients. Even though they opposed each other like oil and water, they were both restaurants of high repute that every cook aspired to work for. Neither of these philosophies made any sense to Jam. She believed that their policies were nothing but hindrances to bringing delicious dishes to everyone. To prove that she was right, she needed to start her own restaurant. To obtain seed money, she seeks out the reward for eliminating the dangerous Gear.

Character Data

Height: 163 cm (5'4")

Weight: Unknown

Blood Type: B

Eye Color: Brown

Birthday: February 8

Origin: China

Hobbies: Cooking, Observation, and Research

Likes: The kitchen, adolescence, well-built guys

Dislikes: Indecisive men, ignorant fools

Instant Kill: Jam flies toward her opponent to initiate this move, and, upon making contact, she treats the player to a series of charcoal drawings of herself in various action poses. Jam finishes off the technique with a very Bruce Lee-type flying kick.

11, Stamina 9

Base APs: 16

Chi: 54

Health: 92

Dizzy Threshold: 17

Rage Threshold: 27

Base Damage: Strength: +1 (+0/+2), Focus: +2

Skills: Cooking 8, Streetwise 3

Advantages & Disadvantages: Appearance: Sexy 9

Disciplines: None

Styles: Wu Shu 8

Special Moves:

Breath of Asanagi: Charge Attack Modifier

Ryujin: Heavy Kick (Charge Attack, Chi Charge, Power Strike)

Gekirin: Crescent Kick (Charge Attack, Hopping, Power Strike)

Kenrokaku: Multi Kick (Charge Attack, Rising Strike)

Bakushu: Dash (Slide)

Mawarikomi: Combo (Bakushu-Displacement)

Ashibarai: Combo (Bakushu-Foot Sweep)

Hyappo Shinsho: Combo (Bakushu-Chi Blast (Short Blast))

Senri Shinsho: Combo (Bakushu-Displacement-Chi Blast (Short Blast))

Chokyaku Houosho: Fury Attack

Renhoukyaku: Chi Star

Gasenkotsu: Instant Kill

Other Maneuvers: Air Dash, Air Jump, Combo (LK-LK-LK), Combo (LS-LS-LS), Combo (Palm Strike-Palm Strike), Crescent Kick, Crescent Kick (Double Strike), Handstand Kick, Jump, Medium Strike (Ascension Strike), Palm Strike, Super Jump

Disposition: Annoying, self-centered, conceited and every bit a sore loser. Treats herself with kid gloves, but rains down hatred upon anyone weaker or more indecisive than her. (Rock stars, though, are excepted from this.) Although she may seem hung up on all the ideals she holds dear, she is actually a stark realist, able to look at things from a more ironic perspective. She uses this to hide her true self from others. Her singular battle style is a result of harsh observation and a strong belief that her way, and only her way, is the best.

Appearance:

Background: Jam is an aspiring master chef who works day and night to become famous in the culinary world of China. Her goal is to create dishes that anyone would find delicious. To achieve this goal, she decided to open her own restaurant.

She seeks to eliminate the dangerous Gear in order to earn seed money for her culinary enterprise.

Note: Also named Cranberry Jam in a few places on the Internet.

Attributes: Intelligence 11, Focus 9, Will 9, Strength 7 (5/9), Agility



Johnny's Story

When Johnny was thirteen, his father—the only person who cared for him—was killed by a Gear. Johnny's reluctance to open his heart to others became stronger after this incident; his fear of losing love again forced him to withdraw into himself. One day, he discovered that there were many other orphans just like him, and came to realize that they might not be strong enough to continue on living. From then on, Johnny chose to follow his father's path and live as a man of compassion. It doesn't matter to him if they are humans, animals, or even Gears; it is his duty to help those in need. Johnny decides to visit the Gear in person, to see if he can offer support. He hides his intentions from his crew, telling them that he is going after the bounty.

Character Data

Height: 184 cm (6')

Weight: 72 kg (159 lbs.)

Blood Type: O

Eye Color: Blue

Birthday: October 24

Origin: USA

Hobbies: Looking for female companionship

Likes: His cherished guitar collection

Dislikes: Guys who don't "get" jokes

Instant Kill: Johnny tosses his foe a playing card that transforms the unwitting opponent into a large 2D joker, which Johnny then proceeds to slice in half.

Attributes: Intelligence 9, Focus 8, Will 10, Strength 10, Agility 11, Stamina 11

Base APs: 19

Chi: 54

Health: 88

Dizzy Threshold: 19

Rage Threshold: 29

Base Damage: Strength: +3, Focus: +2

Skills: Gambling 8, Insight 6, Leadership 8, Seduction 6, Streetwise 6, Survival 7, Sword 10, Taunt 6

Advantages & Disadvantages: Allies: Crew 7, Appearance: Handsome 10, Fame 6,

Disciplines: Iaido 3, Meditation 3

Styles: The Pirates Life for Me (Generic/Kenjutsu) 11

Special Moves:

Glistering Gold: Upgrade Mist Finer (Multi-Strike)

Bacchus Sigh: Chi Blast (Mist)

Mist Finer (High): Heavy Strike (Increased Speed, Extended Force)

Mist Finer (Middle): Heavy Strike (Increased Speed, Extended Force)

Mist Finer (Low): Heavy Strike (Increased Speed, Extended Force)

Tsubame Fang: Mist Finer (Aerial Usage)

Divine Blade/Aerial Divine Blade: Combo (Jump, Light Strike (Extended Force, Flaming))

Johnny Special: Mega-Combo Attack (Light Strike→Heavy Strike→Heavy Strike- Chi Shock (Flaming))

Joker Trick: Instant Kill

Other Maneuvers: Air Dash, Air Jump, Backhand, Fleche, Heavy Strike (Spin Strike), Jump, Medium Strike (Ascension Strike), Power Block 1, Sheath Weapon, Slam, Super Jump, Upper Kick (Slide)

Disposition: Light-hearted in spirit and florid in tongue. Endlessly chasing after women. His apparent aloofness to the world is just a part of his foppish demeanor, and he is far more shrewd than he appears. Both knowledgeable and experienced, he can get past any tight situation without so much as breaking a sweat.

Appearance: Johnny wears a black over coat along with black pants and a black hat with a skull on it.

Background: When he was young, Johnny's father was slain by a Gear. Because of this horrifying experience, Johnny came to truly understand the plight of orphans and endeavored to become a man of compassion like his father. He now leads a band of chivalrous bandits, who aim to help those in need. But just what is it that motivates Johnny not to forget his pledge to save the lonely?



Anji Mito's Story

Anji is one of the few that have inherited the precious Japanese blood. Because there are only a handful of Japanese in this time period, they are under government protection. Thus, they are viewed as international treasures, and do not receive the same treatment as regular citizens. Within the Japanese community, there are those that accept this treatment, and those that reject it. Anji is part of the latter; rather than being concerned about the preservation of his race, he wants to regain his freedom as a human being. Because of this, he disguises his nationality and travels the world in pursuit of "The Man"-the creator of the Gears and the one responsible for the destruction of the Japanese people. However, he pursues him not out of hatred or revenge...

Character Data

Height: 183 cm (6')

Weight: 68 kg (150 lbs.)

Blood Type: B

Eye Color: Black

Birthday: January 1

Origin: Japan before the Destruction

Hobbies: Vigorous Sports and Traveling

Likes: Faith, freedom

Dislikes: Obstinace, deception

Instant Kill: Anji transforms into a ball of pure energy, and then flies off the screen, only to return riding on a giant dragon.

Attributes: Intelligence 9, Focus 10, Will 8, Strength 10, Agility 10, Stamina 9

Base APs:

Chi: 54

Health: 72

Dizzy Threshold: 17

Rage Threshold: 28

Base Damage: Strength: +3, Focus: +3

Skills:

Advantages & Disadvantages:

Disciplines:

Styles:

Special Moves:

Shitsu: Chi Blast

Fujin: Shoulder Strike (Extra Force)

Nagiha: Combo (Fujin-Weapon Sweep)

Shin Ichishiki: Combo (Fujin-Chi Blast (Prop Attack 1)

Hitoashitobi: Comb0 (Fujin-Jump)

Shin Nishiki: Combo (Fujin-Jump-Chi Blast(Short Blast)

Kou: Combo (Parry- Light Strike (Ascension Strike, Spinning Strike)

On: Chi Shock (Prop Attack 2-Rising Strike) (Weapon)

Kai: Combo (Jump-Shockwave (Short Blast)

Issei Ogi "Sai": Mega Attack Chi Blast (Prop Attack-Spinning Strike)

Flower Bird "Fugetsu): (Undetermined)

Tenzin Leg: (Undetermined)

Zetsu: Instant Kill

Other Maneuvers: Air Dash, Air Jump, Jump, Light Strike (Extra Force), Light Strike (Blast Back 1), Medium Strike (Ascension Strike), Overhead Strike, Super Jump

Disposition: Just as his fighting style is smooth and dance like, his actions are dictated more by feeling than by logic. His character is a combination of movement and silence. A straightforward man, he worries little of future consequences before acting-not because of optimism, but simply because he rarely thinks things through enough. Has little sense of justice, but isn't hung up about fighting against what rubs him. Enjoys playfully needling people as a way to seem friendly.

Appearance:

Background: Anji is a descendent of pure Japanese ancestry. Because there are only a handful of Japanese in this time period, they are viewed as international treasures, and do not receive the same treatment as regular citizens. Anji has decided to conceal his own racial origins in order to search for "The Man" who developed the Gears and who is responsible for the destruction of the Japanese people.



Venom's Story

Orphaned at a young age, Venom was taken under the wing of a group of assassins. However, his sensibilities hindered his growth as an assassin. As time passed, he pondered the meaning of his existence. Before long, the organization saw him as worthless and ordered him to be executed. However, just prior to his execution, Zato, the new leader of the organization, recognized Venom's talent and spared his life. Venom pledged his loyalty to Zato out of deep gratitude for saving his life and giving him his *raison d'être*. Zato soon fell out of favor, though, and rumors of his disloyalty abounded. Venom, who had served as Zato's right-hand man for many years, knew that this slander was not true, but the evidence against him was very strong. As doubts continue to rise, Venom receives some information regarding someone thought to be Zato, and departs to investigate.

Character Data

Height: 179 cm (5'10")

Weight: 66 kg (146 lbs.)

Blood Type: A

Eye Color: Blue

Birthday: Orphaned, Unknown

Origin: Village of Assassins, England

Hobbies: Reading and Chess

Likes: Zato, sympathy

Dislikes: Blood, those who oppose Zato

Instant Kill: What else but turning his foe into a billiard ball from this master of snooker? Venom produces a number of balls and racks them along with his transformed foe. He then breaks, literally.

Attributes: Intelligence 10, Focus 10, Will 10, Strength 10, Agility 11, Stamina 10

Base APs: 16

Chi: 60

Health: 80

Dizzy Threshold: 18

Rage Threshold: 30

Base Damage: Strength: +3, Focus: +3

Skills: Expert: Billiards 10, Gambling 6, Streetwise 9, Taunt 6

Advantages & Disadvantages: Allies: Mentor (Zato-1) 10, Appearance: Handsome 10,

Disciplines: None

Styles: Pool Hall (Generic/Bojutsu) 8

Special Moves:

Stinger Aim: Chi Blast (Power Boosting) (Weapon)

Carcass Raid: Chi Blast (Ricochet Blast) (Weapon)

Ball Formation: Chi Blast (Extended Duration, Prop Attack 1) (Weapon) Note: You can create up to four Balls at a time.

Double Head Morbid: Staff Spin (Dashing)

Warp: Teleport (Prop Attack 1)

Mad Struggle: Combo (Body Missile (Diving)- Backflip Kick)

Dark Angel: Mega Attach Chi Blast (Continuing Damage)

Red Hail: Mega Attack Chi Blast (Multi Blasts, Ricochet Blast) (Weapon)

Dim Bomber: Instant Kill

Other Maneuvers: Air Dash, Air Jump, Dazing Blow, Jump, Medium Strike (Ascension Strike), Overhead Strike, Staff Spin, Super Jump

Disposition: Although he works as an assassin, his mind is pure and he has trouble hiding things from others. His actions are calm and scientific, but his thoughts are more on the romantic side. Raised in a cold environment, he has few desires in life other than to preserve his own while he searches for some meaning to his existence. His hatred of murder comes from the heart, and taking human lives outside of work is tough for him to bear.

Appearance: Venom wears a long sleeve vest and black gloves. Along with a pair of pants that have one leg that is black and the other is white. He has white hair that hangs down in front of his face with a symbol of an eye dyed in it.

Background: Orphaned at a young age, Venom was taken in by the Guild of Assassins. He pledged his allegiance to his benefactor, Zato, who saw the boy as a necessity to the guild. However, in the middle of a certain scheme, Zato was arrested and sealed away in the Prison of Dimension. Yet Zato, who was supposedly freed in the last Tournament, failed to return to the guild. Now, having received information about a possible Zato sighting, Venom departs to investigate.



Axl Low's Story

Axl actually hails from the 20th century. Born in the slums, he placed himself in the middle of gang warfare to bring peace to the area, and with his extraordinary physical prowess he was able to achieve his goal-without any casualties-in six months time. Some time later, due to a cruel twist of fate, he was forced to travel 150 years into the future. Hoping to gain passage back to his own time, he entered the Tournament. Instead, he was sent to another time period for a year's time. During that period, he was bounced around in the time-space continuum for an equivalent of three years. Throughout his journey, he learned that in each time period, there were always rumors of another time traveler like him. Axl believed that by pursuing the traveler known as "The Man," he could come upon a way to go back to his own time once and for all. Sensing the presence of "The Man" behind the incident with the Gear, he decides to check it out for himself..

Character Data

Height: 179 cm (5'10")

Weight: 78 kg (172 lbs.)

Blood Type: B

Eye Color: Blue

Birthday: December 25

Birthplace: England

Hobbies: Shooting Billiards

Likes: His girlfriend from his own time (Megumi)

Dislikes: Preachy types

Instant Kill: Axl tosses his chains into the air, where they explode in all directions, trapping his opponent in a flurry of blades.

Stamina 11

Base APs: 13 (20)

Chi: 51

Health: 108

Dizzy Threshold: 19

Rage Threshold: 28

Base Damage: Strength: +3, Focus: +1

Skills: Chain Weapon: Kusarigama 10, Streetwise 10, Taunt 6

Advantages & Disadvantages: Artifact: Kusarigama (Conduit Weapon, Speed), Tension Rage, Anachronism, Pacifism 1

Disciplines: Weapon Art: Kusarigama 7

Styles: Street Fighting (Generic) 5

Special Moves:

Benten Gari – Continue to Axl Bomber:

Rensen Geki: Weapon Extension Light Strike (Extra Force, Power Strike)

Kyokusa Geki: Combo (Rensen Geki-Heavy Strike)

Sensa Geki: Combo (Rensen Geki-Multi-Strike)

Rasho Sen: Combo (Chi Blast (Stunning strike)-Hangman-Conduit Weapon

Tenhou Seki: Body Flip (Counterstrike 2)

Honey Comb Box: (Undetermined)

Raiei Sageki: Combo (Jump-Heavy Strike)

Axl Bomber: Heavy Strike (Aerial Usage, Power Strike)

White Cap: Undetermined) (During Honey Comb Box)

Hyakue Renshou: Mega Attack Heavy Strike (Power Strike, Extra Force)

Midare Gami: Instant Kill

Other Maneuvers: Air Dash, Air Jump, Body Missile, Chain Toss, Jump, Medium Strike (Ascension Strike), Projectile Reflection, Super Jump, Weapon Sweep

Disposition: The eternal optimist. Rarely thinks deeply about matters, believing that everything works out eventually. His lust for amour knows no bounds. He does have the ability to calmly examine and solve problems, but that's just not his style. A kind man by nature, he can never find it in his heart to kill anyone-not even the most evil of villains

Appearance: Axl wears a T-shirt with a red, white and blue British flag pattern and a blue denim vest along with blue denim pants. He also wears black fingerless gloves and a red head band.

Background: Axl was born in twentieth century England, in one of the worst parts of London's East End. He grew up desensitized to violence, seeing it every day as warring gang factions fought for control of the town. However, he abhorred it deeply and was determined to end the assault on his neighborhood peacefully.

Ever since childhood, Axl had unusual martial arts prowess, and with his favorite weapon, the dual kusarigama, even bullets weren't a threat to him. Within half a year, he had successfully cleaned up his neighborhood without a single casualty- friend or foe. However, at the very moment he was sure the peace would last, he was caught in a time slip- a random disturbance in the space-time continuum- and hurtled two hundred years into the future.

Two years have passed since Axl's arrival in this new world... and he still searches for a way back home. Yet just as he begins to give up hope, he hears a rumor of a fighting tournament in which the champion gets whatever they can wish for....

Attributes: Intelligence 7, Focus 7, Will 10, Strength 11, Agility 10,



Testament's Story

Testament was involved in a conspiracy and converted to a Gear irrespective of his intention. Bearing strong willpower, he managed to maintain his consciousness and memory but was forced to conform to the command of "mankind erasure" which was implanted compulsorily, and as such, he turned his fang to mankind. With the death of Justice in the previous Tournament, Testament recovered his original character but was tortured by the depth of his sins and felt despaired to live on his life as a human being. He wandered around in despair, until one day he got lost in the woods and stumbled upon a place the people called "the devil's living place." It was there that Testament met Dizzy. After hearing the narrative of her life, her existence became his reason to live. The only thing he could do is protect her from enemies. Not for the destruction of his opponents but rather "to protect his precious one," Testament holds his scythe once again...

Character Data

Height: 185 cm (6'1")

Weight: 70 kg (161 lbs.)

Blood Type: Analysis Failed

Eye Color: Red

Birthday: May, 9th

Birthplace: Switzerland

Hobbies: Thinking

Likes: Kliff Undersn, potatoes

Dislikes: Sol, Saitou-style martial arts

Instant Kill: Testament's raven transforms into her alternate form, a beautiful ghost, and sends his enemy into a slumber. She then drives her hand through the enemy's chest in a bloody final blow.

Attributes: Intelligence 10, Focus 13, Will 8, Strength 10, Agility 11, Stamina 11

Base APs: 15 (22)

Chi: 63

Health: 108

Dizzy Threshold: 19

Rage Threshold: 32

Base Damage: Strength: +3, Focus: +4

Skills: Blades: Scythe 9, Interrogation 6, Intimidation 9, Subterfuge 9, Taunt 5, Respect 5

Advantages & Disadvantages: Alertness 7, Animal Companion 4, Tension Rage, Disillusion 3, Infamy, Negative Chi

Disciplines: Weapon Art: Scythe 7

Styles: General 7

Special Moves:

Phantom Soul: Animal Ward

Grave Digger: Overhead Strike (Aerial Usage, Hopping)

Exe-Beast: Summon Creature

Warrented: Combo: Teleport (Counterstrike 2) (Behind Opponent)-Acid Breath (Poison)

Hitomi: (undetermined)

Zien Nest: (undetermined)

Nightmare Circullar: Acid Breath (Extended Range, Poison)

Master Of Puppets: (undetermined)

Seventh Sign: Instant Kill

Other Maneuvers: Air Dash, Air Jump, Dazing Blow, Jump, Generate Weapon, Medium Strike (Ascension Strike), Overhead Strike, Super Jump

Disposition: A gentle-hearted and charitable man, willing to sacrifice everything to help others. He especially likes children, and has taken in several orphans in the past. To him, a criminal should not be punished for his crime, but forced to reassess his evil ways instead. His curiosity knows no bounds, but his hatred of violence borders on phobia.

Appearance: He wears what looks like a tube top with shoulder guards and what looks like a skirt that has a split on each side, and black knee high boots. He carries a large scythe

Background: Once, years ago, he had plans for peace. He wanted to end the war between humans and Gears with as little bloodshed as possible.

But Testament was killed before he could ever realize that goal and brought back with massive Gear enhancements, driving him insane and twisting his plan of peace, into a worldwide holocaust. However, destruction of the human race will not be so easily achieved without Justice, and to do, he needs a powerful enough force to fully break the *Dimensional Prison*. But, this cannot be achieved without ten sacrifices, the blood of ten strong warriors. He will stop at nothing to bring Justice back, even at the cost of his own life, and he will kill anyone who stands in his way, be it those that he had hired, being Zato-ONE or Dr. Baldhead, or those that he had once called his family, such as Kliff Undersn, his stepfather...

"Humans...bah... Tomorrow, and tomorrow, and tomorrow, creeps in this petty pace from day to day. To the last syllables of recorded time; and all our yesterdays have lighted fools, the way to dusty death. Out, out brief candle. Life's but a walking shadow; a poor player, that struts and frets his hour upon the stage, And then is heard no more; it is a tale Told by an idiot, full of sound and fury, Signifying nothing."

Note: Testament has a Raven as an Animal Companion named Zio. Below are her stats as a Raven or as a human.



Dizzy's Story

It is said that when Dizzy was abandoned in the village as an orphan, she was just a human child. An old couple with no one to depend on took care of her. After half a year, the people of the village became scared of her because of the speed at which her body and mind developed. One day, Dizzy found that she had wings and a tail. It was then that the villagers decided to expel her as a Gear. But her foster parents did not agree, so they hid her in the woods, away from the people of the village. She was placed in an area called "the devil's living place," a place that no one dared to approach. Living alone there in a cave, her shelter was eventually discovered by humans and she was put away in confinement. The humans tried to hurt her several times but she always drove them away without seriously wounding anyone. To escape the cruel abuse, Dizzy finally decided to leave her dear old home...

Character Data

Height: 168 cm

Weight: 56 kg

Blood Type: Analysis Failed

Eye Color: Reddish Brown

Birthday: December 25 (Unconfirmed)

Origin: Unknown

Hobbies: Grooming her wings.

Likes: Foster parents, forest animals

Dislikes: Poachers

Instant Kill: Dizzy's unearthly powers are so great, she makes use of no instant kill move.

Attributes: Intelligence 11, Focus 14 Will 9, Strength 11, Agility 11, Stamina 9

Base APs:

Chi: 75

Health: 100

Dizzy Threshold: 23

Rage Threshold: 29

Base Damage: Strength: +3, Focus: +5

Skills: Survival 9, Taunt 6

Advantages & Disadvantages: Appearance: Sexy 10, Aura of Power, Low Charisma 3, Tension Rage

Disciplines: None

Styles: (Generic) 11

Special Moves:

Flaming Spiral: Chi Blast (Reduced Range)

Arctic Impaler: Column Blast

Skull Crusher: Chi Blast (Guided Blast)

Hunger Strike (Short Bite): Chi Blast

Hunger Strike (Long Bite): Chi Blast

Hunger Strike (Follow Leader): Chi Blast (Short)

Hunger Strike (Laser): Chi Blast (Continuous Blast)

Please Leave Me Alone: (undetermined)

Imperial Ray: Column Blast (Linear)

Necro's Anger: Mega Attack Combo Chi Blast (Guided Blast) x 4

Gamma Ray: Chi Cannon

Other Maneuvers: Air Dash, Air Jump (Multi 1), Heavy Kick (Tail), Jump, Medium Strike (Ascension Strike), Super Jump

Disposition: Born from a Gear and a human. Her growth has been dramatic, and despite her appearance, she's only just turned three years old. Her thirst for knowledge is ravenous, however, and her mental age is already above 20. Separated from others, her distrust of humans is the only blemish upon her soul. Enjoys interacting with nature and other people, but hates warfare with a passion. Far from a pacifist, though, she sees the existence of humans and their destruction of the environment as just a part of a natural cycle-one that's dealt her a cruel fate to fight against.

Appearance:

Background: The product of a union between devil and angel, Dizzy has lived her entire life without feeling that she belongs. Cast out from her homeland, Dizzy searches for a place to call her own. On this journey, she met Testament, who has vowed to protect her. Dizzy commands the powers of both her angelic and demonic backgrounds, which augment her own incredible strength and agility.

Slayer

Character Data

Height:

Weight:

Blood Type:

Eye Color:

Birthday:

Origin:

Hobbies:

Likes:

Dislikes:

Instant Kill: Slayer will dash towards the enemy. If he makes contact, the screen will change to a portrait shot of Slayer, reciting a Haiku.

Attributes: Intelligence , Focus , Will , Strength , Agility , Stamina

Base APs:

Chi:

Health:

Dizzy Threshold:

Rage Threshold:

Base Damage: Strength: +, Focus: +

Skills: Advantages & Disadvantages:

Disciplines:

Styles:

Special Moves:

Feint: Feint Kick

Dandy Step: Dash (Back)

Pile Banker: Combo (Dandy Step - Power Punch (Dashing))

Cross Wise Heel: Combo (Dandy Step - (Acrobatic Flip Attack (Backflip Kick))

Under Pressure: Combo (Dandy Step - Uppercut - Overhead Punch)

Late Rejuto: Combo (Under Pressure - Any Normal Attack)

Mapper Hantzsch: Punch (Dashing) or Kick (Dashing)

Blood Sucked From Outerspace: Drain Life

Under Tow: Backhand (Power Strike, Reduce Speed)

Foot Loose Journey: (undetermined)

Dead On Time: Power Punch (Dashing, Mega Attack, Reduce Speed)

Eternal Wings: (undetermined)

Falling Perpendicular Type Dandy: (undetermined)

All Dead: Instant Kill

Other Maneuvers:

Disposition:

Appearance:

Background:

Bridget

Character Data

Height:

Weight:

Blood Type:

Eye Color:

Birthday:

Origin:

Hobbies:

Likes:

Dislikes:

Instant Kill:

Attributes: Intelligence , Focus , Will , Strength , Agility , Stamina

Base APs:

Chi:

Health:

Dizzy Threshold:

Rage Threshold:

Base Damage: Strength: +, Focus: +

Skills: Advantages & Disadvantages:

Disciplines:

Styles:

Special Moves:

Yo-Yo Arrangement: (undetermined)

Yo-Yo Return: (undetermined)

Roger Rush: (undetermined)

Juggle de Roger: (undetermined)

Roger's Hug: (undetermined)

Rolling Movement: (undetermined)

Kick Start My Heart: (undetermined)

Kick Start My Heart-Stop: (undetermined)

Kick Start My Heart-Discharge: (undetermined)

Star Ship: (undetermined)

Loop the Loop: (undetermined)

Tragedy in Maintenance: (undetermined)

Killing Machine: (undetermined)

Chute the Moon: Instant Kill

Other Maneuvers:

Disposition:

Appearance:

Background:

I-No

Character Data

Height:

Weight:

Blood Type:

Eye Color:

Birthday:

Origin:

Hobbies:

Likes:

Dislikes:

Instant Kill:

Attributes: Intelligence , Focus , Will , Strength , Agility , Stamina

Base APs:

Chi:

Health:

Dizzy Threshold:

Rage Threshold:

Base Damage: Strength: +, Focus: +

Skills: Advantages & Disadvantages:

Disciplines:

Styles:

Special Moves:

Large Tree in Hand: (undetermined)

Anti-Musical Scale: (undetermined)

Face Execution: (undetermined)

Chemical Love: (undetermined)

Window Side Desperate: (undetermined)

Limited Fortissimo: (undetermined)

Heart Break Symphony: (undetermined)

Overlooked Booking: Instant Kill

Other Maneuvers:

Disposition:

Appearance:

Background:

Zappa

Character Data

Height:

Weight:

Blood Type:

Eye Color:

Birthday:

Origin:

Hobbies:

Likes:

Dislikes:

Instant Kill:

Attributes: Intelligence , Focus , Will , Strength , Agility , Stamina

Base APs:

Chi:

Health:

Dizzy Threshold:

Rage Threshold:

Base Damage: Strength: +, Focus: +

Skills: Advantages & Disadvantages:

Disciplines:

Styles:

Special Moves:

Hello Three Ghosts: (undetermined)

Ghost Possession: (undetermined)

Sword Possession: (undetermined)

Dog Time: (undetermined)

Raou Possession: Darkness: (undetermined)

Raou Possession: Last Edgar: (undetermined)

It's Alive: (undetermined)

Raou Possesstion: Uxmal Tongue Fracture: (undetermined)

We Fear: Instant Kill

Other Maneuvers:

Disposition:

Appearance:

Background:

Appendix 1: Last Will In Testament to GGX

Well this is finally concludes this chapter of Guilty Gear X. Well, not exactly. In this chapter you will find some of the material that I thought I would put in for your reading pleasure. Here you will find the characters that were in Guilty Gear that did not appear in Guilty Gear X, either cause of their death or whatever. Or Characters from other Guilty Gear Games.

Miscellaneous Characters

Zio (Testament's Raven)

Animal Form: Strength 5, Agility 9, Stamina 5, Health 35
Human Form: Strength 10, Agility 11, Stamina 10
Base APs: Special
Chi: Special
Health: 100
Dizzy Threshold: 19
Rage Threshold: 32
Base Damage: Special
Styles: Special
Moves: Diving Attack, Feather Throw, True Form

Guilty Gear Mode Character Changes

Gear Ky Kiske

This character is very much like the Evil Ryu in Street Fighter. Some how this Knight of the Order is turned into a Gear, or maybe it was an experiment. I am not sure since I have not seen any information that says anything more then it is a Gear and what maneuvers it has. More information may become available in the future.

Special Moves:

Stun Edge: Chi Blast (Aerial, Electric) (+3 AP)

Ray Divider: Chi Barrier (Extended Range 3)

Aerial Stun Edge: Air Charge version of Stun Edge (+3 AP)

Vapor Thrust: Slice Upper (Air Charge) (-3 AP)

Impala Hunt: Combo (Teleportive Motion (Reduced Range), Light Strike)

Greed Sever: Overhead Strike (Forward Flip Strike, Power Strike)

Ride the Lightning: Mega Attack Chi Push (Power Strike) (Super) +3AP

Aegis High: Mega Attack Chi Push (Power Strike, Ascension Strike) (Super)

Rising Force: Instant Kill

All Other Character Changes for GG Mode

Sol Badguy

Gain a -2 to all AP Costs (minimum 1)

Bandit Revolver: Flying Reverse Turning Kick (Power Strike, Flame, Air Charge)

Chipp Zanuff

Gain a -2 to all AP Costs (minimum 1)

Banki Messai: Mega Attack Multi Strike-Overhead strike)

Zato-1

Gain a -2 to all AP Costs (minimum 1)

Invite Hell: Column Blast (Aerial)

Baiken

Gain a -2 to all AP Costs (minimum 1)

Triple Tatami Gaeshi: Combo)Chi Blast (Air Charge, Foot Blast, Ground)) x3

Venom

Gain a -2 to all AP Costs (minimum 1)

Mad Struggle: Combo (Body Missile (Diving)- Backflip Kick)

Fanny



Character Data

Height: ???

Weight: ???

Blood Type: O

Eye Color: ???

Birthday: Unknown

Origin: ???

Hobbies: ???

Likes: Mother's Syringe???

Dislikes: Smell of Hospital

Instant Kill: ???

Attributes: Intelligence 10, Focus 10, Will 9, Strength 7, Agility 9, Stamina 8

Base APs:

Chi:

Health:

Dizzy Threshold:

Rage Threshold:

Base Damage: Strength: +1, Focus: +2

Skills:

Advantages & Disadvantages:

Disciplines:

Styles:

Special Moves:

Syringe: Chi Blast (Short, Weapon)

Ride Syringe: Balancing Act

Syringe Suction: Chi Blast (Weapon)

Sleeping Attack:

Call 119: Instant Kill

Other Maneuvers: Air Jump, Dash, Head Butt, Jump, Medium Strike (Ascension Strike), Overhead Strike, Slam

Disposition: ???

Appearance: ???

Background: ???

Guilty Gear Petite 1 + 2 Characters

Guilty Gear X Plus Characters

In Guilty Gear X, Kliff Undersn and Justice were both supposed to be dead, but they later appeared in Guilty Gear X Plus, which was only released in Japan. That is why there is still some information left out on them, since I couldn't find much information on them.



Kliff Undersn Story

Kliff with his sword "Zanryutyuu" was the courageous leader of the Sacred Knights during the Crusades. He was inspired to do great things with his life after he was saved from being killed by a Gear. After the Crusades, he aged quickly and had retired... That is until now...

Character Data

Name: Kliff Undersn

Birthday: September 9th, in his 40's

Birthplace: Switzerland

Height: 147 cm (Zanryutyuu, 152 cm) (4'10"/5'10")

Weight: 55 kg (121 lbs.)

Blood Type: AB

Eye Color: Brown

Hobbies: Sailing

Favorite Thing: His priceless Japanese teacups

Dislikes: Fashionable, vogueish words

Song: "Pride & Glory"

Destroy Attack: Futago no Ryuukyuu-Ryoku

Attributes: Intelligence 9, Focus 9, Will 10, Strength 10, Agility 8, Stamina 10

Base APs: 18

Chi: 60

Health: 100

Dizzy Threshold: 18

Rage Threshold: 29

Base Damage: Strength: +3, Focus: +2

Skills: Blades: Sword 10, Expert: Ceramics, Insight 7, Intimidation 5, Leadership 8, Streetwise 5

Advantages & Disadvantages: Allies 2, Artifact: Sword (Conduit Weapon, Extra Damage +6, Indestructible, Speed), Attuned, Fame, Tension Rage

Disciplines: Body Hardening 2, Feng Shui, Meditation 6

Styles: Knight Sword Fighting (Generic/Swordfighting) 10

Special Moves:

Houkou Gaeshi: Chi Blast (Short Blast, Charge)

Zugaisai: Body Missile (Spinning BM)

Kubimatagi: Combo (Jump-Light Strike)

Urokohagashi: Multi-Strike

Jigoku Tsukkomi: Combo (4 x Light Punches)

Bakamon: Chi Blast (Mouth Blast, Word Formation)

Soul Survivor: Mega Column Blast (Extended Time, Linear Column)

Other Maneuvers: Air Dash, Air Jump, Jump, Overhead Strike NO DASH POSSIBLE, Fleche, Riposte, Destroy Attack

Disposition: Kliff is a brave and loyal man who commands respect from everyone, for he once led the Holy Knight in the Crusades. He reminisces about the good old days.

Appearance: Kliff wears an old brown uniform of the Sacred Order of Holy Knights. He is a rather short man with a gray beard and mustache.

Background: Kliff was known as a hero: He had bravely led the heroic Sacred Order of Holy Knights for decades the Crusades. Nevertheless, he was thought of as something of a historic relic. In his prime, however, he was regarded with awe... and, truth be told, a bit of fear as well. As a retirement gift, Kliff was given his sword of choice- the priceless Dragonslayer, *Zanryutyuu*, a gigantic blade that was said to have the power to kill dragons with a single stroke.

Five years later, Kliff lives his quiet life of retirement in sheer boredom. His only diversion now is the study of various cultures' fighting techniques, the most interesting of which stemmed from the lost, legendary nation of Japan. However, one day while walking through the streets, he notices a placard announcing a tournament for a proposed Second Sacred Order. Sensing a disturbance in the natural flow of energies, Kliff suddenly suspects something so terrible that he dare not speak it aloud: Is Justice being resurrected? Kliff immediately decides to return to the battlefield... and enter the tournament.

Quote: "Old soldiers never die! Prepare youngster...."



JUSTICE

The Rebel commander of the Gears during the Crusades. After many violent battles, the humans eventually suppressed the Gears and imprisoned Justice in a "Dimensional Prison". He has since been freed from his imprisonment by Testament.

Character Data

Name: Justice

Birthday: September 2nd (approximately over 100+ years old)

Birthplace: The supposed first Gear, presumably Japan

Height: 234 cm

Weight: 221 kg

Blood Type: ?

Eye Color: Ochre

Hobbies: None

Favorite Thing: Self-preservation is primary

Dislikes: Humans

Song: "Meet Again"

Destroy Attack: Luzen

14, Stamina 15

Base APs: 23

Chi: 70

Health: 150

Dizzy Threshold: 29

Rage Threshold: 37

Base Damage: Strength: +5, Focus: +4

Skills: Intimidation 12

Advantages & Disadvantages: Aura of Power, Fury 10, Tension Rage

Disciplines: None

Powers: Flight (Level 1)

Styles: Gear Programming (Generic 11)

Special Moves:

SBT: Backflip Kick (Tail)

Imperial Ray: Chi Blast (Continuous, Homing, Light Blast, Forceful)

Valkyrie Arc: Grab (Counterstrike, Tail)

Michael Sword: Chi Blast (Continuous, Forceful, Short)

???Excel Laser???: Chi Blast (Chi Bomb)

Omega Laser: Chi Cannon (Light Blast)

Other Maneuvers: Air Dash, Air Jump, Jump, Overhead Punch, Back Flip, Uppercut, Slam

Disposition: Justice only wishes to kill all of mankind. Is that so bad? He seeks to destroy all men. Kill very human that does not follow him or have them be slave. He will do anything to stay alive.

Appearance: Justice is the first production Gear. His body looks like armor that is white and blue with a black body suit underneath. He also has a tail. He has long wild red hair.

Background: The Rebel commander Gear called Justice was a threat to the continuation of life in the world... a catalyst for the fall of mankind. During the Crusades, numerous soldiers fell before the bloodlust that was left in the Gears' wake. Justice murdered on every level of society, exterminating humans, be them threat or innocent... it made no difference. They were all a targets.

Cities were razed to the ground, people annihilated. And the powerful nation, once known as Japan, is where it first began. The entire island was torched and obliterated of life. All known survivors that managed to escape were caught and executed. This, was Justice.

In a week the world would forever remember, Justice began what was known as the *Six Days of Terror*. Four years into the Crusades, Justice revived the dead Nazi concentration camp *Aushwitz* and began to use the facilities for the destruction of life once more. Every one, of all ages, genders, and races were slaughtered like cattle, forming the, now, Second Red Sea in Germany. Unfortunately, no liberation came for these people, as Justice managed to murder ninety million humans....

After many violent and cataclysmic battles, Justice's forces were finally suppressed, and the Lord Gear was imprisoned for the crimes committed in a *Dimensional Prison*. But from within those confines, Justice would not rest and began to prepare for the *Noir Jour de Renaissance, Black Day of Rebirth*, when "mankind would bleed a river of corpses... and Justice shall be served." That prison, already weakened by Justice's continual activity, had only to be cracked one more time- with a sacrifice worthy of the Ultimate Gear.

Quote: "... I was created as a weapon.... I am a symbol of death, and if I am a true symbol... then I do good...."

Note: Justice is the first production run Gear.

Attributes: Intelligence 12, Focus 12, Will 10, Strength 14, Agility