

Banafsaj Safi and Maduabuchi

A lotus that blossomed in a pool of blood. An impossibility.

- [Oki! \(creator page\)](#)
- [Banafsaj Safi](#)
- [Maduabuchi](#)

Oki! (creator page)



Banafsaj Safi, Maduabuchi

Entry Links

Audition Blood Lotus: Audition	Passed
Round 1	
Round 2	
Round 3	
Tournament Status:	Round 1 - Vs. SpeedStar (Hikaru and Ryujin)

Oki!



Aliases/Nickname(s)

Oki!

Gregory (real name)

Pronouns/Gender/Sex

He/Him - Male

Vocation

Writer

Social Media

Discord:

Username: Oki!

ID: 803024079350661150

Banafsaj Safi

There are no gods anymore. Only fools remain.

- Common phrase among PARMA members

A woman willing to do anything to ensure no one will suffer like she did. Capable of extreme selflessness and extreme violence alike.

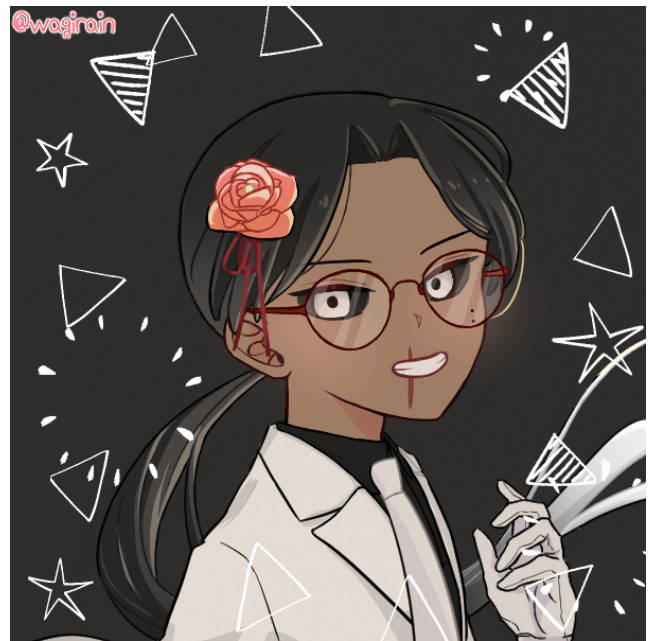
Banafsaj Safi is an operative belonging to a mysterious organization known as PARMA which exists beyond known dimensions. This organization fights other multidimensional groups in a war known as the Ascendancy War. Their main goal is to obtain fragments that are the key component in establishing utopias freed from "human" flaws (greed, hate, scorn...). When discovered to be an anomaly, Banafsaj was recruited by PARMA to become a multidimensional operative, responsible for completing various tasks around the multiverse related to the war. It is a brutal field of work, but one that she has fallen in love with.

Proceeding a successful incursion on the Crossroads to retrieve a fragment, some surviving soldiers of PARMA were mercifully captured by the God Eater. She has offered to release a group of twenty-two early so long as Banafsaj emerges victorious from the Summer Leagues Tournament. Any other wishes would be rendered useless due to her anomalous nature. Banafsaj has eagerly accepted. Whether that decision is due to the operative's good-willed nature or unseen insecurity is yet to be determined. What can be determined is Banafsaj's willingness to rend herself and her competition apart to ensure her fellow soldiers can continue to fight and bring a new era to their home dimensions and ultimately the multiverse as a whole.

Table of Contents

1. [Backstory](#)
 1. [Banafsaj Safi](#)
2. [Pysche](#)
 1. [Overview](#)
 2. [Strengths](#)
 3. [Weaknesses](#)
 4. [Likes](#)
 5. [Dislikes](#)
3. [Appearance](#)
 1. [Physical Appearance](#)
 2. [Civilian](#)
 3. [Combat](#)
4. [Combat](#)
 1. [Abilities](#)

Banafsaj Safi



Profile

Race

- Human: Earth, Anomalous

Pronouns/Gender/Sex

- Pronouns - She/Her
- Sex - None (previously female)
- Gender - Female

Age

- 39 (inaccurate to appearance, perpetually appears like a 17-year-old)

Weight/Height/Build

- Height - 193 cm / 6'4"
- Build - Androgynous, trapezoid, artificially fit (due to enhancements), moderate build.

Hair/Eye/Skin Color

- Hair: Brownish-black with white highlights
- Eyes: Black sclera and pupil, white iris

Likes

- **Her work** – Work is life and life is work. Banafsaj is a soldier. Although her occupation is a very, very dirty business full of questionable ethics and endless guilt, Banafsaj knows her actions are going to impact the lives of billions for the better. She dedicates extra effort to honing her skills and is a well-respected soldier.
- **Staying organized** – Staying organized is one of the primary ways Banafsaj's perfectionism manifests in the world. Banafsaj's items are always sorted and never haphazardly placed in a container. If she has the time, Banafsaj may organize other collections of random items in the world, like jam packets in a diner.
- **Socializing** – Banafsaj loves to talk to people about anything. If someone new enters a social circle, Banafsaj is often the first to strike up a conversation. Friends come easy so long as they remain tolerant of Banafsaj's tendencies.
- **Sparring or fighting** – Fighting has a plethora of benefits for Banafsaj. It releases stress, serves as a means of honing her skills, allows her to get to know others, and is simply pleasurable. Fighting can be physical, verbal, virtual, or of any other sort. She cares not for the method so long as there is a friendly challenge to tackle.
- **Listening to interesting people** – Banafsaj is not an incredibly intelligent person, but she loves to learn new things. She is attracted to interesting people and will make conversation to get to know what they have to say.

Dislikes

- **Helplessness** – Banafsaj is used to dealing with her problems by taking them head-on. The idea of having to solve an issue by leaving it be or not being able to do anything about present circumstances is uncomfortable to her.
- **Apathy** – The thought that some people simply do not feel like helping one another is appalling to Banafsaj. She lives to be compassionate to others, placing scorn upon apathy as a result.
- **Hedonism** – Banafsaj knows what an addiction to pleasure can do to people. She strives to separate herself from such a lifestyle and is reluctant to (but not completely averse to) interact with those who indulge in the excesses of life.
- **Luxury** – Banafsaj enjoys luxury things such as clothing and food, but only in moderation. A luxurious lifestyle is not one she has a distaste toward, just one that would make her uncomfortable if she were to live with so much power at her fingertips.
- **Combat tropes** – Many of Banafsaj's combat encounters are afflicted with all sorts of annoying tropes. She loves a good fight but hates it when tropes bog down combat. Banafsaj will usually ignore tropes (attacking mid-transformation), exploit them, or less often, verbally criticize them during an engagement (mentioning how dumb the name of a special attack is).

Skills

- **Exceptionally High Magical Proficiency** - The program under which Banafsaj has studied as part of her training has a unique understanding of magic, having conducted research on magic in thousands of dimensions to find patterns and discrepancies. The result is a magical studies program that leaves its students with some of the best knowledge about magic the multiverse can offer. Banafsaj is thoroughly passionate about the subject, and does well when working with and understanding magical systems in theory.

Appearance

Physical Appearance

Despite being a middle-aged woman of 39, Banafsaj's appearance makes her out to be a teen, although an extremely tall one, as anomalies are physically ageless. Her skin's color is that of robust honey, with artificial eyes that contain an inky sclera and white iris. Banafsaj's pitch-black hair stretches down her back in a long ponytail accented by white highlights near the bottom. Her face is youthful and full of joy, with an almost perpetual smile on Banafsaj's face that changes to fit the situation. It could be of smug glee if she won a fight, or of genuine joy at the sound of good news, regardless, Banafsaj is always smiling through the situation.

As for her physicality, it does not conform to either sex due to artificial enhancements made to her body. It only vaguely resembles an athletic humanoid body of moderate build in shape. The appearance of its exterior is covered with runes that pulse neon violet, artificial skin plus muscle, metal sheets, and other tidbits engraved onto its surface. The composition is orderly, despite the massive variety of materials. It may appear either enticing or horrific depending on the type of person to perceive it.

- One of Banafsaj's less visible features are her tattoos! They are visually loud and cover a majority of her body, avoiding important signage. Feel free to interpret what she might have on her body if you choose to illustrate them.

Civilian

Banafsaj's normal attire varies daily, with her having a strong preference towards formalwear rather than more casual clothing. She enjoys masculine clothing but does dress in more traditionally feminine attire if she feels that way. Her outfits usually involve a color scheme that

balances black with white, using sharp crimson accents and almost no other tones. Banafsaj's signature getup involves a white tie and blazer with a black oxford undershirt and slacks, with white shoes and gloves to match. Traditional formalwear that wouldn't look out of place at a wedding. This and her other outfits are paired with red, circular eyeglasses and a red lotus flower mounted on her hair.

- Feel free to dress Banafsaj Safi in whatever manner you choose in the same style as the outfit above! Like most people, she does not wear a single outfit all the time. Try to have it stick to her color palate though!
- It is a custom among most PARMA operatives to never show any skin, regardless of the weather. Banafsaj follows this tradition, and her outfits do as well.

Combat

Banafsaj's armor and weapons follow a clean aesthetic that balances mysticism and technology with pragmatics. They are made using sleek black metal with violet highlights in the form of esoteric runes or non-magical markings. Her armor covers her entire body, composed of sleek, moderately bulky protective parts over vital areas connected using durable yet flexible fabric whose holistic design resembles a modern interpretation of heavy plate mail. The exception is her face mask, which is a perfectly round disc, white like porcelain, with the black top-down silhouette of a lotus flower painted over the front. The rest of her face is concealed with stripes of white cloth connected to the mask. As for equipment, almost all items are accented by violet markings and runes for enhanced effects. Items such as weapons have forms inspired by realistic and tested designs. Modest and unassuming, but exceptionally deadly.

- For Banafsaj (and many of my modern/sci-fi-military OCs), I take a majority of my aesthetic inspirations from the wargame Infinity N4. The design of Banafsaj's armor and weapons are based on the more high-tech medium-infantry units (although light infantry and skirmishers are good references too).
- A complete list of lore and reference art of most of the units of Infinity can be found at the [Human Sphere Wiki](#). Some good units to go off of for reference include the [Epsilon Unit](#), [Gwailo](#), [Neoterra Bolts](#), and [Sombras](#).
- Also please check out the rest of the artwork provided. It is incredible coming from a relatively obscure product made by a small team.

Summer Leagues Tag

Banafsaj's tag manifests in the form of a simple bell with red ribbon on the back of her head, from which extends her tails. Unlike other tags of the same form, it is located behind her head, where her hair is tied, making it appear as if she has multiple ponytails. When her mask is in use, the wrapping will only cover Banafsaj's hair. The bell and tails will still be attached to their original point.

Combat

Abilities

Anomalous

On rare occasions, a sentient being will be born an anomaly, possessing innate abilities that allow them to analyze and traverse the multiverse without the need of specialized equipment through the proper training. With interdimensional portals being incredibly costly and time-consuming, anomalies compose the main fighting forces of those competing in the Ascendancy War as the only beings able to retrieve fragments. Listed below are some of the abilities that anomalies have assisting their traversal.

The following two abilities are the only ones that will be relevant to the tournament.

- **Multidimensional "Encyclopedia"** - Anomalies can "read" the fabric that composes dimensions to gain an encyclopedia-like summary of important information regarding major aspects of any dimension in the multiverse.
 - For this (and any) OCT, Banafsaj's information she can access will always consist of OC docs and any lore not related to the current Summer Leagues, but never current entries as there is a large delay between when events get added to the encyclopedia. Information that is not mentioned on these documents they will be unaware of, but Banafsaj can be made aware or unaware of certain details in or outside of a document by the creator's request.
- **"Fair play"** - Anomalies are unable to receive wishes or boons of similarly infinite power. If they could, the war would already be over. Deities can still assist anomalies but their help must be justified (ex: a deity paying anomalies at regular intervals to perform a continuous service as a boss would pay an employee).

The following abilities could be relevant but are unlikely.

- **Multidimensional Travel** - Anomalies can travel to any adjacent dimension, although it is an extremely lengthy process. Chiifu has stopped the travel of anomalies to and from her dimension, meaning the Crossroads is currently immune to further attacks but anomalies cannot leave until allowed.

- Banafsaj could travel to parallel tournaments, but if the God-Eater will let that happen is still up for debate.
- **Anomalous Telepathy** - Anomalies can speak telepathically with other anomalies or those using specialized equipment.
 - For this tournament, telepathic channels are perfectly closed and are only relevant outside of combat if Banafsaj wishes to converse with members of PARMA and other associated organizations.
- **Restricted Lifespan** - Once Banafsaj reaches maturity and develops her anomalous abilities, her physique will perpetually remain at that of a young adult. She will live for exactly 200 years unless killed first.

Enhanced Soldier

To ensure all species can go toe-to-toe with any challenge the multiverse hands them, anomalous soldiers are given incredibly powerful enhancements that combine magical, technological, and biological systems to exceptional effect. The product is a being with enhanced capabilities on all levels.

- **Cores System: Max 2** - By default, Banafsaj's physique is only moderately powerful and her power systems (pyrokinesis, purity arts) produce a great deal of heat when utilized. By installing cores into her body, she can enhance various aspects of herself to change her fighting style. Installing cores is part of a lengthy combat preparation Banafsaj undergoes, and cannot be performed on the fly. As of now, Banafsaj can only facilitate a maximum of 2 cores at a time due to being a young soldier. The cores Banafsaj has access to are detailed below in the "equipment" section.
- **Heat** - All of Banafsaj's actions are tied to a resource called heat which determines how close Banafsaj's body is to overheating and shutting down.
 - Banafsaj drains heat at a constant rate regardless of what she is doing. She can choose to purge heat from her body at an extremely fast rate, but doing so renders her nearly immobile. This state can be canceled out of quickly, but not instantly.
 - Performing any type of action will cause Banafsaj to build up heat, with more complex actions producing more heat. The more heat Banafsaj has built up, the closer she is to overheating. Banafsaj only experiences adverse effects upon overheating, not while building up to it.
 - It is of note that Banafsaj using her rifle is a particularly heat-nonintensive activity as it only requires concentration and minimal body movements compared to other combat-related actions.
 - If Banafsaj builds up too much heat, she will burn out and fall unconscious as a result of her body's safety mechanisms.
- **Greatly enhanced mentality** - Banafsaj's mind is significantly more powerful than her body is and often surpasses most fighters in every aspect. Any type of mental task whether it be related to memory, strategy, or analysis is much easier, especially during high-stress scenarios.
- **Greatly enhanced speed** - This aspect of Banafsaj's physicality has received notably potent enhancements compared to the rest. Thanks to her enhanced speed, Banafsaj can outpace and outposition most fighters along with being able to effortlessly scale vertical

surfaces and jump great distances.

- **Moderately enhanced physique** - Banafsaj's body is superhuman compared to the rest of her species, but is only of moderate power compared to other fighters in the tournament. Her boosted reflexes and strength will allow her to overpower fighters who do not rely on their body to win, but they will still be inferior to martial fighters. Against the latter opponents, in a melee fight, Banafsaj relies on her superior martial training and positioning to win.

Adopted Power Systems

PARMA's experimentation and access to dozens of dimensions allow them to train their operatives in potent power systems synthesized from hundreds of locations, and even combine them to create unique effects. As operatives gain experience and become used to their enhancements, their bodies can facilitate more cores and systems. Being a relatively young operative, Banafsaj has access to two base power systems and two power system extensions.

- **Combination** - The power systems Banafsaj can utilize do not exist in isolation. Mastery over the elements that comprise their inner workings allowed experienced users to fuse magical systems with objects or other systems to produce entirely new effects.
 - System-system combination - Banafsaj can combine the abilities of multiple power systems to produce powerful effects but will experience significant heat buildup due to using two systems at a time. She could change the effect of a combustion explosion into an antimagic one, or set her purity flowers to ignite material it comes into contact with.
 - System-vessel combination - Banafsaj can infuse her power systems with her own body and equipment rather than creating an isolated physical effect. Unlike system-system combination, there is no additional heat buildup. She might use pyrokinesis to set her entire body on fire, making it dangerous to engage in melee or infuse her cobweb grenade with her purity arts to slowly drain the magic of users caught within the webs.
- **Pyrokinesis** - The power system of pyrokinesis allows its users to control various aspects of fire such as shape, color, and intensity, along with creating fire out of nothing. The more intensely a flame burns and the larger area it covers, the more heat Banafsaj will produce in attempting to sustain the burn. This is a versatile ability, familiar to those experienced with magic, whose primary purpose is for combat. Some examples of usage include spheres of fire (fireballs) for ranged combat, walls of fire to obscure vision, and igniting weapons on fire for additional damage. Banafsaj's fire burns violet, the same color as all of PARMA's fires.
 - Advanced Study: Combustion - Banafsaj master of the field of Pyrokinesis, has allowed her to learn an advanced form of Pyrokinesis known as combustion. Combustion allows Banafsaj to select spherical areas of varying size within a large range (around 100m) that, after a clear visual delay in the form of a flash, attempts to combust any matter in the area, resulting in a fiery explosion that destroys and ignites material caught in the blast. She can increase the potency and area of the explosion at the cost of producing more heat. She can also choose to create a

nonlethal explosion that simply causes knockback and produces less heat, useful for personal mobility and inexpensive crowd control. Naturally combustible materials will produce a more violent explosion. On the other hand, combustion can cause matter that is not naturally combustible like stone and steel to explode, but less combustible materials will require a more potent explosion to produce the same effect.

- Advanced Study: Overload - Banafsaj can supercharge any of her pyrokinesis techniques with additional energy at the cost of building up heat. If her supercharged fire manages to deal substantial damage to an individual or object that is performing a complex action requiring a great degree of focus (a sniper taking aim, a mage using a complex spell, an overclocked computer), the additional energy can overload the target with energy, dealing additional damage and briefly stunning the target. The more complex the action is, the stronger the interruption and damage.
- **Purity Arts: Purity Flowers** - The purity arts are an esoteric school of magic with an emphasis on countering the abilities combatants rely on, regardless of whether they are physical, magical, or technological. Banafsaj's purity art manifests in the form of lotus flowers with razor-sharp black and white petals. She can instantly bring any amount of flowers into bloom stuck to her person, creating more flowers by producing more heat. When prompted, these flowers can be sent flying at any given target with extreme speed. If the target is a person or object, the flowers can bloom (usually for allies) or slash through the person, sapping them of a source of power or removing a source of weakness. This could be electrical power, physical strength, a magical talent, a curse, or even emotions such as rage and fear. More flowers making contact creates a more potent effect. The flowers can also be formed into an invincible but short-lived shield of petals that saps objects of their power upon contact in the same manner as Banafsaj's other flowers. Using more flowers increases the size, potency, and duration of the shield. This is usually a more costly option in terms of heat produced compared to launching the flowers but is valuable as a means of defense.

Fighting Style

Overview

Fighting Style: Adaptable Alpha Strike - Banafsaj wins fights by inflicting large bursts of damage on restricted opponents, with her method of obtaining such a position varying based on need. She has a well-rounded toolset full of options for controlling and damaging opponents along with personal utility, but is sparse in defense and sustain. Banafsaj uses her mobility to kite short-ranged opponents and pressure long-ranged ones. When she has an opening or makes one herself, Banafsaj will use her available abilities to restrict an opponent's ability to fight (cobweb bullets, purity flowers, stunning via combustion explosions, etc.) before following up with sustained fire from her rifle to inflict massive damage, usually ending the fight immediately. If caught off-guard, Banafsaj can adapt her strategy to defend against any opponent; however, she cannot sustain a defensive position for long and will seek an opportunity to turn the fight around.

Strengths

- **Core-dependent strengths** – Banafsaj can acquire different abilities and thus, different strengths based on the cores she installs for an engagement. This affords her a degree of flexibility when about to engage with someone.
- **Balanced combatant** – Banafsaj's training and options in an engagement skew towards offense and control, but still give her a response to most situations. Her Purity Flowers provide a valuable defense against attacks and conditions alike. There are few encounters where she will not be prepared for what the opponent can bring.
- **Adaptable, potent offense** – By far Banafsaj's greatest strength is an offense that can work against any opponent whilst still being a potent tool. Being an anomaly gives her innate knowledge of her opponents which includes their psyche and fighting style. Her control and damage options are extremely varied, with access to guns, grenades, blades, and magic.
- **Purity flower counters** – Purity flowers further add to Banafsaj's flexibility by allowing her to shut down the strengths of any opponent, regardless of who they are, or cleanse negative effects from herself and her allies. Their power as emergency shields is not to be understated considering it is her only purely defensive ability.
- **Adept tactician** – Banafsaj has received extensive training in warfare combining disciplines from across the multiverse. Her combat knowledge is extensive which is reflected in her highly tactical approach to any combat scenario. Banafsaj will be planning before, during, and after the fight.

Weaknesses

- **Core-dependent weaknesses** – While Banafsaj's allow her to become strong in unique areas, she only can have 2 cores installed at a time. The cores she chooses not to utilize leave her with vulnerabilities to be exploited.
- **Limited heat capacity** – Banafsaj's extensive options in a fight are restricted by her limited heat capacity. Her ability to be active in a fight is substantially less compared to the average competitor. She might be able to cast magic, fight in melee, and dash around the arena but her ability to do any of those three for an extended period is always rivaled by specialists in those areas. Banafsaj will often need to find lulls in combat to vent heat. Going all-out risks having to vent heat when engaged with an opponent, placing Banafsaj in an extremely vulnerable position.
- **Exceptionally fragile** – For all of the enhancements her body has received, Banafsaj is no more durable than the average human. It only takes a single arrowhead or sword swipe piercing her armor to instantly incapacitate her.
- **Costly defensive options** – Banafsaj does have defensive options, but they are limited. Her armor can resist all sorts of harmful effects but cannot withstand heavy damage. Her purity flower shields are potent and instant but produce a considerable amount of heat. She needs to stay on her toes, utilizing her defensive options as a last resort.
- **Out of her element** – As a PARMA soldier, Banafsaj wins fights by ambushing enemies who do not even know she is a threat and working with the combined abilities and equipment of a team. Banafsaj is not used to fighting alone, nor is her fighting style supposed to be for such situations. Working with allies in an ambush minimizes her

durability weakness and abuses their combined offensive strength to trivialize encounters. It is in a fair, one-on-one duel where she is at her weakest.

Equipment

Loadout Template

Funding from the Crossroads due to working as in a special division of the Crossguards, support from fellow PARMA operatives residing in the Crossroads, and the occasional supply drop from PARMA provides Banafsaj with a variable loadout that can change based on the situation.

This is a reference guide to how Banafsaj's loadout for a given engagement is constructed. Intended for those writing Banafsaj. The listed equipment bellow are just samples. What she brings to the fight is up to the author's choice.

If you do not want to deal with this system, just use the default loadout listed bellow!

- **Cores** - Permanent enhancements to innate capabilities (reflexes, power systems, unique abilities, etc.)
 - 2 Cores
- **Armor** - Passive means of protecting the body
 - Lotus Mask (fixed)
 - Light Fullbody Armor (fixed)
- **Weapons** - Main mediums for fighting
 - 2 Primary Weapons (greatswords, ballistic shields, sniper rifles, etc.)
 - 5 clips standard ammunition per primary
 - + 1 clip special-issue ammunition
 - 2 Secondary Weapons (knives, handguns, bucklers, minor magical foci)
 - Occasionally, Banafsaj may bring along a heavy weapon that will take up multiple slots. (missile launcher, machine gun, etc.) The slots expended depends on the weapon's weight/power.
- **Utility** - Expendable Tools (Grenades, mines, consumables, beacons, scrolls, etc.)
 - 2 Ordnance

Sample Loadout

Cores

- **Reflex Core** - A core that greatly improves the physical dexterity of its user. Its defensive and offensive value in solo combat cannot be understated, making this a near-mandatory

pick for every round in the tournament.

- **Purity Arts Core** - A core that greatly reduces the heat produced when using Purity Arts. One of Banafsaj's preferred cores to use due to the value of her purity flowers.

Other Cores

- **Strength Core** - A core that greatly improves the physical strength of its user. When combined with the reflex core, Banafsaj should be able to match the physical ability of dedicated martial fighters.
- **Pyrokinesis Core** - A core that greatly reduces heat produced when using pyrokinesis. It can replace Banafsaj's preferred Purity Arts core for a more distanced and destructive fighting style or work alongside it to magically devastate the opponent.
- **Spotter Core** - A core that allows Banafsaj to see things normally obscured based on their energy signature. The spotter core allows Banafsaj to see anything with a strong signature, allowing her to shoot through smoke, break illusions, and do other useful things related to seeing what is normally unseeable.
- **Blink Core** - A core that allows Banafsaj to make short-distance teleportations (around 35m) at the cost of significant heat production. A powerful combat asset that would give Banafsaj overwhelming mobility and an assassin-adjacent combat style.

Armor

- **Lotus Mask** - A special mask Banafsaj was granted to assist in her journey for a pure self. It is a completely white disc large enough to obscure Banafsaj's entire face with the black top-down silhouette of a lotus flower. The mask is on her person at all times, either hooked to her hip or worn. When worn, white strips of cloth magically protrude from the mask's edges to envelop Banafsaj's face. Despite the opaque appearance, it is completely transparent from Banafsaj's side when worn. The mask and its bandages render Banafsaj's head immune to physical damage and provide resistance against effects that would impair Banafsaj's focus. Its main effect only manifests when Banafsaj falls asleep, during which she meets and reflects upon her conscience in a monochromatic dreamscape. Eventually, she will be ready to unlock the mask's complete power, but that time has not arrived. The Lotus Mask provides Banafsaj with all the effects of a standard helmet as well, which includes minor truesight (limited illusion breaking, limited ability to see energy signatures, limited ability to see heat signatures, etc.) and filtration of harmful gasses.
- **Multilayered Light Armor** - A lightweight, full-body suit of armor for Banafsaj. It is designed for frontliners who need to act and move unencumbered. The armor's protection is solid, completely negating stray hits, shrapnel, and light attacks. Stronger attacks such as moderately powerful spells and focused strikes from melee weapons will make notable dents in the armor, with incredibly heavy attacks such as direct explosions and greatswords wielded by strong foes instantly breaching armor and killing the bearer. Multilayered armor is unique in that it is composed of multiple layers that reduce the potency of all types of effects when in combination. Elemental damage, magical effects, attacks on the psyche, lethal chemicals, and the like are resisted but not negated in the same manner physical damage is.

Weapons

- **Ballistic Rifle** - A truly devastating weapon and the icon of modern warfare. The culmination of millennia of magical research, technological advancements, high-quality materials, and battlefield strategy, the ballistic rifle is the centerpiece of Banafsaj's offense. A sleek, firearm with an aesthetic that mixes military sci-fi with a sense of pragmatism. Surrounding the black exterior are many violet engravings and lines, with the same aesthetic as her armor.
- In terms of combat potential, firearms provide their user with attack ranges of hundreds of meters, accuracy that ensures hits at generous distances, fire rates that ensure targets can rarely escape barrages unscathed, and damage that can rend armor and flesh to ribbons in a matter of seconds. Such a weapon is powerful but never void of weaknesses.
 - While the caliber and fire rate are comparable to a 21st century assault rifle, Banafsaj's firearms sport increased range, accuracy, reliability (nearly no jams), along with a stopping power multitudes more powerful. This allows bullets to deal meaningful damage against durable or armored targets. Due to the accuracy and range, Banafsaj can apply consistent, powerful chip damage to mobile foes. If she is provided with a window of attack against a restrained opponent, a single clip fire in full auto is enough to end a fight.
 - Despite all the strengths, the power of Banafsaj's rifle is still restrained by superhuman, but imperfect reflexes and the opponent's ability to dodge. A smart, mobile opponent will be able to avoid most, but not all shots. Also reloading.
 - Banafsaj's firearms are also hampered by a long swap delay. If she is caught off-guard in melee with a firearm still in hand, Banafsaj will be defenseless against incoming attacks.
 - **Special-Issue Ammunition** - Depending on the type of opponent, Banafsaj can bring specialized ammunition to counteract a specific aspect of an opponent she encounters. Some examples of special-issue ammunition include euphoric bullets that hamper the target's ability to focus via euphoric chemicals, shredder ammunition that shreds through organic matter and causes immense pain in an area around the impact zone, and antimagic ammunition which hampers a target's magical potency.
 - Equipment is flexible as always. Choose your own ammunition!
- **Knife and Halberd** - For melee encounters, Banafsaj relies on her halberd, a versatile weapon with a considerable reach that can be adjusted at a moment's notice due to an extendable handle, paired with solid punch and speed. Her knife is for dire or close-range situations. While it may seem weak in terms of damage output, the extremely light weight allows for rapid slashing attacks that can find openings in defenses and melt through targets if given the chance.
 - The blades of both are made using a strong material that burns white when drawn and can cut through most defenses, regardless of the type (magical, physical, etc.). Upon contact, the internal structure of the target is ruptured in a small area around the location of impact (~0.25m, but up to interpretation) rather than making a single incision. This causes massive damage to any target with delicate internals, especially organic ones who will feel extreme amounts of pain.
- **2-Dimensional (2D) Minor Focus** -

Utility

- **Cobweb Grenade** - A throwable explosive that, upon detonation, releases a mass of ghostly white strands that hold still in the air and interlock with one another in a similar manner to a spider's web. These strands are sticky, interfering with the movement of projectiles attempting to move through them. They can be broken with enough force and decay over a few hours.
- **Smoke Grenade** - A throwable explosive that, upon detonation, releases a large mass of vision-obscuring smoke. It is usually used to slow down the tempo of a fight by forcing enemies to engage inside the smoke cloud or around it. Her minor truesight granted by her mask has great value here, allowing her limited sight into the smoke.

Gallery

Empty (as of now)

Author's Notes

Fun Facts

Biology

- While Banafsaj is able to taste food/drink, due to the removal of her digestive system, she rarely eats, and if so must always spit out food after eating.

Culture

- Banafsaj and her fellow operatives share a language foreign to the Crossroads. If one speaks to another, their conversation will be incomprehensible to most.

Conversation

- Banafsaj is the most likely woman in the room to rant about anything. Expect her to dominate conversation if she gets extremely involved in a topic, or begin shouting.
- Tonally, Banafsaj has a fairly masculine voice for a woman, and if necessary, can perfectly imitate a male voice.

For Writing

Romance/Sexuality

- Although Banafsaj is heterosexual, she is known to flirt with people regardless of gender for the fun of it.
 - Please excuse me for only now including this detail. Banafsaj's sexuality remained undecided during her creation.
- Banafsaj is completely open to date other Crossroad residents and travelers, but her work as an MDOp means she can only visit her partner after receiving the go-ahead for a discharge, which occurs at 100 years of service or in extremely rare circumstances if an MDOp can no longer fight.
 - This means that Banafsaj's dating pool is exceptionally restrictive. Perhaps with the God-Eater's permissions some manipulations of timestreams can occur to allow for a swift reunion?

For Artists

NOTE: ASK ABOUT EQUIPMENT IF YOU ARE WRITING BANAFSAJ IN COMBAT

Banafsaj will change the equipment she brings based on the opponent she is up against. This wiki page only contains basic equipment for Banafsaj. Please ask me to know what equipment Banafsaj would bring to a fight.

Maduabuchi

A mysterious and powerful woman of an older era, punished for her hubris by being locked in a mask. He has now atoned for her sins, and seeks to help the wearer of this mask, Banafsaj Safi, attain purity so she may unlock the full potential of the Purity Arts.

Within a Purity Mask carried by Banafsaj Safi, a wearable device designed to help its wearer reach a state of purity and thus unlock the full potential of their Purity Arts, is Maduabuchi's soul. Whenever Banafsaj falls unconscious deliberately (sleep) or forcefully (knocked out in combat), the two encounter each other in a dream-like world that Maduabuchi can shape to her liking. Here, Maduabuchi gets to decide when Banafsaj is ready to wake up, usually when Banafsaj can walk away from their conversation with a more developed character. Even after years together, Banafsaj knows virtually nothing about her background other than that some act of attempting to be like god locked her away here.

Table of Contents
1. Psyche
1. Overview
2. Appearance
1. Primary Appearance
3. Abilities
1. Physical Manifestation
4. Gallery
5. Author's Notes

Psyche

Overview


In terms of personality, Maduabuchi is an old soul. She is best described as reserved, humorous, patient, wise, and exceptionally introspective. Although she appears extremely uptight when not around others, she will immediately display a much more soft, jovial side when interacting with him. Maduabuchi is always happy to talk to anyone about anything. She shall listen with the same eager intent to a war criminal as with a second-grader. Although she will not condemn others for their ways, Maduabuchi is often the giver of wisdom regarding flaws she may see in a person. Her advice is not always perfect, but it is always more helpful than what anyone else can offer. Maduabuchi has lived countless sorts of lives and knows a lot about what it means to exist.

Appearance

Primary Appearance

Maduabuchi's physique is that of a stocky humanoid, although other information is impossible to discern due to

Maduabuchi



Aliases/Nickname(s)

None

Profile Data

Race

Human: Earth

Pronouns/Gender/Sex

Sex: Female (presumably)
Gender: Female
Pronouns: She/her

Age

Unknown (extremely old)

Weight/Height/Build

Height: 160cm / 5'3" (roughly)
Build: Stocky

Hair/Eye/Skin Colour

Hair Color: Indiscernable
Eye Color: Indiscernable
Skin Color: Indiscernable

Gallery

Empty (as of now)

Author's Notes

None (as of now)