

# Reigai/The Gambler

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I'm severely outmatched.

-- Reigai, *Butterflies and Dreams*

Reigai is the result of centuries of knowledge, used to craft a single living, breathing doll, the fusion of machine and magic to resemble the organic.

Joined the Crossroads under suggestion of strangers (accidentally) and Gambler (intentionally), their wish is still undecided upon, but there is a wish ready to be made within their heart.

Their Tag is a necklace with a White Poker Chip, it currently is a "1" Value Chip.

Although capable of combat, they let Gambler deal with scuffles.

Gambler, a companion within their mind, acts towards ensuring the best for Reigai, taking over control of their bodies when in combat situations due to Reigai's personal inability to fight properly.

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## Backstory

Reigai woke up in an unknown realm, it felt crushing to be there, so they searched for an out, finding it once a voice, Gambler, guided them to a book within a bookshelf.

Once they left, they woke up in the Forest of Butterflies, a place with a history of being owned and taken care of by a Sage, though that was all in the past, they looked towards civilization and found a girl named Alius and a man named Antonov, who granted a place to rest a night and filled them in on some knowledge that they don't know.

Then, when the sun rose again, they parted ways, leaving Reigai with the words that they should forge their own path forward in this world that might be hostile to them.

### The Vessel, Reigai



#### Aliases/Nickname(s)

Reigai, The Vessel, The Gambler

### Profile Data

# Abilities

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## A Caterpillar - Reigai

A Caterpillar is a passive ability, it causes the user increased endurance and stamina, incentivizing a defensive playstyle.

"A doll doesn't tire, nor does it feel hurt." - ???

## A Chrysalis - Reigai

Another passive skill, this one allows Reigai to cast shields it's partly transparent, though golden streaks can be found running through it like veins, extended use is tiring.

"I do this so I can hold those dear to me close to me, forgive me." - ???

## Mariposa - Reigai

Reigai's only offensive ability, it allows them to leach mana off anyone near them, a proboscis like appendage extends from their hand and stabs the target, sapping their mana away, then their life.

"I'm sorry, but you've crossed the line, we part ways here. Until this world ends, wait in hell for me." - ???

## Shared Bodies - The Vessel

Due to how Reigai and Gambler share the same body, they also share the same skills, although to call on the skill of others you need to call out the skill, it's still a valuable asset in a pinch.

"A fool's errand, the Elixir was nonsense and now this?" - Gambler

## Six Shooter - Gambler

Gambler's main offensive ability, it is a magic revolver that holds six rounds, one of the rounds on it is always rigged to blow up the revolver in the hands of it's user, if dropped anyone can pick it up and use it, if one dismisses it they can absorb the mana used to make the revolvers and the bullets, if the cylinder is spun the wielder has it's mana sapped to refill the used bullets.

"A cheap shot, a clean miss, I really need to train more." - Gambler

## Ace of Spades - Gambler

A close ranged option, Gambler summons a blade of a transparent material, it can grow many layers causing it to grow opaque but also increasing it's weight and reducing it's general ergonomics and strength, like Gambler's other main skill, it has a layer of randomness, when it has no reinforcement it breaks about half of the time, when it has a layer of reinforcement it breaks once every four times, another layer causes it to break about every eight uses. There's no limit on how many times it can be reinforced besides the mana requirements, which grows like the durability. Once a slash is made, until the blade breaks or the slash ends, the blade will sap mana from the user to enhance it's strength.

"You win some, lose some, it's all the same to me." - Gambler

## Resonate - ???

An Ace in Gambler's sleeve, Resonate allows them to copy a skill of the target's assuming conditions are met, it is unknown how conditions are determined but they seem to center around making combat harder or something that is hard to achieve in a fight for Gambler, assuming conditions are met, Gambler will drag the conscious of the target into the Library of All, there they'll play a game of chance, no damage caused in there reflects in real life. Assuming Gambler wins, they steal a ability of choice from the target, losing allows them to steal a ability randomly from the target.

The stolen skill will never be at it's peak nor it's weakest, how it's wielder uses it also is a variable, complicated skills being harder to use.

## Thermokinesis - Antonov's "Borrowed" Ability

Antonov's skill which was borrowed, between full frontal offense and utility, this caught Gambler's eyes.

Allows the user to control things at a molecular level, Antonov could create fire and ice and manipulate it to his will almost subconsciously, the copied skill is close to allowing this to happen, but training is still needed to get to that level.

"I've already told you, Alius, I've had no connection to any royal alchemists, even if I have the skills to be one, I was just a teacher in a fancy school until *that* happened."

# Strengths

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The Vessel hold the conscious of Reigai and Gambler, thus strengths and weaknesses after are gonna be in parts:

The Vessel's strengths apply to both of them, being made of both magic and machinery, they hold

decent resilience, though they look like a doll, they have skin and flesh alongside bones of a metallic material of great, great resistance, being able to suffer stabs and slashes and yet holding incredible regeneration properties, assuming they have enough mana to regenerate cut flesh and broken bones.

Reigai's capable of sustaining themselves handily in a battle, lacking damage they can support themselves well with their skills.

Gambler holds a battle hyperfixation, being able to fight no matter what is thrown at them, unless they're stopped, they'll throw themselves at the opponent without hesitation, no enemy too threatening for them, they're also highly skilled in all sorts of luck based games, even without a ability that brings luck their mentality of a winner roars loudly.

## Weaknesses

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Reigai's unskilled in combat, though they are willing to try, if they realize they're severely outmatched they'll yield their body to Gambler, they can't properly gauge a opponent's skill unless the opponent's overwhelming them.

Gambler's a careless fighter betting on your failure, it's not hard to surprise them, one distraction's all that's need to lure them into a trap, just know their will's strong enough they'll try and walk it off.

## Gallery

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# Author's Notes

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Gambler is mainly inspired by Roguelites, the idea of growing stronger every combat resonated nicely with me.

Reigai's just a character I wanted to try making someday, they're innocent, isn't it nice to just have an OC who isn't suffering?

The Vessel isn't a character, it's more a description of y'know, what they reside in.

For any questions about them, just DM me on Discord @specswitched, even if I'm offline, I'll respond asap.

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