

Inari Sato (Season 2)

Shut up and Fight!

-- Inari, vs Gensai Rex.

Previous winner of the second league of the Crossroads Tournament and ex-ghastly warrior (See, [Inari \(Season 1\)](#)), Inari is a seasoned veteran with a rough but effective fighting style and hot headed but sportsmanlike desire for battle. After moving to a different realm and gaining new abilities, Inari returns to the crossroads, but this time, as a mentor for newcomers and spectator of the event.

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Backstory

Origin

Inari was a student without too much purpose, just seeking thrill by fighting other students with two of her close friends. Growing bored with her school life, **one day she is approached by the student council's president, Sana Okagami**, and her life turns around. With this new found friendship, love blossoms and Inari finds her days full of color. However this wouldn't last too long as Sana, in a misguided attempt at a gift, **she reveals her identity as a kitsune and irreversibly changes Inari's soul to make her immortal**.

Inari became a Half-Yurei, in simpler terms, a Half-Ghost, not only able to see spirits and interact with them but also changing her appearance, as all changes to the soul will have an effect on the body it resides in.

Her appearance was too demonic to show herself to her friends and family so she hides, manages to watch her own funeral after being declared missing in an accident, and then leaves her home town, now more sinister than how she began.

Inari Sato



Aliases/Nickname(s)

Ina (Sana)

Profile Data

She's still uncomfortable around foxes, but doesn't really have prejudice around them anymore.

Abilities

Remnant of Sana Okagami's "blessing" - [Okagami Bygone] -Cured-

A remnant of Inari's curse, the one that turned her into a ghost against her will. After getting rid of it, a remnant of it still remains engraved in her very soul. One part of it is [Vision], the ability to see auras and spirits, and the other being higher stamina than the average person.

Lotus' Blessings -[Model] and [Conduit] Skills-

After stepping foot in Senko's home realm, Lotus, she found herself blessed by the same skills the inhabitants of this world find themselves getting. She's had time to both experiment and grow accustomed to these and is actually fairly proficient when it comes to using them.

These abilities use **Will** instead of **Soul Energy**.

Skill - [Model]

This skill allows the user to form objects and Weapons from the energy of energy based creatures, these include spirits and undead, but are not limited to them.

[Model], Self Weapon

Inari tends to use it on herself, but this uses more Will than otherwise.

There's 3 types of Self Weapon, Blue Knuckles, Red Sword and Green Pistol, based on the weapons she has used in the past.

[Model], Bulk Up

Inari can infuse the energy acquired from model and shape it around an existing weapon or object to increase it's power and durability. Usually used with the wooden sword she possesses.

Skill - [Conduit]

This skill allows energy based creatures (such as spirits and undead but not limited to them) to empower Inari, which lets her gain abilities dependent on the creature she's utilizing [Conduit] with.

For example, if Inari used [Conduit] with Senko (who counts as undead, as she is a mummy), she'd

be able to gain Senko's sword skills.

Job & Skills

Inari's currently no more than a tourist, and if persuaded, can teach anyone one or two lessons in combat sense. Her fighting prowess comes from her battle experience rather than her technique, so despite being able to teach others a different mindset, she's not able to teach an actual fighting style that isn't just "apply fist to face". Additionally, she's always up for a friendly spar, and maybe even a training session. She takes pride in her winner title, maybe a little too much sometimes.

Location

Inari can be found walking around the entirety of crossroads. Think of a random encounter. But most of the time she can be found inside the actual town rather than the outskirts.

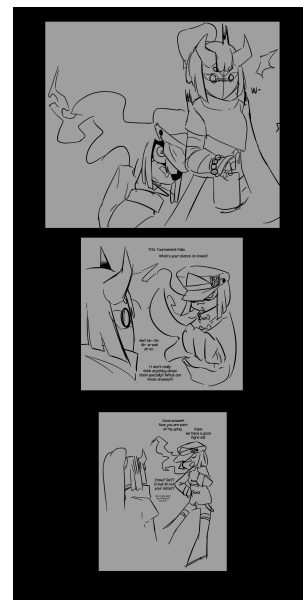
Gallery



Concept Art 1



Render



First Interaction with Senko



Full body + Turn Around



Inari, Senko and Cinnamon.



Concept Art 2



Past Inari Refsheet



Classic Uniform Look + Young Inari



Half-Yurei Inari



Blue, Red, and Green (duh)

Fun Facts

- Inari's mask is worn due to the culture of Senko's hometown. Not wearing one is essentially being naked in their eyes. Inari struggles with that basic etiquette but still tries to respect their customs.
 - Cinnamon came from an egg. The whole process involved spirits converging together, but Inari and Senko think Inari laid the egg somehow, since it just appeared in their bed one morning.
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