

Overview/Synopsis

Society's really funny, the lot of them. One day, they're helping each other, standing peacefully side by side, and the next they're busy chopping each other's heads off as if it was the most normal thing in the world. Sometimes, such affairs become tedious to society. Sometimes they need to feel better than those around them. Some people just need a sense of superiority, one way or another.

The Dosia School of Hypermechanics serves as a means to such an end. Here, the children of various affluent families gather to engage in both education and competition alike. However, as always, nothing is as simple as it may seem. After all, humans are truly talented liars, especially when lying to themselves. And people always tell themselves that they're doing the right thing.

The rich are now able to purchase "puppets." Long gone are the days of maids and butlers; now society relies upon puppets to serve. They are used for every purpose imaginable: cooking, cleaning, entertainment, and the list goes on. At Dosia, the young are to train with their puppets to compete in sparring matches. It has become the new version of the Olympic Games, garnering worldwide attention and mass viewership.

Raizo, the Puppet of Infinite Planes, is one such puppet, made for the entertainment of the masses, or so he's been told. He doesn't really know. All he remembers is that he was once human like everyone else...and with the help of his owner, Hikari Oshiro, he intends to find the truth behind his own origins. Will this puppet and his "young miss" be able to reign supreme and find out the truth behind Raizo's creation?

Construction of the Puppets

Puppets can be created for a variety of reasons, ranging from domestic chores to advanced combat. It's usually a combination of factors. It is common knowledge that all puppets were once human, but were fatally wounded some way or another. Ultimately, they were rebuilt using various parts.

Puppets are constructed using various materials, ranging from modified tungsten (element 74, modified to prevent easy shattering) to titanium (element 22). They can also be constructed with other metals, some of which in particular are very rare and durable.

Puppets are not only physically strong, but they also have a magical core. This core gives them supernatural properties and allows them to function with proper autonomous AI.

Fictional Metals

Ever discover an element? No? Me neither! Let's make a few up anyways. In the real periodic table, there are currently 118 elements. In this world, however, there

are 140 of them. But, only elements number 136, 137, 138, 139 and 140 actually matter; the rest of them are rarely (if ever) mentioned. None of these elements are actually possible, both in terms of properties as well as function, but just leave it be.

Element number 136 is Sormandium. It is a metal with a melting point of 3524°C and a boiling point of 5740°C. It is sturdy, with a tensile strength of about 98,300 PSI. This metal is usually used to forge the new mechanical skeleton of a puppet. It is also often used in construction since the rich can afford to have it in their home's framework. This makes their homes relatively sound, even against mother nature. It has a density of about 1.909g/cm³.

Element number 137 is Calanadium. It's an absurd metal with a melting point of 5311°C and a boiling point of 7204°C. This metal is almost impossible to shape without melting it, and it's often used to create casts from which other parts (usually puppet parts) are made. The catch is simple: it's very brittle, so using it as a part for a puppet would be foolish and dangerous. It (uniquely enough) cannot form ions. There is no rhyme or reason, really, it just permanently has a full valence shell. It has the stupidly heavy 5.081g/cm³.

Element number 138 is Jorgandium. It is a metal with a melting point of 3775°C and a boiling point of 5847°C. This expensive but effective metal is most often used in the forging of weaponry for the puppets, ranging from mechanical bows to crossbows, or sword and spears, or even guns and cannons. Uniquely, despite being extremely light (it has an atomic mass of 139.8716, but a density of only 2.194g/cm³) for its size, its tensile strength is just over 387,000 PSI. Not only is its tensile strength absurd, but so is its hardness on the Mohs scale, scoring 11.3!

Element number 139 is Zelaborium. This common but strong metal has a melting point of 3712°C and a boiling point of 5791°C. It has a tensile strength of just under 373,000 PSI and a hardness of 11.1 on the Mohs scale. This metal is what (most) puppets are really made of. As they are part human, all their damaged body parts are removed surgically. Their skeleton is replaced with pure Sormandium and missing body parts are instead made with Zelaborium or other sturdy metals. Funny enough, it has regenerative properties, which gives the metal (and the flesh) that it is attached to the ability to regenerate rapidly. It has a density of about 1.937g/cm³.

The elusive element number 140 is Fatalium. Perhaps the most absurd element ever conceived, this metal (with a density of a simple 1.254g/cm³) is completely indestructible. I kid you not, it lands a solid infinity on the Mohs scale, as well as having infinity for PSI. Furthermore, it has no melting or boiling point. "Then what's it used for?" you may ask. Well, it's just strange. This metal has a habit of infecting certain other metals (specifically, any alkaline earth metal) and transmuting those metals into more of itself. It is impossible to create a puppet using Fatalium, however, because Fatalium parts will attach itself to and merge with the joints on the puppet's body. Although it will not transmute the joints if they are not made of alkaline earth metals, the Fatalium will hold the joints completely still, rendering them useless. Thus, the puppet becomes unable to move and, therefore, can do absolutely

nothing. Instead, Fatalium is (VERY RARELY) used to create special weapons for puppets. These weapons are almost never seen and are extremely expensive. However, Fatalium seems to have some magical properties, since the weapons appear to have minds of their own. Regardless of distance or circumstances (assuming the puppet lives), a puppet can call their Fatalium weapon (if, by some miracle, they own one) to their side, causing it to almost warp to their owner's location. This makes Fatalium weapons rare and deadly, yes, but also impossible to steal or hide. How useful!

Definitions List

Term	Definition
Edit as Needed	Edit as Needed

Character List

Main Characters

Character	Info	Biography/Weapon Summary
Hikari Oshiro	Race: Human Gender: Female Age: 16 Birthday: July 18 Height: 173cm Weight: 63.4kg Eyes: Blue Hair: Blonde (twin tails) BWH: 79/60/78 (32B) Weapon(s): <ul style="list-style-type: none"> - Jorgandium Rapier* Puppet(s): <ul style="list-style-type: none"> - Raizo - Satomi - Karen 	<p>The younger of the twin daughters of the Oshiro family. Born to a Japanese father and a British mother, Hikari was raised upon one simple principle: she was, is and forever will be rich, and thus she can have whatever the hell she wants (much to Raizo's disapproval).</p> <p>She is over privileged and stuck up, not to mention overbearing. She sometimes mistreats her puppets, since they have reduced human rights, resulting in the puppets not eating properly and lacking sleep (both in quality and quantity). However, Hikari also has her gentle side, and will take care of those that she chooses to worry for.</p> <p>Hikari is jealous of her sister, and strives to win as many battles as she can in order to prove her strength and skill as a leader and a soldier to her family. However, she always ends up inferior to her sister, who she blames for her own lack of success.</p> <p>Not highly skilled in battle, Hikari largely relies on her puppets to do the fighting, often taking a back seat and joining in as a finisher. She wields a rapier forged from pure jorgandium. She is swift, but also physically weak and indecisive, often resulting in bitter defeat if fighting alone. Despite that, Hikari tends to blame her failures on her puppets, Raizo in particular, resulting in her classmate's scorn.</p>

Raizo	<p>Race: Puppet</p> <p>Title: Puppet of Infinite Planes (A.K.A the Overlord Puppet/the Blood Prince)</p> <p>Composition:</p> <ul style="list-style-type: none"> - 3% organic flesh - 4% titanium - 93% zelaborium - 100% sormandium (skeleton) <p>Gender: Male</p> <p>Real Age: 17</p> <p>Puppet Age: 5</p> <p>Real Birthday: November 29</p> <p>Puppet Birthday: June 5</p> <p>Height: 184cm</p> <p>Weight: 156.5kg</p> <p>Eyes: Grey</p> <p>Hair: Black (short, slightly messy)</p> <p>BWH: Don't ask. Ever.</p> <p>Weapon(s):</p> <ul style="list-style-type: none"> - Vengeance* (samurai sword/ tamahagane, made of fatalium converted from barium) - Katana (made of pure iron) 	<p>A puppet made from the remains of a murder victim. Raizo, like other puppets, cannot remember his own last name. All he knows is that he was rebuilt after a brutal mass murder. He remembers vague traces of his former life, such as living on the streets with his parents. However, the majority is just a blur.</p> <p>Raizo is sharp and calculating, as well as witty and confident. Though his attitude often gets him into trouble, such as with his owner who he sarcastically calls "young miss," he is rather popular with other students and puppets, often letting his friendly and helpful side show. He also spends his free time dabbling in the use of blades (amongst other weapons). He not only knows how to use a katana, but also has knowledge regarding greatswords, shortswords, daggers and various other weapons.</p> <p>Raizo doesn't care what his "young miss," Hikari, wishes to achieve. He fights for the sake of fighting, and not for her name or reputation. His one and only goal is to get stronger and to have the power to destroy anything that would oppose him. His attitude towards violence (seeing it as an easy means to an end) is, however, in sharp contrast to his usual attitude towards life, much to the surprise of his friends. He reacts negatively to a strong scent of blood due to trauma.</p> <p>Previously using an iron katana, Raizo opted to pour all the money he'd been given as a puppet under the service of the Oshiro family into a tiny fragment of fatalium, before converting a barium sword into a fatalium sword. This sword, aptly named "Vengeance," was made to serve as the physical embodiment of Raizo's goals. He is talented in combat, being fast and strong, and capable of rushing into most situations head-on thanks to his formidable weapon. However, he is also a skilled strategist, often opting to wear out his opponent before ending the fight with a single strike.</p> <p>As a puppet, Raizo has some supernatural abilities. For him, that would be the manipulation of an infinite number of planes of existence. He can dodge attacks by shifting to a different plane, in which he is standing in a different location or position. Thus, he can do short-range warps, dodge single-target attacks and projectiles without actually moving at all, or strike from many angles at once. The planes all simultaneously exist and don't exist, thus making him extremely powerful and difficult to defeat. However, it is possible to hit him without attacking the version in the right plane of existence, the one that he current is "residing" in, if one is physically strong enough.</p>
-------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Satomi	<p>Race: Puppet Title: Puppet of the Third Eye Composition:</p> <ul style="list-style-type: none"> - 5% organic flesh - 7% modified tungsten - 7% titanium - 21% jorgandium - 60% zelaborium - 100% sormandium (skeleton) <p>Gender: Female Real Age: 19 Puppet Age: 2 Real Birthday: April 9 Puppet Birthday: December 28 Height: 180cm Weight: 230.9kg (tungsten is heavy as fuck) Eyes: Red Hair: White (long, free-flowing) BWH: 96/61/93 (34G) Weapon(s):</p> <ul style="list-style-type: none"> - Dual scoped pistols* (pure jorgandium, bullets made of jorgandium & lead alloy) - Zelaborium and brass knuckles (flexible, allowing her to shoot while wearing them) 	<p>A puppet created from the body of a girl killed in a car accident. Satomi still retains traces of her memories, notably from the moments just before and just after the accident, often giving her nightmares and causing her to wake up in a cold sweat.</p> <p>Though as a puppet she was a former hitman, Satomi is cheerful and friendly, and full of energy (you wouldn't think she'd died already just from looking at her!). She is extraordinary perverted and loves to tease the only man in her life (Raizo) at every given opportunity, much to his frustration. She tries to spend more time with him, resulting in jealousy from many of the females around her. She herself is also prone to jealousy when she isn't receiving the most attention from him.</p> <p>Satomi knows that, as a puppet, her reputation (and her owner's reputation) relies largely on her ability in battle. Furthermore, the man she happens to have a crush on (once again, Raizo, much to his concern) is immersed in the art of combat, thus resulting in her working hard to try and impress him. She often displays concern for his health and happiness.</p> <p>Satomi is athletic, and strong enough to knock Raizo out of his alternate planes, a physical feat that is rivaled by very few. However, due to a combination of her new body's composition and her own abilities, what Satomi has in strength she also lacks in speed, making her a relatively slow fighter. Thankfully, to make up for that shortcoming, she opts to use a pair of guns instead of a melee weapon, despite the obvious advantages. Her ammunition is made of a combination of jorgandium and lead.</p> <p>Satomi's supernatural abilities come in the form of her considerable strength (which is unnatural even for a puppet), and in her "third eye" from which she gets her title. To help make up for her slower movement and reaction speed, she has the ability to detect attacks about one second in advance, giving her a chance to dodge. However, when someone like Raizo attacks, she had trouble determining which attacks will actually damage her and which are illusions, meaning she has to rely on instinct. She also can't detect the movement of fatalium weapons.</p>
Karen	<p>Race: Puppet Title: Puppet of the Five Elements</p>	<p>A puppet made from the charred corpse of a young shrine maiden (in training). Karen still firmly holds on to the memories of her training, and she still</p>

	<p>Composition:</p> <ul style="list-style-type: none"> - 4% jorgandium - 10% organic flesh - 86% zelaborium - 100% sormandium (skeleton) <p>Gender: Female Real Age: 16 Puppet Age: 3 Real Birthday: September 17 Puppet Birthday: March 6 Height: 181cm Weight: 123.2kg Eyes: Purple Hair: Dark blue with single white stripe (free-flowing, shoulder length) BWH: 75/59/77 (30D) Weapon(s):</p> <ul style="list-style-type: none"> - Dual daggers* (jorgandium handles, fatalium blades converted from beryllium) - Zelaborium shard (a final gift from her family) 	<p>remembers how to perform exorcisms, amongst other shrine maiden duties. However, every other memory of hers is a blur.</p> <p>Karen is careful and attentive, often analysing each and every move a foe makes before even trying to strike. Off the battlefield, she is a little cold and sarcastic, but reliable when push comes to shove. She ensures that she always keeps her promises and leaves no debts unpaid, gaining the respect of many of her peers (both human and puppet alike).</p> <p>Karen has a strong sense of justice, fighting to protect those without enough power to defend themselves. Aside from her regular title, she is also known as the "Incarnation of Justice." She works to protect those whom she cares about, and isn't hesitant about using force if it is deemed necessary, although she would prefer using more peaceful measures. Thus, she mildly disapproves of Raizo's tendency to resort to violence, though she agrees that more often than not, it ends up being the only way out for them as puppets.</p> <p>Karen's light physical composition gives her significantly enhanced mobility, and her lack of physical strength is made up for by her supernatural powers. As weapons, she forgoes using an exorcist's talismans in favor of a pair of reliable daggers made of jorgandium, with fatalium blades converted from beryllium. She rivals Raizo in weaponry, but still lacks his mastery over blades, ultimately resulting in defeat after defeat against him.</p> <p>In terms of powers, Karen has access to the five basic elements in Asian culture (fire, water, wood, earth and metal). She is effectively able to conjure and use the elements as weapons, which work in conjunction with her sturdy blades to make her a formidable foe when it comes down to actual combat. However, her powers are slow and strong, unlike Karen herself, who is weaker but faster. This difference throws her off on occasion.</p>
Mariko Nakano	<p>Race: Human Gender: Female Age: 16 Birthday: August 19 Height: 175cm Weight: 62.5kg Eyes: Red Hair: Black (long, free-flowing) BWH: 83/61/83 (32D) Weapon(s):</p>	<p>A humble girl born to a relatively high-class family of mechanics, Mariko has been around machines for her whole life. Her mother passed away when she was at a young age, so her father raised her alone through her childhood. However, as he was often busy with his job, he decided to build his daughter a puppet to call her own and to accompany her.</p> <p>Mariko has spent most of her life alongside her puppet, and has grown to see the machines as humans, treating them with care and respect. She has a protective nature and enjoys collecting previously</p>

	<ul style="list-style-type: none"> - Jorgandium bow* (arrows with pure zelaborium tips) - Titanium dagger <p>Puppet(s):</p> <ul style="list-style-type: none"> - Kasumi - Yuuka 	<p>neglected puppets, providing them with repairs and upgrades. Her talents as both a combattant and a mechanic have caught the eye of many students in the school (particularly the males), but she shows no interest in their advances. Mariko also works with the school security force, often helping with their operations.</p> <p>Mariko highly disapproves of Hikari's treatment of her puppets, and has a desire to take them in (Raizo in particular, as he receives the brunt of Hikari's rude treatment). She wishes to find someone who wants to protect and help her out of love, and not so much admiration of her abilities or desire for her (admittedly supple) body.</p> <p>Despite her gentle nature, Mariko is ready to throw down the gauntlet and enter the ring if needed. She is a talented archer, wielding a jorgandium bow and arrows with zelaborium tips. Her puppet's cooperation allows her to make clean shots from a safe distance and location, making her a dangerous foe in combat.</p>
Kasumi	<p>Race: Puppet Title: Puppet of the Illusionary Mists Composition:</p> <ul style="list-style-type: none"> - 2% organic flesh - 3% modified tungsten - 95% zelaborium - 100% sormandium (skeleton) <p>Gender: Female Real Age: 17 Puppet Age: 10 Real Birthday: June 5 Puppet Birthday: January 11 Height: 181cm Weight: 159.8kg Eyes: Golden Yellow Hair: Dark Purple (just past shoulder length, free-flowing) BWH: 80/58/81 (32C) Weapon(s):</p>	<p>A puppet made from the body of a murdered child. Due to the memories of her past, Kasumi is reluctant to trust to be close with anyone who she feels poses a threat. She doesn't remember anything from her past, besides the fact that the one who killed her was someone who she truly, fully trusted.</p> <p>Kasumi is kind-hearted and gentle, only aggressive when she has to be (in combat). She doesn't talk as much as most of the other girls, but she still manages to communicate just fine. Having been alongside Mariko for ten years, she is much more comfortable with her owner than anyone else. She is what Hikari describes as a "sleepy pseudo-loli type."</p> <p>Often acting sleepy or dazed, Kasumi's signature "tilt your head in confusion" is her response to many different situations. She is willing to do anything her owner orders, but also has her own desires, often asking for permission to indulge in games and other recreation. Mariko has theorized that her slow reactions are due to slight brain damage from her own death. Either way, even Mariko's expert repairs and maintenance, as well as upgrades, haven't been enough to fully fix her problem.</p> <p>Kasumi wields a sword-and-shield combo, both made of pure jorgandium. The equipment, very large in proportion to her own size, works well despite her average speed. She is oddly strong in a physical sense,</p>

	<ul style="list-style-type: none"> - Sword and shield* (pure jorgandium) 	<p>making her relatively well-rounded, but a bit higher on the strength side rather than speed.</p> <p>Kasumi's powers revolve around water and mist (especially the latter). She is able to conjure up illusions, as well as coat the battlefield in fog, making it difficult for untrained puppets to see and increasing the effectiveness of her illusions and other little tricks. She is able to use short-ranged warps with mist as well.</p>
Yuuka	<p>Race: Puppet Title: Puppet of the Blooming Petals (A.K.A the Princess Puppet) Composition:</p> <ul style="list-style-type: none"> - 8% organic flesh - 92% zelaborium - 100% sormandium (skeleton) <p>Gender: Female Real Age: 18 Puppet Age: 5 Real Birthday: February 28 Puppet Birthday: May 2 Height: 182cm Weight: 125.8kg Eyes: Pink Hair: Pink (long, single ponytail) BWH: 92/65/90 (36E) Weapon(s):</p> <ul style="list-style-type: none"> - Sniper rifle* (pure jorgandium, lead and jorgandium bullets) - Combat knife (pure jorgandium) 	<p>A puppet forged from the body of a young foreign princess who was murdered as a hostage in a political kidnapping. Yuuka has vague memories of her palace life, but is also happy to experience a life if less luxury. It is interesting to note that she remembers more of her previous life than most puppets.</p> <p>Yuuka, real name Yuliana (she had it changed when she moved to Japan), is beautiful and caring, albeit a little cold when you first meet her. She is highly social and often popular with all her peers, the girls admiring her beauty and the boys (secretly) admiring her body. She tries to maintain her image as a princess, however, resulting in many people believing that she is rich and stuck up (of which she is neither).</p> <p>Yuuka is brave and oddly tomboyish despite her outward appearance and behavior. Having been trained to hunt wild animals from a young age (like all royals from her family were), even her vague memories are enough to provide Yuuka with extensive firearm experience. This experience is also combined with her soldier-like reflexes and her knowledge on combat knives, as she carries a paramilitary knife on her person at all times.</p> <p>In battle, besides wielding the jorgandium combat knife, Yuuka uses a sniper rifle of pure jorgandium, with jorgandium and lead bullets. Thus, she has a lack of mobility in combat, often staying mostly still to get clean shots. That being said, she is dangerously accurate and terrifyingly merciless. This combat mindset and experience, combined with her powers, are what makes her a dangerous foe.</p> <p>Yuuka has control over sakura petals. Able to guide them through the air like the wind, she is capable of using the petals as distractions and aiming guides. Furthermore, she is able to form petal shields to block projectiles and melee attacks. However, she is vulnerable to extremely fast opponents as well as opponents able to cut through her defenses, such as with fatalium weaponry.</p>

<p>Ayane Tanaka</p>	<p>Race: Human Gender: Female Age: 16 Birthday: April 7 Height: 171cm Weight: 58.2kg Eyes: Blue Hair: Brown (long, free-flowing) BWH: 75/52/76 (30D) Weapon(s): <ul style="list-style-type: none"> - Jorgandium lance* Puppet(s): <ul style="list-style-type: none"> - Izumi </p>	<p>A village girl who picked up and took in a discarded puppet. Ayane is a determined and hard-working student who does her best to take care of her family and friends. She comes from a village far away from Dosia, having earned the right to attend the prestigious facility out of academic prowess alone.</p> <p>Ayane is caring and knowledgeable, and cheerful by nature. Despite not having much knowledge regarding modern technology, having been isolated from it and bearing a humble lineage, Ayane does her best to keep her puppet running at full potential. This often involves requesting help from Mariko, who is more than willing to lend a hand.</p> <p>Ayane is from the same village as Raizo, and the two were childhood friends. She immediately recognises him, although he had no memories of her due to him becoming a puppet. She also clearly remembers her childhood crush, and wishes to one day restore every last one of his memories so that the two can be together.</p> <p>Only resorting to violence when absolutely necessary, Ayane carries a jorgandium lance. Though skilled with her weapon, she is comparably less experienced than most of her classmates. However, she also refuses to be a burden, working hard to get stronger every single day.</p>
<p>Izumi</p>	<p>Race: Puppet Title: Puppet of the Eternal Ocean Composition: <ul style="list-style-type: none"> - 6% organic flesh - 12% titanium - 82% zelaborium - 100% sormandium (skeleton) Gender: Female Real Age: 23 Puppet Age: 7 Real Birthday: June 19 Puppet Birthday: June 15 Height: 183cm Weight: 152.8kg Eyes: Yellow</p>	<p>A puppet made from the body of a suicide victim. Izumi only has one memory: wishing to die because she had no worth to anybody. Thus, when she was bought as a puppet, she was ecstatic to finally have someone's approval. However, that owner soon discarded her, much to her sorrow. When she was picked up by Ayane, she was reluctant to trust this new owner, but she soon warmed up to the girl.</p> <p>Thanks to her past, Izumi has a hard time trusting people. Though not cold by nature, she easily gets suspicious and tries to avoid making friends that she's likely to lose. This reluctance often comes off as selfishness or abrasiveness, but in reality she desires attention and kindness.</p> <p>Despite what most people think, Izumi is warm and loving when you get to know her, often taking care of her friends. She has a habit of fishing for attention, often by playing cute. She enjoys praise, and has a fondness for head pats, despite her actual age being in her twenties. She does come off as childish and silly at times.</p> <p>In battle, Izumi uses a jorgandium assault rifle. Surprisingly, though, she uses a bunch of zelaborium</p>

	Hair: Light blue (braided ponytail) BWH: 72/60/71 (30C) Weapon(s): <ul style="list-style-type: none"> - Assault rifle with bayonet (pure jorgandium, zelaborium bullets) 	<p>ammunition, which is rare enough as it is. However, she also uses a jorgandium bayonet in order to take advantage of her enhanced physical strength. Being older than most the puppets at Dosia, Izumi is naturally stronger than a lot of them and uses that to her advantage.</p> <p>Izumi has intense water-based powers. This ranges from using the droplets of moisture in the air to controlling someone's movements using the sweat on their body. She does, in reality, have control over <i>any</i> liquid, but the lower the melting point, the easier it is for her to control. She cannot directly control something in a solid/gas form, such as ice, however.</p>
Elizabeth "Lizzie" Oshiro	Race: Human Gender: Female Age: 16 Birthdate: July 18 Height: 175cm Weight: 63.6kg Eyes: Blue Hair: Blonde (short, shoulder-length, braided) BWH: 85/61/84 (34D) Weapon(s): <ul style="list-style-type: none"> - Jorgandium sabre and handgun (pure sormandium bullets)* Puppet(s): <ul style="list-style-type: none"> - Koharu 	<p>The older of the twin daughters of the Oshiro family. Born to a Japanese father and a British mother, Elizabeth was given the same treatment as her sister. However, she excelled in every area, whereas her sister miserably failed. She was never arrogant, however, and always tried to be encouraging, although her sister perceived it as mocking her.</p> <p>Elizabeth is popular and friendly, and treats everyone with kindness. Her friends and admirers affectionately nicknamed her "Lizzie." She's all but given up on reconciling with her sister, who she cannot seem to understand. She is, however, prone to jealousy and wants Raizo for herself, as he was originally a puppet for the two girls to share before he was given to Hikari when Koharu was bought for Elizabeth. She is affectionate towards Raizo, however, and the puppet also likes her more than he likes Hikari.</p> <p>Despite their history, Elizabeth still tries to at least get along with her sister. However, Hikari's attitude ultimately drives her to frustration, and Raizo ends up apologizing on her behalf (with Hikari herself complaining that there's nothing to apologize for). Hikari is notably jealous of Elizabeth's bust size, although she is reluctant to admit it.</p> <p>Wielding a jorgandium sabre and handgun pair, Elizabeth is able to cover both close and far range combat easily. Her bullets are, notably, made of sormandium, which further stresses her family's wealth; they can afford to carelessly pour money into that ammunition. Despite that, Elizabeth is hard-working and talented, fighting with the skill of an expert thanks to her numerous tutors who helped her before she came to Dosia.</p>
Koharu	Race: Puppet	<p>A puppet made from the remains of a victim of an accidental overdose. Koharu was often sick in her youth, so she was prescribed many different types of</p>

	<p>Title: Puppet of the Ancient Relic</p> <p>Composition:</p> <ul style="list-style-type: none"> - 7% organic flesh - 93% zelaborium - 100% sormandium (skeleton) <p>Gender: Female</p> <p>Real Age: 17</p> <p>Puppet Age: 4</p> <p>Real Birthday: January 3</p> <p>Puppet Birthday: November 19</p> <p>Height: 182cm</p> <p>Weight: 123.4kg</p> <p>Eyes: Blue</p> <p>Hair: Blonde (long, waist-length, braided)</p> <p>BWH: 80/58/80 (32C)</p> <p>Weapon(s):</p> <ul style="list-style-type: none"> - Ancient relic* (magical relic, material and origin unknown) - Jorgandium knife 	<p>medication. Her memories made her all the more appreciative of her new healthy life alongside Elizabeth.</p> <p>Koharu is timid and often self-conscious over the most simple things. She is extremely careful about her appearance and often worries about her hair, even when on the battlefield, causing no shortage of confusion for her opponents. This, however, plays right into Elizabeth's hands.</p> <p>Koharu is often excited to explore new opportunities and different experiences in her new life, as she never got to do so in her previous life. She tries to actively seek adventure and excitement, though this often leads to trouble for her owner and friends who end up having to bail her out. She is extremely skilled in combat and has a crush on Raizo, who beat her on his first try.</p> <p>Koharu wields a unique relic as a weapon. Its composition is entirely unknown. It has properties similar to those of a magical core, albeit significantly more advanced, and is capable of firing beams of energy as well as forming a short blade of pure energy. Its functions also include a drill and a flashlight, amongst others.</p> <p>Koharu uses her powers to remotely control the relic, allowing her to fire lasers from the opposite end of the battlefield. She uses a jorgandium pocket knife when separated from the relic as to never be completely unarmed. She is also capable of short-range dashes, further adding to her already impressive speed. However, Koharu lacks physical strength, and is easily overpowered by most opponents (such as Satomi).</p>
Chinatsu Saitou	<p>Race: Human</p> <p>Gender: Female</p> <p>Age: 28</p> <p>Birthday: December 13</p> <p>Height: 162cm</p> <p>Weight: 62.5kg</p> <p>Eyes: Brown</p> <p>Hair: Black (long, free-flowing)</p> <p>BWH: 65/57/64 (28A, RIP we've got a loli teacher?)</p> <p>Weapon(s):</p> <ul style="list-style-type: none"> - Jorgandium halberd 	<p>The teacher for second year class 2-E.</p> <p>Chinatsu is a knowledgeable instructor and a capable combattant, albeit on the smaller side of things, physically speaking. She is a little harsh and does enforce strict rules, but is also understanding and flexible when it seems reasonable to her.</p> <p>Thanks to her short stature, as well as her distinct lolita characteristics, she has been forced to wear a goth-loli outfit by the principal (she's a freakin' weeb!) on more than one occasion. She is self-conscious about her breast size, and often finds herself complaining to her students about it (particularly Raizo, although he is also the one who gives the fewest damns about it).</p> <p>Certified as a guidance counselor, teacher, nurse and (strangely enough) a lifeguard, Chinatsu is</p>

	<ul style="list-style-type: none"> - Various firearms Puppet(s): <ul style="list-style-type: none"> - Marie 	<p>no stranger to taking care of other people. But, despite her kind nature, she is also often overlooked due to her height. She has affections for Raizo, even though he is one of her students (and a puppet, at that!).</p> <p>Despite her small stature, Chinatsu wields a halberd made of pure jorgandium, and is capable of fighting opponents who are significantly larger than she is. Working off of skill instead of brute strength, she delivers both retribution and discipline to those whom she fights.</p>
Marie	Race: Puppet Title: Puppet of the Frosted Winds Composition: <ul style="list-style-type: none"> - 11% organic flesh - 89% zelaborium - 100% sormandium (skeleton) Gender: Female Real Age: 29 Puppet Age: 12 Real Birthday: January 30 Puppet Birthday: October 16 Height: 180cm Weight: 126.7kg Eyes: Brown Hair: Black (long, single short side ponytail) BWH: 81/68/81 (32D) Weapon(s): <ul style="list-style-type: none"> - Greatsword (pure jorgandium) 	<p>A puppet made from a victim of hypothermia. Marie, who has memories of being a homeless child on the streets well into her teenage years, is grateful for everything that she has. She cheerfully works every single day, reminding herself of what she never had.</p> <p>Always someone who tries to perfect everything they work on, and someone who works for everything she gets, Marie tirelessly labours away. Her attitude is simple: you get what you earn. Though she is smart enough to take care of her own health, she is also prone to forgetting about herself and instead taking care of someone else. Thankfully, as a puppet, she never gets sick and thus never ends up ill from overworking herself.</p> <p>A sweet individual, Marie acts as a parent to her owner's students, often visiting sick students in the infirmary or giving suggestions to overcome personal problems. She is strong in terms of perseverance and courage, willing to give any task a go before making a judgement. She is a trained medical professional.</p> <p>Carrying a jorgandium greatsword into battle, Marie makes up for the weapon's lack of agility with her own speed, thanks to her lighter composition. This allows her to keep up with many other opponents, though some like Karen still easily outpace her. Her strength, however, is remarkable, as she is able to tear Raizo right out of the alternate planes.</p> <p>As her title suggests, Marie has powers controlling wind. She has very limited control over ice, but it only manifests when she wields colder wind. She can use the wind to put up walls and deflect projectiles, but it is mainly used for crowd control purposes.</p>
Fumi	Race: Puppet Title: Puppet of the Cursed Plague (A.K.A the Killer Puppet) Composition:	<p>Nobody knows Fumi's true origin. The general consensus, however, is that she was a murder victim out for revenge against society for letting her down. She only has memories of her own death; vivid flashbacks of her own blood-soaked hand, and the killer standing before her wearing a sadistic grin.</p>

	<ul style="list-style-type: none"> - 1% organic flesh - 9% titanium - 90% zelaborium - 100% sormandium (skeleton) <p>Gender: Female Real Age: 35 Puppet Age: 22 Real Birthday: October 16 Puppet Birthday: May 20 Height: 182cm Weight: 147.9kg Eyes: Purple Hair: Dark blue (short, shoulder-length) BWH: 83/63/83 (34C) Weapon(s):</p> <ul style="list-style-type: none"> - Jorgandium crossbow* (bolts made of pure jorgandium) 	<p>Fumi has an interest in the life that she missed out on. Having been killed at the age of 13, she believes that she had a lot to live for. Thus, she is excitable and still acts very young despite her actual age. She is reckless and careless, willing to do anything to achieve her own goals. She has no owner, instead breaking free after being made into a puppet and running off to go into hiding while plotting her return.</p> <p>Fumi is merciless when it comes to killing. Perhaps it's an attitude picked up thanks to her own death, but she can kill as naturally as she can breathe. This earned her the title of the "Killer Puppet." She often works on contract as a gun-or-hire, but sometimes kills on her own initiative. As an assassin, she is talented and deadly. On the battlefield, she is elusive and deadly. She haunts the dreams of the innocent and guilty alike, constantly unting for her next victim.</p> <p>Fumi wields a jorgandium mechanical crossbow that allows her to make accurate, quick and powerful shots. The bolts, also made of pure jorgandium, easily pierce skin and are almost always lethal. This has only contributed to her reputation as a killer—and a deadly one at that.</p> <p>Fumi's powers allow her to temporarily infect another person or puppet, making them ill and weak using something called the cursed plague. This simply takes some foes out of a fight, or makes them easier prey, but it is her signature ability.</p>
--	----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Recurring Supporting Characters

Character	Info	Brief Biography/Weapon Summary
Jiro Kawasaki	<p>Race: Human Gender: Male Age: 16 Eyes: Green Hair: Dark Green (short, wavy) Weapon(s):</p> <ul style="list-style-type: none"> - Jorgandium combat knife - FUKKIN' KNOWLEDGE! <p>Puppet(s):</p> <ul style="list-style-type: none"> - Fuyuko 	<p>A student in class 2-E along with Hikari and Raizo and the others. He isn't the most competent combattant but is skilled with strategy, meaning he can often claim victory against stronger opponents by outsmarting them rather than using brute strength (which he doesn't have). He is a friend of Raizo's.</p> <p>He is in a relationship with his puppet, Fuyuko. The two are in an open relationship (this is legal, I assure you).</p> <p>Jiro is a combat strategist, which has been the profession of choice for his family for five generations. He holds a combat knife, but prefers not to fight in person whenever possible, only using it as a last resort.</p>
Fuyuko	<p>Race: Puppet</p>	<p>Jiro's puppet, and girlfriend. Fuyuko's new body was made from the body of a victim of an accident. She was Jiro's childhood friend, and now accompanies him</p>

	Title: Puppet of the First Star Gender: Female Real Age: 16 Puppet Age: 2 Eyes: Blue Hair: Black (long, wavy like her owner's) Weapon(s): <ul style="list-style-type: none"> - Jorgandium hunting rifle (pure jorgandium bullets) 	<p>as his lover and partner. Unlike most pairs, she and her owner don't have any sort of master-servant relationship.</p> <p>Fuyuko trained with a hunting rifle as a child, since her family taught her to hunt from a young age. It is her weapon of choice, although the thing is enhanced now to fight other puppets. Her powers allow her to manipulate the light in the surrounding area.</p> <p>Fuyuko spends her time studying and taking care of her boyfriend, as well as trying to live life as a normal girl, the same way she was prior to her initial death. This has proved difficult on occasion thanks to the reduced rights of a puppet, but she is determined to make it work.</p>
Okie Ueno	Race: Human Gender: Female Age: 27 Eyes: Brown Hair: Black (short, neatly braided) Weapon(s): <ul style="list-style-type: none"> - Jorgandium handgun* (pure jorgandium bullets) Puppet(s): <ul style="list-style-type: none"> - Juri 	<p>The principal of the Dosia School of Hypermechanics. Formerly Chinatsu's underclassman (for eight months, until Chinatsu dropped out). She really likes cute clothing, but is notably a huge fan of goth loli attire.</p> <p>Okie doesn't do combat herself very much. As a very technical instructor, she focuses on the importance of concepts, whereas Chinatsu prefers teaching by showing. She carries a handgun but avoids using even that.</p> <p>Okie is supposed to manage the entire school, but she lets some students get away with things because they're "close to their teacher's hearts," as she puts it. Her actual definition of the phrase is unclear.</p>
Juri	Race: Puppet Title: Puppet of the Cold Sands Gender: Female Real Age: 22 Puppet Age: 9 Eyes: Orange Hair: Black (in a short ponytail) Weapon(s): <ul style="list-style-type: none"> - Whip (various metals, enhanced leather) 	<p>Okie's puppet and secretary. Vice principal of the Dosia School of Hypermechanics. Her body was made from a girl who died of a severe illness. She had a tan, so her skin color seems darker than that of most of her peers.</p> <p>Juri uses a whip in combat, constructed to be on par with most jorgandium weapons while maintaining an inexplicable amount of flexibility. Though not physically very strong, she is excellent at using strategy and deception to her advantage in battle.</p> <p>Juri is airheaded when she's not paying attention to something, but when focused, she's also really difficult to deter. The sudden changes in her personality due to this are described by her owner as "truly perplexing."</p>
TBD	Race: Gender:	

	Age: Eyes: Hair: Weapon(s): - Puppet(s): -	
TBD	Race: Title: Gender: Real Age: Puppet Age: Eyes: Hair: Weapon(s): -	
Add as needed	Add as needed	Add as needed

One-Time Use/Secondary Supporting Characters

Character	Info	Brief Biography/Weapon Summary
Naoki Goda	Race: Human Gender: Male Age: 19 Eyes: Green Hair: Light Brown (rather long, almost girlish in Hikari's opinion) Weapon(s): - Jorgandium dagger Puppet(s): - Noa	<p>The boy who Satomi had a crush on when she was still alive. Back then, they were both high school third-years. Satomi, who had planned to confess, ended up in a fatal car accident. Naoki, on the other hand, does remember who she is.</p> <p>Naoki is oddly perverted and is rather delusional. He's clever and somewhat charming, but is also a bit of an arrogant playboy, much to Hikari's frustration (causing her to severely dislike him).</p> <p>In battle Naoki uses a jorgandium dagger. He is relatively careless, believing himself to be skilled enough to face most (if not all) human opponents in his age group and win. This, however, can also work against him and cause him to suffer miserable defeats at the hands of his peers.</p>
Noa	Race: Puppet Title: Puppet of the Alluring Flame Gender: Female Real Age: 21 Puppet Age: 2 Eyes: Red	<p>Naoki's puppet and secret lover. Noa is jealous of Satomi's voluptuous body (her own measurements are 75/62/76 with a 32C cup). A victim of manslaughter, Noa spends her days moping about what she could have done if she hadn't been killed that fateful day.</p> <p>Thanks to her lack of experience, Noa isn't very accurate and chooses to use an assault rifle with</p>

	Hair: Blonde (long, free-flowing) Weapon(s): <ul style="list-style-type: none"> - Jorgandium assault rifle (pure titanium bullets) 	<p>titanium ammunition. The bullets don't do as much damage as some of the others, but they're cheap and still effective thanks to the assault rifle's fire rate. Her powers can light fire or seduce others, but the latter effect is largely useless on most targets.</p> <p>Noa is able to compete with Satomi based off brute force thanks to her heavy 16% modified tungsten composition, but she is also prone to overestimating her own abilities.</p>
Hideyoshi Kamuko	Race: Human Gender: Male Age: 17 Eyes: Blue Hair: Blonde (short, neatly combed) Weapon(s): <ul style="list-style-type: none"> - Jorgandium spear (never shows up) Puppet(s): <ul style="list-style-type: none"> - Joan 	<p>A boy who tries to confess to Elizabeth.</p> <p>Although he constantly tries to win her heart, he is a tactician similar to Jiro and is not actually very talented in combat. It is stated that he's a spear user, however he doesn't go and fight at any point in our series.</p> <p>He does have a puppet named Joan, but she is relatively incapable as well. He is rather arrogant, and extremely prideful, which is part off why Elizabeth rejects him to begin with.</p>
Joan	Race: Puppet Title: Puppet of the Silent Blade Gender: Female Age: 17 Puppet Age: 3 Eyes: Yellow Hair: Black Weapon(s): <ul style="list-style-type: none"> - Jorgandium knife 	<p>Hideyoshi Kamuko's puppet. Only appears for a brief stint when he tries to confess to Elizabeth, and has a brief fight with Koharu before being defeated.</p> <p>She has extremely high speed and can lower her heart rate at will, making her virtually undetectable in combat and allowing her to surprise enemies. Her speed can make it seem like she's teleporting, but she's actually moving too fast for the brain to process.</p>
TBD	Race: Gender: Age: Eyes: Hair: Weapon(s): <ul style="list-style-type: none"> - Puppet(s): <ul style="list-style-type: none"> - 	
TBD	Race: Title: Gender: Age:	

	Eyes: Hair: Weapon(s): -	
Add as needed	Add as needed	Add as needed

*Denotes weapon(s) of choice.

Genres

- Rom-com
- School life
- Slice of Life
- Harem

Rating

This is rated 18+ for the following reasons (and perhaps some other ones not listed here):

- Adult humor (sex jokes/puns, innuendos, etc.)
- Sexual content
- Excessive violence
- Coarse language (potentially excessive)
- Other stupid shenanigans

New Rights Regarding Puppets

All puppets were once human. That's a law that has been predetermined long ago. The following is an abbreviated list of the edited "human" rights of a puppet. Black text represents the originals. Any edits made will be in red, and the originals will be crossed out.

Right to Equality **with their Own Kind**

Freedom from Discrimination

Right to Life, **Liberty**, Personal Security

Freedom from Slavery

Freedom from Torture ~~and Degrading Treatment~~

Right to Recognition as a Person before the Law

Right to Equality before the Law

Right to Remedy by Competent Tribunal

Freedom from Arbitrary Arrest and Exile

Right to Fair **Public** Hearing

Right to be Considered Innocent until Proven Guilty

Freedom from Interference with **Privacy, Family**, Home and Correspondence

Right to Free Movement in and out of the Country ~~with Owner Present~~
Right to Asylum in other Countries from Persecution ~~with Owner Present~~
Right to ~~be considered as a~~ the Nationality ~~of their Owner and the Freedom to Change It~~
Right to Marriage and Family
~~Right to Own Property~~
Freedom ~~to Follow~~ Belief and Religion ~~of Owner~~
Freedom of Opinion and Information
Right of Peaceful Assembly and Association
~~Right to Participate in Government and in Free Elections~~
Right to Social Security
Right to ~~Desirable~~ Work ~~and to Join Trade Unions~~
Right to Rest and Leisure ~~when and if Offered by Owner~~
Right to ~~Adequate~~ Acceptable Living Standard
Right to Education
Right to Participate in the Cultural Life of Community
Right to a Social Order that Articulates this Document
Community Duties Essential to ~~Free and~~ Full Development
Freedom from State or Personal Interference in the above Rights

Dosia's Fights

The Dosia School of Hypermechanics hosts countless tournaments throughout the year. Furthermore, a student's victory count at the end of each month translates into a monthly allowance. This allowance provides them with lots of money. Note that the amount paid out has nothing to do with ranking, but instead with the exact number of victories. However, there's also a law of diminishing returns; victories number 10-20 are worth more than victories number 110-120, and so on.

Collecting a high number of victories is useful once a student graduates, as it acts similarly to volunteer hours in our real world. Universities look at a student's victory count, employers will check the count, and so on. To confirm, this is partially why Hikari is obsessed with victory.