

Overview/Synopsis

This is a story of love and of life. It tells of gain and of loss, of joy and of sorrow. It sings of sickness and health, of light and of darkness. It recounts the lives of numerous youth, each locked within the turmoil of their complicated, interconnected relationship.

The year is 2511. The students of Chusei North High School (or just Chusei High for short) live in the fictional coastal city of Seishun in Japan's Kyoto prefecture, where it is said that numerous spirits come out to play, and those who dabble in the supernatural are commonplace.

It begins on an evening without a cloud in the sky, with a moon shining down upon house after house. In the silence of the night, piercing sounds could be heard echoing through the air. This, of course, originated from the room of one young lady named Michiko Inoue as she was locked in a deep embrace.

Moments later, however, her senses were blinded by the smell of smoke, and the world she knew fell to pieces in an instant.

This story, told mainly through first-person narration by many members of the main cast, explores the lives of numerous young protagonists after Michiko's secret comes to light, forcing her to face the consequences of her actions and leaving her to suffer—or to grow—throughout. Will Michiko be able to recover all that she's lost? Or will her new daily life, combined with the supernatural, take its toll on her, and have her lose her grip on the one she loves forever?

Narration Conventions

This is a story mostly told in first-person perspective. However, in order to make the narrators a little easier to identify, I've included a table below. You'll find the character's name as well as the name of a font (written, of course, in that font). This font will represent that character's narration. Do note that they may change narrators in the middle of a chapter, so be sure to keep an eye on this table to avoid confusion. Do note that an occasional third person narrator will appear. This is not a character who appears physically, though.

Michiko Inoue - Montserrat	Touma Koizumi - Playfair Display
Shizue Sasaki - Patrick Hand	<i>Kazue Fujioka - Courgette</i>
Kiyoko Kaminaru - Spectral	Rei Yamazaki - Acme
Caecilia Celestina Wolfe - Special Elite	YUKIKO MIZUSHIMA - PERMANENT MARKER
3rd Person Narrator - Roboto	

Note to be deleted upon completion: not everyone may end up narrating, we'll have to see as the project goes on. Some slots may be deleted later on.

Sometimes a part of the story will be told through a medium such as a character's journal. It will be specified at the beginning of the chapter that it is completely (or partially) a journal.

Classes

There are numerous classes under which non-ordinary humans fall. These people are blessed with powers and can use them to their advantage to protect the citizens of Seishun. Furthermore, spirits also have a few different classes that offer special perks. Do note: humans and spirits without classes cannot do enough damage to be of harm to each other, and the classed humans were identified and recruited to counter the classed spirits.

Class	Summary/Explanation
Spirit Master	Human class. Spirit Masters utilize powers granted by a Patron Spirit in order to engage in combat. Some children are born with Patron Spirits, and though all the human classes have one, the Spirit Masters tend to have the strongest Patron Spirits, allowing them to use less heavy weaponry or martial arts.
Martial Artist	Human class. A hand-to-hand fighter specializing in duels. Martial Artists utilize an inhuman amount of physical strength to overpower their opponents over a drawn-out battle. Though they don't possess any supernatural powers of their own, their sheer strength is enough to allow them to survive.
Hunter	Human class. Hunters (or Huntresses) are capable ranged fighters who specialize in heavy firearms (or bows/crossbows). Along with having incredible sight and unmatched speed, they also serve as the backline for the humans, meaning their mission is to keep people safe from afar; quite a responsibility.
Arbitrator	Human class. A non-combat unit which is used to negotiate with various spirit parties. This is why some spirits are not enemies of the humans as well. Arbitrators are responsible for the diplomacy behind the attempts to end all the fighting.
Spirit King	Spirit class. Spirit Kings (or Spirit Queens) are the highest ranking level of spirit and are generally the most powerful, able to utilize things such as the basic elements (fire, water, earth and wind) as well as various techniques to evade capture or damage.
Spirit Knight	Spirit class. A class specializing in speedy hand-to-hand combat, they are often seen riding spirit steeds (their form of

	horses). Spirit Knights prefer quick battles and guerilla tactics.
Spirit Rook	Spirit class. Usually a spirit in the form of an inanimate object, Spirit Rooks are heavily defensive and serve little offensive purpose on most occasions. Can be as small as a painting or as large as a house.
Spirit Pawn	Spirit class. Spirit Pawns are the weakest of the combat spirits and are mostly used as lackeys. However, what they lack in strength they make up for with sheer numbers.

Definitions List

Term	Definition
Patron Spirit	A spirit born within a human's body. They are rare, and give the human spirit powers. They and the human are one and the same, but they still have emotions which manifest themselves occasionally in the form of spirit power outbursts. They love and support their human hosts.
Spirit Weapon	A spirit weapon is a modified version of a regular weapon (e.g. a sword without a blade, a gun with an open chamber, etc.) that utilizes one's spirit powers in order to power it and allow it to function as a weapon. Completely useless in the hands of a normal human being.
Operator	A formal Operator is essentially a manager. They are the ones who contact the agents of "The Armistice," and they are responsible for informing an agent of their upcoming jobs as well as providing transport for the agents and even joining in on the mission itself. They are agents themselves. A single Operator can be assigned to manage up to five agents total (themselves included), though usually they only work with two or three.
Edit as Needed	Edit as Needed

Character List

Main Characters

Character Info	Basic Background/Biography
Name: Michiko Inoue Age: 16 Species: Human Gender: Female Birthday: December 18	The daughter of an innkeeper. Michiko's parents are both responsible for managing the family's inn, which rests upon historic land and takes the form of a traditional Japanese courtyard, only with

<p>Height: 163cm Weight: 51.4kg Eyes: Magenta Hair: Brown (long, free-flowing, almost perfectly straight) BWH: 78/52/77 (28B) Skills:</p> <ul style="list-style-type: none"> - Skilled cook - Strong literacy skills - Quick thinking <p>Hobbies: Reading, listening to music Class: N/A Abilities:</p> <ul style="list-style-type: none"> - N/A <p>Weapons:</p> <ul style="list-style-type: none"> - N/A 	<p>a building standing at three stories tall with numerous hot springs to boot.</p> <p>Michiko is exceptionally skilled at the languages, although she lacks skill in mathematics, dragging her mark average down. She spent a good part of her first year in high school in a relationship with Touma Koizumi, who (as she remarks) got a job over the summer and has become more distant. She, however, still loves him dearly. Michiko is a good cook and spends her time at home studying, as well as working hard to become the ideal sort of woman.</p> <p>At the naïve suggestion of her best friend Yukiko Mizushima (who she affectionately calls "Yuki"), Michiko made a decision that would soon twist her fate and change her life, but only time will tell if what she did would be for the better or for the worse.</p>
<p>Name: Touma Koizumi Age: 16 Species: Human Gender: Male Birthday: February 2 Height: 177cm Weight: 71.1kg Eyes: Red Hair: Black (short, classic side parting style) BWH: N/A Skills:</p> <ul style="list-style-type: none"> - Deductive reasoning - Photographic memory <p>Hobbies: Reading Class: Spirit Master Abilities:</p> <ul style="list-style-type: none"> - Fire-based spirit powers 	<p>A talented academic as well as a diligent worker, Touma Koizumi finds himself trapped in a corner from the very beginning. Living on his own and in search of a meaning in his life, he encounters and quickly falls in love with Michiko Inoue. He reveals his darkest secret to her early on, and due to that, the two promised never to keep secrets between one another again(a promise which, unfortunately, neither of them actually keeps).</p> <p>Living a double life as both a student of Chusei High and an agent working for "The Armistice," Touma's found himself trying to balance school, work and his role as Michiko's boyfriend to the best of his ability. As an indispensable agent, his work is tedious and requires him to be available at all times, and he worries for Michiko's safety thanks to his line of work.</p> <p>Touma tries to constantly move forward, and does his best to avoid holding anything in his life too dear, as he's become too accustomed to losing everything. Just as one side of him may be warm and loving, his other side can be equally as cold and</p>

<ul style="list-style-type: none"> - Martial arts master - Born leader - Skilled assassin <p>Weapons:</p> <ul style="list-style-type: none"> - Dual spirit guns and spirit sword* - Blessed pendant - Handgun and pocket knife 	<p>calculating. With the brains to solve virtually any problem and the courage to face just about any foe, Touma is all but peerless in his industry. And, with his willingness to cross just about any line, his Achilles' heel lies merely in his <i>humanity</i>.</p> <p>Touma's powers rely on a powerful fire spirit. His weapons also work around his powers instead of conflicting with them, and he is absolutely immune to fire in general thanks to his spirit. Touma carries two phones with him: one for work and one for leisure.</p>
<p>Name: Caecilia Celestina "Celeste" Wolfe Age: 16 Species: Human Gender: Female Birthday: August 29 Height: 170cm Weight: 55.4kg Eyes: Blue Hair: Blonde (long, free-flowing, slightly curly with two braided strips of hair in front of shoulders) BWH: 88/51/88 (30D) Skills:</p> <ul style="list-style-type: none"> - Mathematician - Talented musician - Master tactician <p>Hobbies: Dance, reading Class: Spirit Master Abilities:</p> <ul style="list-style-type: none"> - Space-based spirit powers (can open portals, manipulate terrain, etc.) - Martial arts master - Expert saboteur <p>Weapons:</p> <ul style="list-style-type: none"> - Dual spirit daggers and spirit rifle* 	<p>The daughter of one of the admirals working for "The Armistice," an international organization that works tirelessly to protect the people of Seishun city (as well as other spirit-infested metropolises worldwide). Caecilia, born to a German father and a Japanese mother, is a strategist and field analyst, as well as Touma Koizumi's Operator (he addresses her as "Celeste," a shortened version of her <i>middle</i> name).</p> <p>Despite being only 16 years old, Caecilia has a bachelor's degree in mathematics and, besides a single university, has never been in school (she was homeschooled). Thanks to her father's position, she's able to make a hefty income and doesn't need to attend any educational facilities, allowing her to be Touma's Operator full-time, calling his work phone to inform him of jobs and for basic communication.</p> <p>Having worked in multiple parts of the industry before, Caecilia is not only a punctual Operator, but she's also a master of sabotage and an incredible strategist. Her mind, however, is always thinking of Touma (whom she has feelings for). She has an explicit and notable dislike for Michiko Inoue, and doesn't hesitate to show it in a passive-aggressive (or just full-on aggressive) manner, even in front of the girl herself.</p> <p>Caecilia has powers based on warping the space around her, allowing her to mess with the physical shapes of things (such as the ground and buildings,) defy physics, open portals and much more. She is trained in a dozen different types of weaponry.</p>

<p>- The Mortar</p>	
<p>Name: Kazue Fujioka Age: 17 Species: Human Gender: Female Birthday: March 14 Height: 168cm Weight: 57.2kg Eyes: Pink Hair: Light Pink (long ponytail, slightly off-center to the left) BWH: 73/56/72 (26A) Skills:</p> <ul style="list-style-type: none"> - Talented artist - Excellent cook <p>Hobbies: Listening to music, painting Class: Martial Artist Abilities:</p> <ul style="list-style-type: none"> - Sound-based spirit powers - Martial arts master - Master of espionage <p>Weapons:</p> <ul style="list-style-type: none"> - Spirit finger clamps (allows her to fire high-power soundwaves from her fingertips)* 	<p>Raised as a spy by a secret organization seeking to undermine “The Armistice” and take over all the spirits for themselves. A third party in the “Armistice-Spirit Pseudo-War.” Kazue Fujioka has never really had a childhood and seeks freedom through her efforts, believing that if she does her job well and the organization’s goals are met, she’d be released.</p> <p>An extremely energetic young woman with an odd taste for destruction, Kazue specializes in espionage and works as a spy for her organization. Due to her having failed a year (miserably, I might add), she is still in the 11th grade, despite being older than the rest of the 11th graders. Still wracked with trauma from her early life, she wishes to seek out her mother, who is known as one of the few who escaped the organization’s camps and has never been recaptured.</p> <p>Kazue lives her double life well, seeking her mother by day and doing her “job” at night. She has difficulty falling asleep sometimes, causing her work to end up sloppy occasionally, but still effective enough to grant her organization all the intelligence they’d require without getting herself captured.</p> <p>With a weak sound-based spirit, Kazue uses a pair of clamp-like tubes that fit on her index fingers, making her “finger guns” even deadlier than real ones and allowing her to tear through concrete with ease. She can charge her punches and kicks with sound too, using waves to increase the impact of her hits.</p>
<p>Name: Kiyoko Kaminaru Age: 2188 (physically 23) Species: Spirit Gender: Female Birthday: Unknown (she forgot it) Height: 166cm Weight: 51.3kg (human form), 0kg (spirit form)</p>	<p>Kiyoko is not your traditional fox spirit. To the humans, she’s known as a curious, mildly obnoxious and well-meaning spirit. To her fellow spirits, she’s one of the most dangerous traitors they know, and a tiny bit more than just <i>mildly</i> obnoxious. What both sides seem to be able to agree on, though, is that she is extremely powerful and isn’t someone to be trifled with out of mere curiosity.</p>

<p>Eyes: Purple</p> <p>Hair: White (long, free-flowing, straight)</p> <p>BWH: 102/59/103 (32G)</p> <p>Skills:</p> <ul style="list-style-type: none"> - Fortune-telling - Fox charm (she's a fox spirit, duh) <p>Hobbies: Exploring human world, trying new food, watching anime</p> <p>Class: Spirit Queen</p> <p>Abilities:</p> <ul style="list-style-type: none"> - Flight - Water and wind-based spirit powers <p>Weapons:</p> <ul style="list-style-type: none"> - N/A (spirits do not use weapons, they use stronger spirit powers) 	<p>Having lived for over two millennia, Kiyoko has long been able to transform into a human self, hiding all of her fox-like features. Being 23 years old (physically) and knowing how to forge documents also allows her to land some interesting jobs that she is (in reality) unqualified for. She wanders the human world, not only out of curiosity and concern for the human's safety, but also to try and make her one wish come true: finding her destined lover.</p> <p>When she's serious, Kiyoko can be a valuable source of information, having witnessed much of history firsthand (and being able to recall all the <i>major</i> details all but perfectly). As a spirit, she spends her free time exploring the human world and wishes to make friends with as many people as she can. She is by nature very warm and welcoming, but also has some notably creepy tendencies, especially when jealous.</p> <p>Capable of utilizing both water and wind, Kiyoko is a powerful spirit who loves to take advantage of her abilities to mess with her opponents. She has a strangely childish and playful side to her usual mature demeanor when in battle.</p>
<p>Name: Rei Yamazaki</p> <p>Age: 16</p> <p>Species: Human</p> <p>Gender: Female</p> <p>Birthday: March 29</p> <p>Height: 171cm</p> <p>Weight: 57.3kg</p> <p>Eyes: Dark Violet</p> <p>Hair: Silvery Grey (shoulder-length, free-flowing, angled bob)</p> <p>BWH: 97/56/99 (34D)</p> <p>Skills:</p> <ul style="list-style-type: none"> - Cleaning - Organization 	<p>Born to a family of exorcists, Rei Yamazaki was raised as a shrine maiden and taught from an early age of how dangerous a spirit could be, unless controlled by a human being. Growing up, Rei was awestruck by the people around her. She grew to have a love for Spirit Masters, seeing them as inspiring and brave.</p> <p>Though relatively quiet, Rei is great at reading people's personalities. From a young age, she was able discern truth from lie, even more effectively than a lie detector. Furthermore, she's able to identify one's intentions. She often uses tarot cards and performs blessings and exorcisms, all of which are not uncommon activities for her family members. She is, however, the youngest of three children and the only one still in school (their family only has their children go to school until the end of high school).</p>

<ul style="list-style-type: none"> - Terrifyingly accurate judge of character <p>Hobbies: Maintaining shrine, buying candy, playing cards</p> <p>Class: Huntress</p> <p>Abilities:</p> <ul style="list-style-type: none"> - Earth-based spirit powers - Exorcist powers - Healing powers <p>Weapons:</p> <ul style="list-style-type: none"> - Spirit staff and exorcist charms* - Holy water 	<p>Widely regarded as one of the most beautiful girls in her school, and easily the prettiest one of her family members, her appearance alone has garnered a lot of attention for the shrine at which she works. However, despite the numerous men who have asked for her hand in being a sexual partner (if not in marriage), her family has always been hesitant and Rei herself has never been very enthusiastic about it, stating that she wants to find her “destined partner.”</p> <p>Along with a spirit weapon made from her a blessed bamboo chute, Rei utilizes exorcist charms in combat like throwing knives, allowing her to use powerful ranged magic and making her deviate from others of her class. She was reluctantly recruited by “The Armistice,” to the knowledge and consent of her parents. She also makes “miracle brews” using holy water from a secret spring near her family’s shrine.</p>
<p>Name: Shizue Sasaki</p> <p>Age: 15</p> <p>Species: Human</p> <p>Gender: Female</p> <p>Birthday: July 17</p> <p>Height: 168cm</p> <p>Weight: 56.3kg</p> <p>Eyes: Brown</p> <p>Hair: Blue (free-flowing, slightly curly, shoulder length)</p> <p>BWH: 76/51/73 (28B)</p> <p>Skills:</p> <ul style="list-style-type: none"> - Talented cook - Strong negotiator - Academically skilled <p>Hobbies: Reading, playing with stuffed animals</p> <p>Class: N/A</p> <p>Abilities:</p> <ul style="list-style-type: none"> - Limited martial arts - Kendo training 	<p>Touma Koizumi’s affectionate childhood friend Shizue Sasaki is more than just a caring person. She lives right next door to Touma (and has done so for a good six years), and as is constantly visiting him to make dinner and to joke around. She’s the ideal woman according to Touma, but is also quite eccentric in her own way.</p> <p>Although she is an extremely skilled academic and very good at debates, Shizue insists that she wants to become a regular housewife after graduating from high school, instead of going to college to study business or politics. This has been a source of trouble for her single mother, who wonders constantly how her daughter will support herself. Furthermore, even though she’s part of the kendo club at Chusei High and a learning martial arts from Touma, she refuses to participate in any school tournaments.</p> <p>Certainly one to believe modesty is a virtue, Shizue seems dead set on remaining an ordinary girl for the rest of her life instead of pursuing some grand dream or virtually unachievable goal. She seems to be</p>

Weapons: <ul style="list-style-type: none"> - Kendo sword (however, not remotely viable for spirit combat) 	<p>content with living in the present instead of stressing about the future or living in the past.</p>
Name: Yukiko “Yuki” Mizushima Age: 16 Species: Human Gender: Female Birthday: October 21 Height: 175cm Weight: 65.2cm Eyes: Dark Green Hair: Blonde (dyed), Black (natural) BWH: 90/55/89 (30DD) Skills: <ul style="list-style-type: none"> - Skilled musician - Athletically capable Hobbies: Volleyball, playing music, reading Class: N/A Abilities: <ul style="list-style-type: none"> - N/A Weapons: <ul style="list-style-type: none"> - N/A 	<p>Michiko Inoue’s best friend, and essentially the cause of her entire crisis. Yukiko Mizushima is a kind-hearted and well-meaning young lady, albeit with some unconventional ideas regarding what’s right and what’s wrong. She often finds herself in binds that she relies on her friend Michiko to get her out of.</p> <p>Yukiko is jealous of Michiko’s relationship with Touma (partially because she <i>also</i> has a crush on him, but mostly because she’s losing time with her best friend <i>and</i> her chance at dating Touma all in one package!), but she avoids letting it get to her. She acknowledges and admits, however, that she isn’t exactly happy about where everything stands. Despite both her and Michiko being popular, she’s much more reclusive than her friend ever is.</p> <p>With a light tan all over her body, dyed blonde hair and a knack for getting herself into trouble, Yukiko is one of Michiko’s biggest sources of stress, although neither girl realizes that fact. They care for each other regardless, and still try their best to support each other, despite Yukiko’s feelings towards the current state of affairs.</p>

Recurring Supporting Characters

Character Info	Basic Background/Biography
Name: Hayate Hayashi Age: 19 Species: Human Gender: Male Eyes: Brown Hair: Dark Brown Class: Arbitrator Abilities: <ul style="list-style-type: none"> - Limited mind-reading 	<p>One of the negotiators working for “The Armistice,” and a close friend of Touma Koizumi. Often gives him advice, and has a role akin to both a best friend and an older brother. With the power to read other people’s minds (to a small extent), Hayate is a problem-solver, but not much of a fighter. His Operator often criticizes him for it, though he also believes Hayate is skilled as a negotiator.</p> <p>Though he is able to fight and carries a gun, Hayate’s limited skill in battle leaves him to talk with</p>

<ul style="list-style-type: none"> - Light-based spirit powers Weapons: <ul style="list-style-type: none"> - Single spirit handgun* 	the spirits to try and negotiate peace for both sides where possible, which is his ultimate goal.
Name: Age: Species: Gender: Eyes: Hair: Class: Abilities: <ul style="list-style-type: none"> - Weapons: <ul style="list-style-type: none"> - 	
Add as needed	Add as needed

One-Time Use/Secondary Supporting Characters

Character Info	Basic Background/Biography
Name: Junichi Kimura Age: 16 Species: Human Gender: Male Eyes: Dark Grey Hair: Teal (dyed), Black (natural) Class: N/A Abilities: <ul style="list-style-type: none"> - N/A Weapons: <ul style="list-style-type: none"> - N/A 	<p>The most popular boy in the 11th grade, and a known playboy. With dyed hair and an extremely muscular build, you'd think he was a model of some sort. Hailing from a rich family, Junichi Kimura seeks to enjoy time with all the beautiful girls (which is indeed implying something <i>sexual</i>, by the way).</p> <p>He is introduced to Michiko Inoue by Yukiko Mizushima as a way of helping Michiko resolve one of her relationship problems, but ends up being the direct cause of a bigger issue down the line.</p>
Name: Age: Species: Gender: Eyes: Hair: Class:	

Abilities: - Weapons: -	
Add as needed	Add as needed

*Denotes Equipment of Choice

Genres

- Drama (Oh Boy)
- Rom-com
- School life
- Mystery
- 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

Perfumes/Colognes

This is more useful than you think. It's a recurring point, and we don't need our smells getting mixed up.

Character	Scent(s)	Character	Scent(s)
Michiko Inoue		Rei Yamazaki	
Caecilia Wolfe		Shizue Sasaki	
Kazue Fujioka		Yukiko Mizushima	
Kiyoko Kaminaru		Touma Koizumi	Sakura Petal Cologne

Writing Conventions

If something is a quote or a read item (e.g. reading a time of 8 PM on a watch) we use " " for it. We also use " " if the item is given a quote-on-quote name (causes

an air-quotes moment in real life). In short, we use “ ” if the thing we’re referencing is a written piece or verbal quote, or if referencing a proper name (or designation) designated by someone.

We use ‘ ’ if the thing is in no way a quote (e.g. what someone *considers* a ‘surprise;’ we wouldn’t use air-quotes for it because it was never either a quote or a proper name designated by someone OTHER THAN the character speaking at the time). In short, we use ‘ ’ if the thing we’re referencing is NOT a written piece or verbal quote, or if it’s NOT referencing a proper name designated by someone.

Texts (phone-to-phone) uses ‘ ’ instead of “ ” (which is verbal speech, such as conversations in person or over the phone).

Time Markers

It’s difficult to keep track of chronological time, so we’re gonna record dates and what day of the week it is. This way, I don’t have to sift through dozens of pages of writing to get the day of the week. I can calculate it with info in the following table.

Date	Day	Date	Day
April 7, 2511	Wednesday		
April 12, 2511	Monday		

Seating Plan

Assistant
Teacher's
Desk

Teacher's
Desk

			Michiko Inoue	Yukiko Mizushima
				Touma Koizumi