

FLUX FANTASY™ CHARACTER STARTER

Player Name

»»» PORTRAIT

»»» IDENTITY

Character Name

Age

Gender

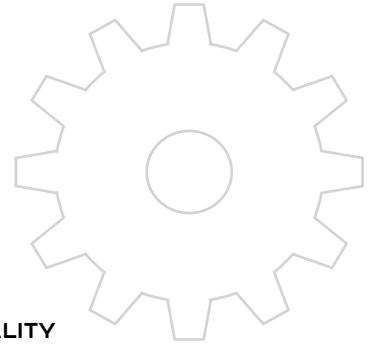
Height

Weight

Origin

Role/Rank

»»» GEAR OF DESTINY



»»» FACTION

- Escape Artist
- Ink Fighter
- Fortuna Government
- National Karmastry Authority
- Wolfgang Academy
- Independent

»»» PERSONALITY

»»» BACKSTORY

»»» STRENGTHS

»»» FLAWS

»»» ESCAPE ARTISTS (ONLY)

Stage Name

Karmastry Specialization

- Creative Karmastry
- Clockwork Karmastry
- Bio Karmastry
- Machine Karmastry
- Quantum Karmastry

Signature Power

Torus Configuration

Karma Required	Payback Threat	Karmastry Power Profile	
Karma Required Increases	Payback Threat Intensifies	Practical Use	_____
		Locomotion	_____
		Basic Defense	_____
		Basic Combat	_____
		Basic Combo	_____
		Payback Resist.	_____
		Adv. Defense	_____
		Adv. Combat	_____
		Adv. Payback Resist.	_____
		Advanced Combo	_____
		Ultimate Move	_____

»»» INK FIGHTERS (ONLY)

Call Sign

Sigil Design

Sigil Power Overview

Signature Move

»»» OTHERS (ONLY)

Special Skills

Special Equipment

Welcome to Flux Fantasy RPG!

This document will guide you through your Character Starter, the preliminary step in crafting your character for the expansive world of Flux Destiny. This starter serves as a creative foundation, allowing you to brainstorm and outline the traits, abilities, and background of your character before finalizing them on the official Character Sheet.

»»» PLAYER NAME

Your name goes here.

»»» PORTRAIT

Sketch or paste an image of your character. Visualizing your character can help you better connect with their story.

»»» IDENTITY

- **Character Name:** The name of your hero in Flux Fantasy.
- **Age, Gender, Height, Weight:** Basic physical descriptors.
- **Origin:** Where does your character come from?
- **Role/Rank:** Their position or title within their Faction or the broader world.

»»» GEAR OF DESTINY

At the heart of every character (regardless of faction) lies their Gear of Destiny, a symbolic representation of their connection to the Great Machine and their unique path within it. Sketch the design of your character's Gear of Destiny. Your design should capture the quintessence of your character's spirit and their place in the universe of Flux Destiny. This gear not only serves as a badge of identity but also as a constant reminder of the character's goals, challenges, and the destiny they strive to fulfill.

»»» BACKSTORY

A brief narrative about your character's past, key events that shaped them, and their motivations.

»»» FACTION

Mark the Faction your character is aligned with:

- **Escape Artist:** Masters of karmastry, creating wonders and escaping payback.
- **Ink Fighter:** Warriors with karma-infused tattoos granting them combat powers.
- **Fortuna Government, National Karmastry Authority, Wolfgang Academy:** Key institutions in the world of Flux Destiny.
- **Independent:** For characters not aligned with any major group.

»»» PERSONALITY

Outline your character's personality traits, how they typically behave or react.

»»» STRENGTHS AND FLAWS

Identify your character's main strengths and flaws, which can influence interactions and decisions in-game.

»»» ESCAPE ARTISTS (ONLY)

Stage Name: The moniker your character is known by in the world of Flux Destiny.

Karmastry Specialization: For characters practicing karmastry, indicate their area of expertise.

Signature Power: This is where you define the unique karmastry ability that sets your Escape Artist apart. It could be an unparalleled manipulation of elemental forces, a breakthrough in bio karmastry, or an innovative use of clockwork karmastry that defies expectations. This power reflects your character's mastery over the Great Machine, their creativity, and their strategic acumen in harnessing karma.

Torus Configuration: Torus, the fundamental tool for channeling karma, is as unique as the Escape Artist wielding it. In this section, detail the number of toruses your character utilizes and their preferred method of wear. Are they woven into a necklace, fashioned into a belt, or perhaps ingeniously integrated into their clothing? The configuration can hint at your character's personal style, their approach to karmastry, and how they balance the aesthetic with practicality in the flow of combat and creation.

Karmastry Power Profile: Outline the progression of your character's powers from practical uses to their ultimate move, including the required karma to perform them and the associated payback threat.

»»» INK ARTISTS (ONLY)

Call Sign: A unique identifier or nickname used in battles.

Sigil Design: A sigil is a karma-infused tattoo that grants extraordinary abilities. This section invites you to detail or sketch the sigil your Ink Fighter character bears. Consider the form it takes, from the simplest geometric shapes to elaborate mythical beasts, and how it symbolizes your character's nature or powers.

Sigil Power Overview: Here, summarize the capabilities your sigil unlocks. Does it enhance physical prowess, grant elemental manipulation, or provide mystical defenses? Outline the scope of your sigil's powers, keeping in mind the balance between strength and the need for periodic recharging with karma.

Signature Move: Define your character's most formidable technique derived from their sigil. This move should embody your character's fighting spirit and creativity, showcasing the pinnacle of their combat abilities. Whether it's a devastating elemental blast or a transformative enhancement, your signature move is a key highlight of your character's prowess in battle.

»»» OTHERS (ONLY)

For characters who don't associate with a particular faction and/or don't practice karmastry.

Special Skills: Unique abilities or talents.

Special Equipment: List any additional gear your character carries.

FLUX FANTASY CHARACTER STARTER

Player Name **CHRIS MOOHAUS**

▶▶▶ PORTRAIT



▶▶▶ IDENTITY

Character Name

Kai Rayburn

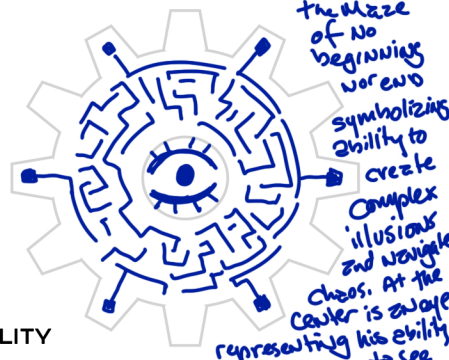
Age	Gender	Height	Weight
25	M	5'9"	169 lbs
Origin	Role/Rank		
False Cross, Fortuna	Street Performer		

▶▶▶ FACTION

- Escape Artist
- Ink Fighter
- Fortuna Government
- National Karmastry Authority
- Wolfgang Academy
- Independent

▶▶▶ PERSONALITY

Charismatic and unpredictable, Kai uses his wit and intelligence to outmaneuver opponents. He has a penchant for theatrics, often incorporating elements of surprise and misdirection in his strategies.



▶▶▶ BACKSTORY

Raised in the shady streets of False Cross, Kai quickly learned the value of perception. After witnessing the power of an Escape Artist at a young age, he became obsessed with the power of illusion. Kai has two motivations: ① master his Karmastry to the point where reality and illusion are indistinguishable and ② use his skills to uncover his past.

▶▶▶ STRENGTHS

Charisma, Ingenuity, Quick Thinking

▶▶▶ FLAWS

Overconfidence

▶▶▶ ESCAPE ARTISTS (ONLY)

Stage Name

"MIRAGE"

Karmastry Specialization

- Creative Karmastry
- Clockwork Karmastry
- Bio Karmastry
- Machine Karmastry
- Quantum Karmastry

Signature Power

"Phantasmagoria"

Torus Configuration

Large torus on chest.

▶▶▶ INK FIGHTERS (ONLY)

Call Sign

Sigil Design

Sigil Power Overview

Signature Move

▶▶▶ OTHERS (ONLY)

Special Skills

Special Equipment

Karma Required	Payback Threat	Karmastry Power Profile
		Practical Use Light Manipulation
		Locomotion "Mirage Step"
		Basic Defense Illusory Shield
		Basic Combat Flash Strike
		Basic Combo Holographic Assault
		Payback Resist. "Displacement" Decays
		Adv. Defense Prism Barrier
		Adv. Combat Radiant Burst
		Adv. Payback Resist. "Echo Mirage"
		Advanced Combo "Spectral Unity"
		Ultimate Move "Total Eclipse"

Note: The Karma Required and Payback Threat columns are filled with blue scribbles, indicating increasing levels of difficulty and risk.

FLUX FANTASY CHARACTER STARTER

Player Name **Kris Mookhauser**

PORTRAIT



IDENTITY

Character Name
ZARA THORNE

Age **22** Gender **F** Height **5'7"** Weight **135 lbs**

Origin **PANDORA, PANDEMONIUM** Role/Rank **Competitive Ink Fighter**

GEAR OF DESTINY



FACTION

- Escape Artist
- Ink Fighter
- Fortuna Government
- National Karmastry Authority
- Wolfgang Academy
- Independent

PERSONALITY

Bold, cunning with a sharp tongue. Zara is fiercely loyal to her friends but can be intimidating to those who don't know her. She's got a deep sense of justice and isn't afraid to bend or even break the rules when needed.

BACKSTORY

Zara grew up in the harsh landscape of Pandemonium. An orphan at a young age, she was forced to learn ink fighting just to survive. She's training to take part of the "Pandemonium Circuit" — the most brutal competition of ink fighters in the world. She's determined to win — because if she can, she'll walk away with fame and untold fortune, allowing her to escape the misery of Pandemonium once-and-for-all!

STRENGTHS

Adaptability, endurance

FLAWS

Impulsiveness, reliance on strength

ESCAPE ARTISTS (ONLY)

Stage Name

Karmastry Specialization

- Creative Karmastry
- Clockwork Karmastry
- Bio Karmastry
- Machine Karmastry
- Quantum Karmastry

Signature Power

Torus Configuration

INK FIGHTERS (ONLY)

Call Sign

"Shadow Strike"

Sigil Design



Sigil Power Overview

Her sigil, the "panther" can leap from her skin in semi-solid form, capable of delivering powerful, special strikes or merging with shadows to create illusions that disorient her opponents. It enhances her natural agility — allowing for rapid, fluid movements.

Signature Move

Shadow Pounce

OTHERS (ONLY)

Special Skills

Special Equipment

Karmastry Power Profile

Karma Required	Payback Threat	
		Practical Use _____
		Locomotion _____
		Basic Defense _____
		Basic Combat _____
		Basic Combo _____
		Payback Resist. _____
		Adv. Defense _____
		Adv. Combat _____
		Adv. Payback Resist. _____
		Advanced Combo _____
		Ultimate Move _____

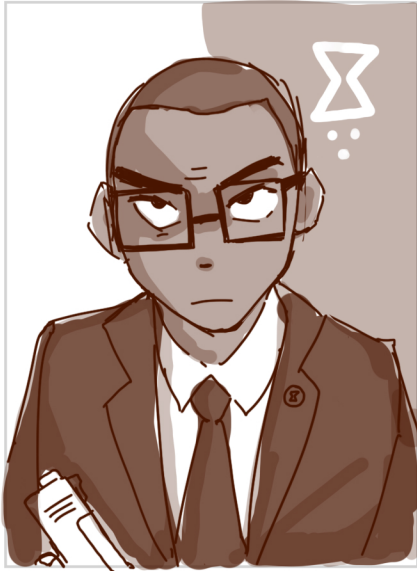
Karma Required Increases (downward arrow) *Payback Threat Intensifies* (downward arrow)

OTHER CHARACTER TYPES EXAMPLE

FLUX FANTASY CHARACTER STARTER

Player Name **KURISU MAJORS**

▶▶▶ PORTRAIT



▶▶▶ IDENTITY

Character Name

Malik Hawke

Age

29

Gender

M

Height

6'1"

Weight

185 lbs

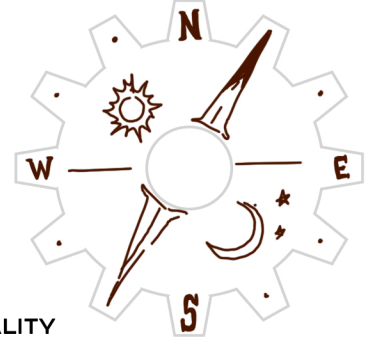
Origin

Andromeda, Fortuna

Role/Rank

Special Agent in Charge

▶▶▶ GEAR OF DESTINY



▶▶▶ FACTION

- Escape Artist
- Ink Fighter
- Fortuna Government
- National Karmastry Authority
- Wolfgang Academy
- Independent

▶▶▶ PERSONALITY

Methodical and observant, Malik possesses a calm demeanor that belies a razor-sharp focus. He's highly disciplined, a trait that serves him well in the field of investigations. While he tends to keep his cards close to his chest, he's fiercely loyal to those who he considers allies.

▶▶▶ BACKSTORY

Malik comes from a family with a long history of service to the government of Fortuna. Inspired by their commitment to justice and order, he pursued a career in the NKA, rising the ranks quickly. He understands Karmastry law like no other and he's determined to bring Karmastry offenders to justice... but his dark secret is that he once committed a major crime with Karmastry that has yet to be connected to him.

▶▶▶ STRENGTHS

Diplomatic, Analytical, Expert Combat

▶▶▶ FLAWS

Cynicism, Workaholic, Rigidity

▶▶▶ ESCAPE ARTISTS (ONLY)

Stage Name

Karmastry Specialization

- Creative Karmastry
- Clockwork Karmastry
- Bio Karmastry
- Machine Karmastry
- Quantum Karmastry

Signature Power

Torus Configuration

Karma Required

Payback Threat

Karmastry Power Profile

		Practical Use	_____
		Locomotion	_____
		Basic Defense	_____
		Basic Combat	_____
		Basic Combo	_____
		Payback Resist.	_____

		Adv. Defense	_____
		Adv. Combat	_____
		Adv. Payback Resist.	_____
		Advanced Combo	_____
		Ultimate Move	_____

Karma Required Increases

Payback Threat Intensifies

▶▶▶ INK FIGHTERS (ONLY)

Call Sign

Sigil Design

Sigil Power Overview

Signature Move

▶▶▶ OTHERS (ONLY)

Special Skills

- ① Karmastry countermeasures expert
- ② advanced espionage
- ③ combat training
- ④ Diplomacy and interrogation

Special Equipment

- ① Karma Dampeners
- ② Karmastry disruption grenades
- ③ standard issue firearm