

CROSS ROADS BACKGROUND STORY

Epsilon Crucis / Blair Hayabusa

Blair Hayabusa was never a shy girl by any means. Born as a free spirit and will die as a free spirit have always been her motto. Quick witted, brash and streetwise has always been Blair's girlish charm. A true easy-going tomboy at heart, she loves to fight, loves a good hearty meal with a "cold beverage" and loves to get physical with men.

Just like thunder and lightning, she conjures at will, her looks and personality will shock you as her voice is even louder than a thunderclap. While channeling lightning was dangerous enough, she can easily cut you into ribbons with her dual katanas.

She is rather the most intimidating amongst the women, but when you really get to know her as a person, she is a lovely angel and someone that you want to have as a best friend or even more. Whether it's on the battlefield or in the bedroom, she goes hard leaving nothing behind.

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Background Story

Back in the mid-1980s, a female swordswoman named Hisako Hayabusa belongs to an organization of assassins called "The Red Arrow." Along with her brother Shinji, who became an unofficial nurse to their team, helped as much as he can. Until that fateful day during a mission in Toronto, Canada. Hisako Hayabusa fought against countless hordes of Dark Nebula Coalition members. She would come out of that brawl alive, but she lost her right arm in the process. Badly enough, Hisako never actually gave out a sufficiently specific reason how she lost her arm in the first place, and the organization saw this as incompetence. Unfortunately for Hisako, she had to retire early being an assassin. Seeking solace elsewhere they ended up in Melbourne, Australia.

Melbourne is the capital and most populous city of the Australian state of Victoria, and the second-most populous city in Australia. The name "Melbourne" refers to an urban agglomeration spanning 9,900 km2 (3,800 sq. mi) which comprise the broader metropolitan area, as well as being the common name of its city center. The metropolis is located on the large natural bay of Port Phillip and expands into the hinterlands towards the Dandenong and Macedon mountain ranges, Mornington Peninsula and Yarra Valley. Melbourne consists of 31 municipalities. It has a population of 4,529,500 as of 2015, and its inhabitants are called Melburnians.

Melbourne rates highly in education, entertainment, health care, research and development, tourism and sport, making it the world's most liveable city—for the sixth year in a row in 2016, according to the Economist Intelligence Unit. It is a leading financial center in the Asia-Pacific region and ranks among the top 30 cities in the world in the Global Financial Centres Index.

Referred to as Australia's "cultural capital," it is the birthplace of Australian Impressionism, Australian rules football, the Australian film and television industries, and Australian contemporary dance. It is recognized as a UNESCO City of Literature and a major center for street art, music, and theatre. It is home to many of Australia's largest and oldest cultural institutions such as the Melbourne Cricket Ground, the National Gallery of Victoria, the State Library of Victoria and the UNESCO World Heritage-listed Royal Exhibition Building. It was the host city of the 1956 Summer Olympics.

All those years being an assassin and putting her brother through emotional hell, Hisako didn't waste any time at all letting her hair down and spending more time with Shinji; making up for all the trouble she had caused. Turning a complete 180, she became a loving older sister rather than a cold-hearted assassin.

However, it didn't take long for Shinji to find solace elsewhere either. He found himself paradise in the form of a Hispanic woman named Joanna Mendez. Shinji and Joanna became inseparable, with some ongoing coaching from his sister Hisako. One year later they became married, and in 1994, they introduced a couple more additions to their family — a pair of twin daughters, Blair and Chelsea.

Hisako and Shinji know their fate, both siblings knew they had a strong connection to the aether, and it was only a matter of time before anyone who was anyone would take interest in their daughters. Not stressing over the details of their development, Shinji and Joanna decided to raise both Blair and Chelsea generally. Going to school, they having friends and them going into daily activities. Naturally, both Chelsea and Blair found their true individual callings in life.

Chelsea's love of painting sparked an artistic side, like her mother. However, she loved working on computers more than dealing with paint since it was a bit messy. So, with some convincing from her mother, she combined both of her passions into one by being an artist creating digital landscapes.

Even though Hisako was happy that her brother and her sister-in-law are not only nurturing their daughters to be productive members of society, they still need to defend themselves. In secret, she started training them. However, she will hide their secret training in plain sight as she decided to take a job at a recreational center, teaching martial arts despite having one arm. There, she would learn many troubled youths and adults martial arts, including her nieces. While the patrons of the recreational center get basic training, her nieces get so much more than that.

At age seven, it couldn't be ignored anymore. These two were incredibly sensitive to aetheral energy, and if they're not ready, they would be taken by the Dark Nebula Coalition or even worse... Hisako started to teach both Blair and Chelsea various styles of martial arts like Jujutsu. Jujutsu is a Japanese martial art and a method of close combat for defeating an armed and armored opponent in which one uses no weapon or only a short weapon.

"Jū" can be translated to mean "gentle, soft, supple, flexible, pliable, or yielding." "Jutsu" can be translated to mean "art" or "technique" and represents manipulating the opponent's force against himself rather than confronting it with one's force. Jujutsu developed to combat the samurai of feudal Japan as a method for defeating an armed and armored opponent in which one uses no weapon or only a short weapon. Because striking against an armored opponent proved ineffective, practitioners learned that the most efficient methods for neutralizing an enemy took the form of pins, joint locks, and throws. These techniques were developed around the principle of using an attacker's energy against him, rather than directly opposing it.

In addition to Jujutsu, many schools teach the use of weapons. Jujutsu schools (ryū) may utilize all forms of grappling techniques to some degree (i.e., throwing, trapping, joint locks, holds, and gouging, biting, disengagements, striking, and kicking). There are many variations of the art, which leads to a diversity of approaches and the change of Jujutsu that the twins learned from their aunt was Tenjin Shinyo-ryu.

Tenjin Shinyo-ryu, meaning "Divine True Willow School," can be classified as a traditional school (koryū) of Jujutsu. It was founded by Iso Mataemon Ryūkansai Minamoto no Masatari in the 1830s. Once a very traditional jujutsu system in Japan, among the famous students who studied the art, was Kano Jigoro, whose modern art of judo was much inspired by the Tenjin Shin'yō-ryū and Kitō-ryū.

Essentially, Tenjin Shinyo-ryu is the amalgamation of two separate systems of Jujutsu: the Yōshin-ryū and Shin no Shinto-ryu. The distinctive feature of this particular school is the use of atemi or strikes to disrupt the balance of the opponent as well as a more flexible and flowing movement of the body than seen in some older schools of Jujutsu. The more former schools employ somewhat more extensive and slower movements to mimic the use of armor on the battlefield.

Tenjin Shinyo-ryu was developed after the period of civil war in Japan; thus, without armor, the movements emphasized were faster, and more strikes were incorporated. The attacks were also primarily aimed at human vital points and meridians, which were exposed due to the lack of armor. Like most koryu, the Tenjin Shinyo Ryu follows the bujutsu Menkyo ranking system, as opposed to the budo kyu/dan system.

Afterward, Hisako trained the twins in sword fighting techniques, Musō Jikiden Eishin-ryū. The methods of Musō Jikiden Eishin-ryū are broken up into sets based on the principal starting position of the waza and by skill level. The majority of the study is focused on these solo waza; Solo waza use a single long sword. Both children under the tutelage of their aunt mastered various techniques from Musō Jikiden Eishin-ryū:

- Seiza no bu (Shoden); the word 'shoden' can be translated as 'entry-transmission.' This set of techniques was derived from Ōmori-ryū and is still often referred to as "Ōmori-ryū." It is the first round of techniques taught. Seiza no Bu waza are performed from seiza, a formal kneeling position, with the general exception of Oikaze, which often begins standing.
- Tatehiza no bu (Chūden); the word chūden (中伝) can be translated as 'middle-transmission.' This set was derived from techniques created by Hasegawa Eishin and is still commonly referred to as "Eishinryū." It is the second round of techniques taught. Tatehiza no bu waza are performed from tatehiza, a half-seated position, except Makkō.
- Okuiai Iwaza no Bu (Okuden); the word Okuden (奥伝) can be translated as 'inner transmission,' or 'secret communication.' The Okuden sets contain advanced-level techniques. Okuiai Iwaza is performed from tatehiza.
- Okuiai Tachiwaza no Bu (Okuden); Okuiai Tachiwaza is conducted from a standing position, except the three Itamagoi waza, which start from seiza.
- Bangai no Bu (Okuden); Bangai is extended tachiwaza. This waza is not koryū but were created by Ōe Masamichialong with the Katate Hayanuki exercise. Bangai no bu contains the following waza, performed from a standing position. In addition to variations of Hayanami and Raiden, some lines provide additional Bangai waza.

After both Blair and Chelsea had mastered the Solo waza techniques of Musō Jikiden Eishin-ryū, the pair ended up going their separate ways again with their training. Even though they were born in the same year on the same day and in the same month, there Aetheral Gate was not too similar. Unlocking their Aetheral Gates, they have discovered they can control fire-based magic.

During their training, Blair's magic was becoming unnatural according to the standards of the Crux Nexus and sooner started to take a new form; lightning. Blair has the ability to manipulate lightning caused a stir in Hisako since no one in the Crux Nexus has ever learned to harness electricity. More upsetting is that those who have come to harness electricity have been Dark Nebula Coalition members. Still, Hisako was a woman who always loved turning positives into negatives and decided to give Blair more training to deepen her techniques of Musō Jikiden Eishin-ryū by having to learn Paired Waza (Kumitachi).

Musō Jikiden Eishin-ry ū's paired waza (kumitachi) are often taught only to advanced students after years of study. Some of these sets are rarely seen outside of Japan. Some ryuha have the first set (tachi uchi no kurai) as part of their yudansha curriculum. There is a high incidence of grappling, striking, and disarms in these paired sets. Some waza use both long (ōdachi) and short (Kodachi) swords.

Some waza begin with swords drawn; others start with swords sheathed and employ nukitsuke (drawing) techniques. Typically, these forms are practiced using bokutō; however, it is also practiced at high levels with shinken. Each of these katachi (essence of kata) was created to promote the practice of a fundamental principle of Eishin Ryu under controlled yet reasonably realistic conditions.

Tachi Uchi no Kurai (Koryū) and this version of the set contains the following 10 techniques:

- 1. 出合 Deai
- 2. 附込 Tsukekomi
- 3. 請流 Ukenagashi
- 4. 請込 Ukekomi
- 5. 月影 Tsukikage
- 6. 水月刀 Suigetsutō
- 7. 絶妙剣 Zetsumyōken
- 8. 独妙剣 Dokumyōken
- 9. 心明剣 ShinmyŌken
- 10. 打込 Uchikomi

Also, she had her learn Tachi Uchi no Kurai, this version of the set contains the following 7 techniques:

- 1. 出合 Deai
- 2. 拳取 Kobushitori
- 3. 絶妙剣 Zetsumyōken
- 4. 独妙剣 Dokumyōken
- 5. 鍔留 Tsubadome
- 6. 請流 Ukenagashi
- 7. 真方 Mappō

Blair excelling in full contact sports became very popular amongst the men in her school, but she became a target of envy towards the women. Being loud and aggressive one of the twins, she usually physically settles things. She loves sexually toying and teasing men, leaving most women paranoid and envious.

Her having a tall and muscular body, the women didn't try to cross her. Unfortunately, it did not stop her enemies that she regularly faces in battle. Over the years, she has developed severe invulnerability, taking massive physical and magical damage without suffering significant injuries. From being hit by a speeding 18-wheeler to being body slammed by a 30-foot monster, she always manages to walk away on her own feet.

Custom made by her aunt Hisako, her dual katanas of equal parts of aluminum and iron, Raijinshou and Denjin, helps her absorb, wield and redirect lightning based attacks both physical and magical.

She loves to fight and loves to brag about fighting. When she's not bragging about fighting, she's bragging about sex and her latest conquests. She can be embarrassing to be around at times because there is no filter from her brain to her mouth and usually says the dastardliest things. However, deep down inside, she has a good heart. She wears her heart on her sleeve, and she cares about her friends and her family.

However, then again, her greatest strength is her greatest weakness. Sometimes she can be a way over her head and sometimes can get the best of herself. Even though she is invulnerable, it does have its limits. If she runs out of Aethereal magic, she can die. Also, lightning based attacks are pretty much forbidden for a reason; they can become unpredictable, and even when mastered, can still be unstable. Which is a volatile mix since Blair can be emotionally unstable as well? The beautiful thing about that is she has Chelsea to be the calming factor in her life.

Powers and Weapons

Supernatural Origins

Aether Manipulation – The power to generate and manipulate Aether (also called Ether in some circles), the unique essence that flows through most of existence. The source of Quintessence, Chi, Aura, and Mana, and the opposing power of Nether Manipulation. Not to be confused with Dark Matter Manipulation.

Methods (Examples of methods by which a character generates an effect.)

- Energy sourcing Ability to draw power from large or small but abundant sources of energy, such as turning kinetic energy into physical blasts or converting solar energy into other forms. Sometimes based on proximity to source, sometimes stored for future use.
- Power sensing Ability to sense or recognize superhuman powers.

> Personal physical powers

- **Healing factor** Ability to heal rapidly and with greater finality from any injury; the rate of recovery varies from character to character. Can sometimes result in the slowing of aging and immunity to illnesses and other defects.
- Superhuman strength Ability to have a level of power much higher than usually possible given their proportions.
- Superhuman senses Ability to see, smell, taste, feel and/or hear more than an average human.
- Invulnerability Ability to be immune to one or more forms of physical, mental, and spiritual damage and influence.
- Superhuman agility/reflexes Ability to react faster than a normal human and to possess greater flexibility and with higher/farther jumping capacity.

Mentality-based abilities (Main)

- Superhuman tracking Ability to track an individual or object through supernatural means;
 sometimes referred to as "pathfinding."
- Omni-linguism Ability to understand any form of language, a natural polyglot. This can be accomplished in various ways.
- Innate capability Ability to know or understand something without the need of studying or previous experience.

Mentality-based abilities (ESP)

• Empathy – Ability to read or sense the emotions and/or control the emotions or feelings of others

Physics or reality manipulation (Elemental and environmental powers)

• Electric manipulation - Ability to control, generate or absorb electricity and electrical phenomena

> Transportation and travel

- Superhuman speed Capacity to move, run, fly, react, think, and sense at speeds much faster than an average human. Those with this ability also have accelerated brain activity which allows them to process sensory information so fast that everything seems to be moving in slow motion while the user moves at normal speed.
- Electrical transportation Ability to travel through electrical conduits (such as power lines or telephone lines). Can enter through devices such as televisions, electrical poles or computers

Martial Arts & Combat Abilities

- Musō Jikiden Eishin-ryū (Solo Waza Mastery / Basic Dual Waza)
- Tenjin Shinyo-Ryu (44th Dan)

Weapons & Equipment

• Hiltless Katanas - Raijinshou & Denjin

