

## Summary Article ①: Character Introduction

### Diana Arsully



The main character of the game, and the player character.

The second daughter of the prestigious "Arsully Family," who have served as knights for the Imperial Capital Maldonia since long ago.

Her father is the captain of the imperial knights, and her sister is "Luna Arsully," touted as the strongest in the empire.

She specializes in general household chores, and because she was raised carefully from an early age, she is less than amateur with sword or martial arts, instead being a so-called "boxed-up girl," having never left

Maldonia's castle town.

She had lived a peaceful, aristocratic life like so, but since her sister Luna left home, as well as the empire, a half year ago, the Arsully family had lost the trust of the empire, was seen as a family of failures, and had began to walk the road to ruin.

Seeing the figure of her anguishing father as the days go by, she decides to become a knight like her father and sister, wanting to do something for her family, but her father opposes it.

Meanwhile, she learns about something called an adventurer in the city, and thinking if she makes a name for herself as an adventurer, he'd allow her to become a knight, Diana's long adventure begins as she knocks on the gate of the Adventurer's Guild, while her father is away on an exhibition.

### Tia Ramley





A female knight who is currently the head of the Ramley Family, she is entrusted with the territory of Sylveto, and is the captain of the Third Order of the Imperial Knights.

She is known as a "Ether Knight," which contain spirit power within their bodies, boasting enough power for 1 person to stand up against an entire army.

Being able to manipulate lightning with her sword skills, she is known as "White Silver" or "The Flash."

Currently, she is in charge of preventing an invasion at Fort Robust, located on the border of the Kingdom of Suvalte, to the north.

### Lysithea



Archpriest of the continent's largest religion, the "Cult of Proteus."

She specializes in water magic, is an expert in recovery and defensive magic, and has an extremely poor sense of direction.

With enough talent to become an archpriest, she had great promise for the future, but her strength of sense of responsibility and justice are woeful, and she has been involved in an incident involving a female saint.

### Leah



A female saint who belongs to the religious group, the "Cult of Proteus," acting as a representative of the gods.

A genius alchemist who can read through tons of books, and formulate all sorts of medicines with her knowledge.

Having lived as a shut-in for too long, her expression doesn't change, with few emotional ups or downs.

She is currently under house arrest by a cardinal who's noticed her compounding ability, but for Leah, who's always cooped up in the library, it's no different than usual, and she doesn't even realize that she's under house arrest.

## Tanya



An feared assassin, known as the "Black Cowl" in the empire and neighboring countries.

Regardless of who her opponent is, she is merciless, with a 100% request achievement rate.

Therefore, she is picky about the content of her work, and will only take a target if she deems it evil by her own standards. She will also not take jobs from those who are evil.

A few years early, a memento from her sister who had died from an illness was robbed by a thief, and her reason to live is to find that thief, and take back the memento.

## Pan



An orphan girl, found and raised by an old man, who happens to be a kung fu master, gathering bandits in some mountains within the Imperial Capital.

She has been taught kung fu as long as she can remember, and is now a master, regarded as the leader of the next generation.

Faithfully following the teachings of the old man, "Don't take the possessions or the lives of the innocent," she severely punishes bandits who go against those teachings, and works day and night as a bandit, aiming at the cargo of evil merchants, and the Imperial Army.

## Eris





Born as the daughter of one of the empire's leading merchants, the "Caliban Family," she is a lady raised in affluence to the point she can boast about having whatever she wants.

Excelling in magic, the story goes that when Eris was kidnapped by thieves for ransom at the age of twelve, she released explosive magic, burning the entire mountain.

### Ariel





An female elven warrior who lives in a hidden elven village.

With powerful magic and battle skills, she is the elves' strongest warrior.

She is unsociable, and is strict on herself and others. However, she has a serious and hardy enough personality to continue doing forest patrol everyday whether she's on duty on not, and if she's free, she repeats her discipline with a bow and arrow, in case of emergency.

She also has a very beautiful appearance, and there's a legend amongst the people that "a beautiful goddess lives within the forest's sacred grounds."

## Bart





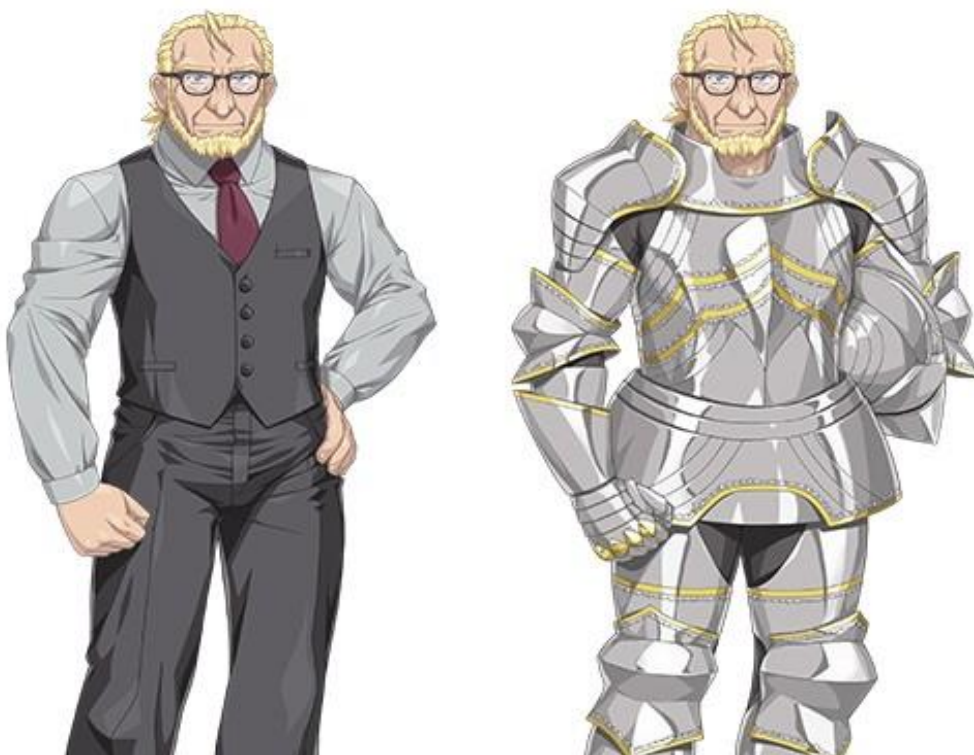
A big man who lives his life as a bandit across the continent.

He has an arrogant, selfish, and violent personality.

Bart thinks anyone other than him is free to use, and is typical scum, kind to himself, yet merciless to others.

He's a troublemaker who will cause needless problems for the heroines, everywhere they go.

### **Robert Arsully**





Father of Diana and Luna, and the current head of the Arsully family.

He serves the captain of the First Order of the Imperial Knights of Maldonia, and although he has both ability as a knight and popularity amongst the people, at the absconsion of his daughter, Luna, he is now rapidly losing the trust of the Emperor.

By educating Luna himself on how to be a knight, he regrets having put her in a state in mental anguish, and when Diana said she wanted to be a knight too, he opposed her, not wanting her to meet the same fate.

\*Robert Arsully is an NPC. He will not join the party.

### Adventurers at the Adventurer's Guild





The adventurers at the Adventurer's Guild aren't involved in the story, but they are a reliable bunch who will join your party and help you in battle, if you hire them.

Use them well, and make battles easier!