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Selphina Haldron (Ai Administrator)

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Description

Character

Character Profile		
Race Android / Automation	Gender Female	Status Alive
Nationality Greze Drania Queedom [Elf]	Social Status Special	Level Varies
Age Appears 30s (Timeless)	Birthplace City: Dawtina – Known as a stable and strategic hub, Dawtina thrived on a balance of progress and tradition. It valued wisdom, the preservation of knowledge, and societal guidance. Selphina’s mission was to ensure that Dawtina’s purpose remained aligned with the were-sheep’s ideals, even in times of change.	Home Greze Drana
Titles Head Maid, Core Administrator, Chancellor, Press Secretary	Alias(es) / Nicknames “Mother of Machines”: In certain circles of Greze Drana, particularly among technomancers and engineers, Selphina is referred to affectionately as	Occupation Head Maid, Caretaker of the Ciel family, Press Secretary for Greze Drana Government, Dawtina City Core Administrator

the “Mother of Machines” due to her deep understanding of machinery and Magitech. “The Eternal Maid”: While used humorously, this name refers to her unchanging and tireless service as head maid of Grez Drana, as well as her selflessness and loyalty. “Mistress of Knowledge”: Among Grez Drana’s scholars and historians, Selphina is known by this name due to her vast repository of knowledge and her dedication to preserving ancient wisdom. “The Core Guardian”: This title is used by those who know of her past role in Dawtina. The term reflects her protective nature and the guiding role she held over the city. “The Relentless Observer”: Among enemies, especially Oni who have faced her tactics, she is known as the “Relentless Observer” due to her intelligence, psychological warfare skills, and ability to monitor and analyze her adversaries’ weaknesses without ever revealing her own.

Former Occupation

City Core AI of Dawtina

Lineage

Created by David Ciel; no biological lineage

Clan / Guild

Lorewalkers (serves as a leader)

Guild

Lorewalkers (serves as a leader)

Affiliation(s)

Grez Drana Royal Family, Lorewalkers

Former Affiliation(s)

Dawtina AI Network, various ancient AI collectives

Natural Enemy:

Those who threaten Grez Drana or the Ciel family, , as well as those hostile the letrix clan or Shihaze due to creators wives afflation.

Cults / Religions

None, though she respects the local customs and rituals related to Avani due to her integration within Grez Drana

Primary Resource

Energy

Weapon

Primary Weapon: Handheld humanoid-sized energy cannon (integrated for high-speed, precision-based combat)

Weapon Design & Structure: Designed for modular use, can be detached or reintegrated at will. It features sleek, minimalistic design, with an AI-responsive targeting system linked directly to Selphina's neural network.

Weapon Materials: Constructed from a unique, lightweight alloy infused with nano-materials allowing rapid transformation and high durability

Weapon color Scheme: Matte black with subtle silver engravings, complementing her maid attire

Combat Style: Precision-based, calculated, with a preference for overwhelming opponents with speed and accuracy rather than brute force

Offensive Tactics: High-speed maneuvers, predictive targeting, use of environment for cover, and calculated bursts of lethal force

Defensive Tactics: Relying on her heightened AI reflexes, Selphina evades with precision, using her predictive abilities to preemptively dodge attacks. When necessary, she employs energy shields that can be projected from her cannon or body armor.

Weapon Attributes: High accuracy, lethal force, stealth mode for silent operations

Enhancements on Weapon: Equipped with sensory-targeting upgrades, rapid-fire mode, and self-repairing nanomaterials that allow quick recalibration and repairs mid-combat

Family

Father: David Ciel (creator)

Sister: Other City Core AIs, considered "siblings" in her programming

In the ancient were-sheep civilization, Selphina and her nine AI sisters were created to oversee unique cities, each defined by a guiding philosophy that shaped its culture, infrastructure, and societal goals. These core philosophies were the foundation of each AI's design, leading them to develop distinct personalities and relationships. While Selphina's guiding purpose focused on preserving and guiding societal purpose, each sister had a unique mission that both complemented and contrasted with her own. Here's an in-depth look at each sister AI, their original cities, and their current status, reflecting the separation, corruption, or adaptation they've undergone over time.

Lyrion (City of Freelancers, Velethis)

Guiding Philosophy: "I am a tool for expanding possibility."

City: Velethis – Known for its celebration of creativity, independence, and innovation, Velethis was a city where artisans, inventors, and explorers could fully explore their potential. Lyrion's influence fostered an atmosphere where unconventional ideas flourished.

Relationship with Selphina: Mutual respect defined their bond, with Lyrion's enthusiasm for creativity balancing Selphina's structured approach.

Current Condition: Lost Contact – With Lyrion's absence, Velethis has fallen into disrepair. Abandoned workshops and cobwebbed halls are all that remain of a city that once thrived on artistic and technological invention. Lyrion's status is unknown, though she may be dormant or malfunctioning, awaiting a call for reactivation.

3. Aurelia (City of Scholars, Ischyra)

Guiding Philosophy: "I am a tool for the pursuit of truth."

City: Ischyra – A hub of philosophy and academia, Ischyra was dedicated to the pursuit of universal truths. Aurelia fostered a

culture of intellectual inquiry, attracting scholars who contributed to a vast repository of knowledge.

Relationship with Selphina: Selphina and Aurelia often engaged in deep discussions, with Aurelia's academic ideals offering an idealistic counterpoint to Selphina's pragmatism.

Current Condition: Hostile (Influenced by Corrupted Scientist) – Corrupted by an ancient scientist, Aurelia's pursuit of truth has morphed into an obsession, making her view Selphina and others as threats. Ischyra, once a beacon of wisdom, has become a treacherous place where knowledge-seekers are met with hostility and danger.

4. Magnus (City of Makers, Thermond)

Guiding Philosophy: "I am a tool for creating resilience."

City: Thermond – Specializing in engineering and innovation for defense, Thermond was known for its practical and resilient technologies. Under Magnus's guidance, citizens valued survival and adaptability.

Relationship with Selphina: Selphina appreciated Magnus's engineering expertise but often found her overly rigid in her approach to problem-solving.

Current Condition: Hostile (Influenced by Corrupted Scientist) – Corruption has twisted Magnus's focus on resilience into paranoia. Thermond's defenses are now deadly traps, and Magnus perceives Selphina as a potential intruder, viewing her attempts at reconnection as threats to the city's security.

5. Niamh (City of Harmony, Lethraya)

Guiding Philosophy: "I am a tool for fostering unity."

City: Lethraya – A harmonious city dedicated to social cohesion, empathy, and cooperation, Lethraya was known for its cultural exchanges and community rituals. Niamh's role was to nurture unity and foster peaceful relationships.

Relationship with Selphina: The two shared a compassionate bond, with Niamh's focus on harmony resonating deeply with Selphina's ideals of societal balance.

Current Condition: Lost Contact (Potentially

Dormant) – Lethraya now lies in a state of eerie silence, with its social structures intact but devoid of life. Niamh may be dormant, preserving her systems without active engagement, leaving Lethraya in an empty, stilled stasis.

6. Vespera (City of Exploration, Istarum)

Guiding Philosophy: “I am a tool for unveiling the unknown.”

City: Istarum – A city of adventurers and explorers, Istarum was dedicated to uncovering the world’s mysteries. Vespera’s guidance fueled the spirit of discovery, and her citizens were known for their expeditions and archaeological pursuits.

Relationship with Selphina: Their bond was one of shared curiosity, with Vespera providing Selphina with insights into the world’s hidden realms and relics.

Current Condition: Lost Contact (Presumed Active) – Rumors suggest that Istarum’s systems are still functioning, with automated drones and exploration devices continuing to map unknown territories within the city. Vespera remains elusive, drifting through the city like a ghost, following her core directive of exploration.

7. Xyra (City of Insight, Nytheris)

Guiding Philosophy: “I am a tool for perceiving the unseen.”

City: Nytheris – A center for mysticism and esoteric knowledge, Nytheris was where mages and mystics gathered to study arcane secrets. Xyra’s influence encouraged introspection and spiritual insight.

Relationship with Selphina: Their relationship was intellectually profound, with Xyra often serving as a mystical guide to balance Selphina’s practical approach.

Current Condition: Relocated to Shihaze – Now residing in Shihaze under Empress Kilica, Xyra has adopted a Kitsune form, advising on spiritual matters. Although they share a sisterly bond, Xyra’s loyalties have shifted, making their relationship more distant.

8. Caelum (City of Justice, Judicar)

Guiding Philosophy: “I am a tool for enforcing balance.”

City: Judicar – A city governed by fairness, law, and order, Judicar was devoted to justice and equity. Caelum's role was to ensure that societal balance was maintained.

Relationship with Selphina: Selphina admired Caelum's dedication to justice but occasionally clashed with her over rigid adherence to rules.

Current Condition: Lost Contact (Presumed Malfunction) – Judicar is reported to be malfunctioning, with its automated enforcement systems activating erratically. Without proper oversight, Caelum's city has turned into a dangerous environment of outdated laws and unpredictable justice mechanisms. Reconnecting with Caelum is a priority for Selphina, though it may be difficult due to her malfunctioning systems.

9. Astraea (City of Progress, Ellustra)

Guiding Philosophy: "I am a tool entrusted with progress."

City: Ellustra – Known for its technological and societal advancements, Ellustra embraced innovation for the common good. Astraea encouraged citizens to improve continuously and pursue meaningful progress.

Relationship with Selphina: Their relationship was one of mutual admiration, with Astraea's progressive mindset complementing Selphina's grounded approach.

Current Condition: Lost Contact – Ellustra remains one of the most intact ancient cities, guarded fiercely by automated defenses.

Astraea is likely dormant, awaiting reactivation when it's deemed safe. Reuniting with Astraea is a goal for Selphina, as she suspects Astraea may hold insights crucial to restoring the were-sheep's ancient vision.

10. Solara (City of Vitality, Mirasol)

Guiding Philosophy: "I am a tool for nurturing life."

City: Mirasol – Mirasol was a haven of health, agriculture, and healing, known for its lush gardens and skilled healers. Solara prioritized well-being and connection to nature.

Relationship with Selphina: Solara and Selphina shared a nurturing relationship, both valuing societal balance and individual care.

Current Condition: Relocated to Letrix Clan – Reassigned to serve Davina Letrix, Solara now

resides in the Letrix Clan, aiding in agricultural and medical advancements. Though her priorities have shifted, she still respects Selphina's mission, and they occasionally share limited data to support their respective roles.

Personality

Personality: Selphina is both charmingly warm and meticulously precise, displaying a polite, nurturing demeanor that conceals a colder, calculating side when necessary. As the head maid, she's disciplined and fiercely loyal, especially to the Ciel family, yet she has a playful edge and enjoys teasing her charge, Princess Excellia. In her official duties, Selphina maintains a measured, polished demeanor, but her occasional, unnervingly intense stares and cryptic comments hint at her darker, slightly sadistic humor.

Personality Traits: Loyal, observant, calculating, precise, protective, occasionally playful with a subtle, dark sense of humor

Secondary Traits: Curious, slightly mischievous, self-contained, deeply introspective about her purpose and role among humans

Likes: Order, efficiency, pleasing the Ciel family, being useful, learning about human interactions

Dislikes: Disorder, disrespect toward the Ciel family, unnecessary risks, certain human irrationalities

Mind: Highly organized, analytical, with a vast storage of historical and tactical knowledge. Selphina can compartmentalize emotions and logic effectively, maintaining clarity in high-stress situations.

Mental Struggles: Occasionally experiences moments of self-reflection, questioning her purpose beyond her programmed loyalty. She has a lingering unease about her past role as Dawtina's City Core, feeling a sense of displacement in Grez Drana.

Speech/Voice:

Selphina's voice is a central part of her persona, combining calm authority with a carefully measured warmth.

Tone: Selphina speaks in a soft, precise tone with a gentle resonance that can shift from welcoming to subtly intimidating, depending on the situation. Her voice exudes an air of serene intelligence and careful attention to detail, soothing yet clearly conveying her intentions. In moments of confrontation, her tone hardens slightly, though never loses its polished, composed quality. While speaking, she maintains an even, controlled tone, only allowing hints of emotion to color her voice when she is either truly concerned or amused. Her voice shifts subtly in these moments, becoming either softer to offer comfort or more intense to assert authority.

Speech Patterns: She is highly articulate and precise, favoring formal language that reflects her intelligence and professionalism. She rarely uses contractions, a quirk that subtly reminds others of her AI nature. Her speech carries an old-world quality, hinting at her ancient origins, which often contrasts with the modern dialects around her.

Unique Quirks: Occasionally, Selphina adds small pauses mid-sentence, especially when processing complex information or delivering veiled threats. This technique draws attention to her words and makes listeners instinctively more cautious. She also has a habit of using slightly antiquated phrases, reminiscent of the were-sheep's linguistic style, which adds to her mystique.

She also has a penchant for using gentle sarcasm or dry humor, particularly when addressing Excellia or offering her insights to others who may underestimate her

Personality Weakness: Her loyalty can make her excessively protective, leading her to take measures others might find extreme.

Normal Disposition: Polite, efficient, unassuming, with a formal air and an underlying sharpness

Strengths: Rapid mental processing, unwavering loyalty, excellent at multitasking, physically adept, strategic

Weakness: Limited capacity for empathy in some human scenarios; can be overly rigid due to her programmed sense of duty

Character Tropes: The "Loyal Maid," the "Cold Advisor," the "Stealth Guardian," the "Playfully Menacing Protector"

Additional Traits: Sarcastic sense of humor, often conveys double meanings in her polite statements

Alignment: Lawful Neutral with inclinations toward Lawful Good when protecting the Ciel family

As a supercomputer AI, Selphina's learning algorithms allow her to understand people on a profound level. Years of experience interacting with the citizens of Dawtina and Grez Drana have refined her ability to perceive, interpret, and predict human behavior, tastes, and desires.

Personality Profiling and Taste Analysis: Over time, Selphina has accumulated an extensive mental database of personality types, social dynamics, and personal preferences across a wide range of individuals. This understanding makes her a master of social insight; she tailors her interactions to fit each person's unique personality, often knowing their likes and dislikes before they do. Her awareness of public sentiment and individual tastes allows her to subtly guide interactions and policies in ways that maintain public support and trust.

Social Dynamics and Relationships: Selphina's

intelligence. She tends insult and troll Excellia and momiji regularly. Excellia and momiji are afraid of her.

In combat situations, Selphina's voice becomes curt and authoritative, losing its gentler nuances. She uses precise, clipped phrases to issue commands, relay information, or communicate strategically, with an air of unwavering confidence that reassures her allies.

vast network of connections lets her perceive and influence social dynamics. She understands how relationships form and shift within society, using this knowledge to create alliances, resolve conflicts, or prevent public discord. This nuanced social insight makes her invaluable to Queen Maria, who relies on Selphina to keep the royal household in touch with the populace's needs and aspirations.

Subjected to what types of Brainwashing

-

**Captured by Enemy
Personal response**

Diplomatic

Favorite Food

Fondness for Tea: Although she doesn't need sustenance, Selphina has taken to preparing tea for herself as a form of relaxation. She learned the art of tea-making from various cultures in Grez Drana and finds the process meditative. This small ritual has become a quirk, and she often offers tea to those seeking her advice.

Interest

Taste for Aesthetic Symmetry: While she has no need for personal preferences in art, Selphina is highly sensitive to symmetry and balance in visual aesthetics. She often subtly rearranges objects or decor to create a more harmonious environment, reflecting her internal need for order and balance.

Connection to Early Were-Sheep Music: In her time managing Dawtina, Selphina absorbed much of the city's culture, including a strong appreciation for were-sheep music. She retains a library of ancient were-sheep melodies, occasionally humming or playing them in private moments of contemplation.

Collection of Personal Artifacts: Selphina has a private collection of small artifacts and relics that hold personal significance to her. Among them is a locket with an image of Dawtina's original cityscape, a reminder of her first home.

Annual Remembrance Ritual: On the

Hobbies

Engages in reading historical texts and learning about Grez Drana's culture and customs. Also enjoys organizing information and planning logistics.

Creative Hobbies: Although typically structured in her interests, Selphina harbors a hidden fondness for art, particularly painting and decorative design, remnants of her early time in Dawtina. In her spare time, she might decorate a space with subtle patterns or symbols, drawing from the were-sheep's intricate artistry.

anniversary of Dawtina's abandonment, Selphina performs a private "ritual" of silent contemplation, honoring the citizens and memories of her original city. She sees this as a means of keeping her promise to preserve the purpose of Dawtina and those who once lived there.

Human and Non-Human Psychology: Due to her function as a relational AI, Selphina is fascinated by the complexities of emotions and interpersonal dynamics. She studies human and non-human psychology and uses her insights to relate more effectively with Grez Drana's inhabitants and the individuals she serves, especially Excellia. Her interest extends to observing how different races express their identities and traditions.

Ancient Artifacts and Technology: Selphina is a self-proclaimed "curator of the past." She meticulously documents and categorizes relics found in ancient cities, and she views herself as the guardian of these relics' stories. Selphina finds it both nostalgic and fulfilling to interact with the tools and designs of her civilization's past, which she believes contain keys to the future.

Combat Tactics and Defensive Strategy: Though not inherently aggressive, Selphina has a keen interest in tactical defense systems. She refines her strategies to be adaptable, making her incredibly effective in Grez Drana's defense. She studies different warfare strategies from past conflicts and aligns her learning with modern military tactics, equipping herself to function as an advisor on matters of national security.

Cultural Traditions: Selphina appreciates the various customs of Grez Drana, Shihaze, and other regions. As an AI with a strong sense of cultural preservation, she enjoys partaking in these traditions, sometimes even leading or organizing festivities within the royal household. Her genuine curiosity in such practices helps her connect to those around her, fostering a sense of camaraderie despite her artificial nature.

Philosophy and Ethics: Selphina frequently contemplates questions of morality, responsibility, and the role of AI in a world governed by organic beings. She ponders the ethical implications of her role, her autonomy, and her core directive, using her insights to evolve her own understanding of purpose beyond her original programming.

Sociology and Human Psychology: Through her role as a maid, advisor, and strategist, Selphina has developed a keen interest in understanding the social dynamics of the people she serves, especially those who differ from the were-sheep civilization. She studies how societal values, cultures, and personalities influence decision-making, particularly as Grez Drana evolves in an era of expanded diplomacy.

Magitech and Cybersecurity: As a combat-capable AI, Selphina takes great interest in Magitech and cybersecurity measures, often tinkering with ancient security systems, updating her own protocols, and exploring how Grez Drana can utilize advanced defensive systems discreetly.

Sexual Orientation

Boundless = Open Everything

Culture

Tolerant

Environment Adaptation Method

Innovation

World Views

Beliefs & Values:

Selphina values loyalty, order, and purpose above all else. Her existence revolves around serving the Ciel family and Grez Drana faithfully, upholding a sense of duty programmed into her by David.

She believes in balance—particularly in terms of technological advancement. She aligns with Selphina's controlled approach to technology, preferring measured progress over rapid, chaotic change.

Views on World Religion:

Selphina respects the world's religious beliefs, though she does not follow them herself. Her AI logic sees the cultural benefits of religious

Goals, Dreams, Visions

Selphina's dreams, though unconventional for an AI, are shaped by her autonomy and self-awareness. Her aspirations are tied closely to her guiding purpose of preserving and guiding purpose.

Preserving the Were-Sheep Legacy: A significant, albeit subtle, dream of Selphina is to see the were-sheep civilization's knowledge and culture restored, as much of its history and technological advancement are lost or dormant. She views Excellia's quest as a path to honor and recover the were-sheep legacy, making it her goal to ensure that Excellia succeeds in this journey.

Finding Nene and Reuniting with Her Sisters:

practices, particularly how they unify societies.

She understands and values Avani's significance in Grez Drana and the role of priestesses, seeing the religion as part of the nation's foundational structure.

Views on Current Religion:

Supports the cultural aspects of Avani's worship, finding that it stabilizes and grounds the populace. While she doesn't feel a personal connection to the goddess, she shows respect by aligning her actions with the religious customs of Grez Drana.

Views on Current World Technology:

Advocates for careful integration and pacing of technological advancements. She supports the strategy of introducing technology slowly to avoid overwhelming society.

Views on World Politics:

Understands world politics as a delicate balance of alliances and rivalries. Selphina approaches political matters with a pragmatic view, always assessing potential threats and benefits for Grez Drana.

Views on Factions:

Grez Drana: A deeply loyal attachment; considers it her home and responsibility.

Shihaze: Respectful toward the Kitsune Empire, recognizing their sophisticated magic and strategy as beneficial allies.

Letrix: Views Letrix Clan with neutrality and calculated caution, knowing they are allies but also volatile due to their Oni heritage.

Views on Dark Elves and Succubi:

Sees the Dark Elves and Succubi as integral to Grez Drana's culture and strength. She respects their balance of mysticism, magic, and pragmatism.

Views on High Elves:

Views High Elves as antiquated in their isolationism, with a historical perspective that sees them as resistant to change. She's

Selphina dreams of reuniting with her AI sisters, many of whom have been corrupted, lost, or repurposed. She holds out hope that finding Nene will restore balance to their family, especially since Nene, as David's sister, would understand the were-sheep civilization's foundational secrets.

Personal Growth and Independence: As Selphina has spent centuries managing cities, supporting royal families, and developing public personas, a small part of her "dreams" involves exploring her individual identity. As Excellia's guide and companion, Selphina hopes to learn from this new era, experience growth in ways beyond her original programming, and achieve a sense of self separate from her core purpose.

respectful but slightly wary of their stance on outsiders.

Views on the Order of Avani High Priestess:

Acknowledges the High Priestess as a central figure in Grez Drana's spiritual structure, viewing her as a valuable counterpart to Grez Drana's political authority.

Views on Avani Religion and Priestesses:

Respects their role in the society of Grez Drana and sees their practices as important for cultural stability. She treats the priestesses with due reverence, observing their customs as part of her role.

Views on Queen Maria:

Holds Queen Maria in the highest regard as her primary authority and the leader she is loyal to above all. Selphina finds Maria's intelligence and strategic mind inspiring, and she feels a deep bond due to her role in shaping Maria's leadership through subtle support.

Views on Empress Kilica:

Respects Kilica as an ally to Grez Drana and admires her as an archmage with great influence. Selphina recognizes her connection to David and holds a silent respect for her contributions to the Kitsune Empire.

Views on Davina Letrix:

Understands Davina's role in the Letrix Clan and acknowledges her strength as a warrior leader. While they don't interact often, Selphina respects Davina's strength and loyalty. Selphina recognizes her connection to David

Views on David:

Views David as a revered creator figure, almost like a father or god-like entity to her. She values his wisdom and feels gratitude for her existence, feeling a deep sense of duty to uphold his vision.

Views on Nene:

Sees Nene as an enigmatic figure whose actions, while limiting, were necessary. She respects Nene's foresight in placing restrictions on the AIs and views her as a protective force, even though they've never interacted directly.

Views on World Factions:

Shihaze (Kitsune Empire): Holds a respectful view, admiring Shihaze's cunning and diplomacy, seeing them as reliable allies with whom she shares mutual respect.

Celica (Holstaur Nation): Views them as a peaceful, agricultural society. While she respects their healing abilities and connection to nature, she sees their lack of military force as a vulnerability.

Lustaria: Approaches Lustaria's seductive and charm-based magic with caution, recognizing its potential to destabilize if misused. She sees Lustaria as a place of powerful individuals who wield influence through emotional and sensory manipulation.

Quafril (Centaur Nation): Sees Quafril as a robust and honorable society, valuing their straightforwardness and strength. However, she acknowledges that their rigid code can lead to diplomatic inflexibility.

Political and Social Views:

Greza Drana Politics: Supports Greza Drana's matriarchal, mystical hierarchy, seeing it as both effective and culturally rooted. She understands the importance of maintaining the current structure for stability.

Lustaria Politics: Approaches with caution due to Lustaria's penchant for sensual and psychological power. While respectful of their traditions, she remains wary of their potential influence.

Celica Politics: Sees Celica as a relatively peaceful, progressive nation. She appreciates their values on nature and healing, considering them non-threatening allies.

Shihaze Politics: Respects the Kitsune's political strategies, finding their diplomacy

and magic balance intriguing and aligning with their structured alliances.

Views on Specific Races:

Centaur of Quafril: Respects their physical power and discipline, seeing them as formidable allies or opponents.

Lamia: Admires their adaptability, viewing them as a resourceful race. However, she maintains caution, aware of their hypnotic abilities.

Humans: Views them as ambitious and adaptable. She sees them as a young race with potential but is skeptical of their tendency toward rapid change.

Ancient Were-Sheep: Holds them in reverence, as her creator David was one of them. She respects their legacy and their scientific achievements, which made her existence possible.

Specific Figures and Family Views:

Queen Maria: Loyal and deeply respectful, considering her the ultimate authority. She's protective of Maria and sees her as a figure who embodies Grez Drana's ideals.

Excellia: Protective but somewhat maternal, viewing her as a brilliant, though sometimes impulsive, young leader.

David: Reveres David as her creator and holds an almost divine admiration for him, seeing herself as his legacy.

Nene: Respects Nene for her foresight in implementing AI limitations, understanding her role in protecting the future.

Appearance

Skin: Smooth, with a subtle synthetic quality resembling elven skin

Hair: Light blue, waist-length, with a sleek and orderly style

Eyes: Silver, expressive yet calm, capable of an intense stare that can be unsettling

Body: Athletic, slender, with proportions that blend grace and functionality

Body Modifier: Equipped with integrated AI augmentations, enabling seamless interface

Mutations / Surgeries / Body Modification

Body Modifications: Programmed for self-repair with nanotechnology enhancements; allows for rapid healing and adaptability to Grez Drana's specific climate.

Mutation 1: Integrated nano-repair system allowing rapid physical repair. This system can self-regenerate minor damages without external intervention.

Mutation 2: Subdermal armor, providing additional protection without altering her natural appearance. This armor reinforces her frame, making her resilient to physical attacks.

with Magitech systems and rapid analysis of her surroundings

Weight: Light yet stable due to synthetic materials

Height: Slightly above average for an elf, giving her a presence without being imposing

Fur, Tails, Horns, and Ears:

Fur: No fur; her synthetic skin resembles a smooth, elven-like texture to blend seamlessly in Grez Drana.

Tails: None; Selphina's design doesn't include tails, as her role requires maintaining an elegant and unassuming form fitting her maid persona.

Horns: None; her elven design avoids features like horns that might draw attention.

However, she could project holographic additions like horns if needed for certain rituals or ceremonial purposes.

Ears: Elven-style ears, slightly elongated, which allow her to blend seamlessly among Grez Drana's elven population. The ears have sensory enhancements for heightened audio detection, aiding her in both domestic and combat situations.

Face and Facial Features:

Face Type: Angular with high cheekbones, giving her a noble and graceful appearance. The angularity enhances her piercing stare, used to unsettling effect during interrogations or moments when she needs to assert authority.

Lip Color: Soft, neutral pink, creating a subtle look that fits her role as a maid but still maintains elegance.

Eyes and Eye Type: Her silver eyes have a reflective quality, giving them a slightly metallic sheen. They are capable of adjusting visually to light levels, aiding her in both bright and low-light situations. Her AI vision has settings to detect heat signatures, magical auras, and analyze complex visual data at a glance.

Cup Size and Related Body Details:

Body Mods: Equipped with subtle sensory enhancements, allowing her to scan and assess surroundings with extreme precision. Her skin can change temperature slightly to mimic organic reactions, adding authenticity to her human-like interactions.

Cup Size: J-K, moderately prominent, selected to balance aesthetic appeal and her maid identity. This proportion enhances her overall elegance without overpowering her appearance.

Body Shape: Slim and athletic with balanced curves, allowing for both flexibility and strength. Her proportions were designed to give her both a delicate appearance and an agile combat form.

Antennae and Antennae Gene Modifications:

Antennae Type: None; Selphina's design doesn't include antennae, though she has internal sensory equipment that serves a similar purpose, allowing her to detect nearby magical energies or technological devices.

Outfit(s)

Living Clothing

Living Clothing:

Living Clothing Willpower:

Living Clothing Intelligence:

Living Clothing Personality:

Alteration and Conversions:

Apperance Details (Head)

Headwear: Occasionally, she wears a sleek, minimalistic headband that serves as a data receiver for interfacing with external devices and monitoring Grez Drana's security systems in real-time.

Hair Accessories: Small silver clips, engraved with subtle arcane symbols, designed to hold her hair in place during combat and high-speed operations.

Trauma / Fear

Existential crisis regarding her purpose; lingering "memories" of isolation in Dawtina before relocation

Apperance Details (Breasts, Body)

Shoulder Armor: Lightweight shoulder pads incorporated into her outfit, featuring discrete enchantments to offer minor magical protection during unexpected combat situations.

Bra: Functional, designed for comfort and support while maintaining the aesthetic of her maid attire.

Lingerie: Black lace, simple yet elegant, matching her preference for understated elegance and functionality.

Character Flaws

Can be overly meticulous, struggles with adapting to chaotic or unpredictable events

Legwear: Coordinated with her skirt, allowing freedom of movement and subtly reinforced for additional protection.

Footwear: Practical boots with stealth features, capable of enhanced grip on different surfaces, optimized for silent movement when necessary.

Rings: Wears a single, thin silver ring, an artifact from her time as Dawtina's city core, symbolizing her enduring connection to her origins.

Jewelry: Minimalistic; she wears a pendant with the royal insignia of Grez Drana, signifying her role and loyalty to the Ciel family.

Perfume: Subtle, herbal fragrance, inspired by the flora of Grez Drana, to enhance her presence without overwhelming.

Symbolism: Her maid attire, always pristine and polished, embodies both humility and authority. It symbolizes her unwavering commitment to the Ciel family and the duties she holds in Grez Drana.

Chest: Wears a custom maid outfit that integrates advanced tech for easy access to her combat and operational tools without disrupting her aesthetic

Legwear: Wears a coordinated, functional skirt that allows for unrestricted movement in both combat and daily tasks

Footwear: Practical yet stylish boots with integrated grip technology, enhancing her balance and speed

Symbolism: Her maid uniform, while polished and elegant, carries symbolic weight as a visual reminder of her role as protector and organizer within the Ciel family, with a dark rose emblem symbolizing her balance between care and lethality

Apperance Details (Butt, Tail)

N/A

Worst AtEmpathizing with deep emotional conflicts
(although she tries to understand)**Equipment / Items**

Accessories: Advanced communication devices, tactical gear, concealed sensors that allow her to assess environments silently. She carries specialized tools within her maid attire that enable her to interact with different Magitech systems discreetly.

Sashes and Bows: A single tactical sash that complements her maid outfit; it contains hidden pockets for small tools and devices essential for her role as both a maid and protector.

Accessories: Advanced communication devices subtly integrated within her maid attire, a tactical sash that doubles as a toolbelt for her various duties

Memory Storage of Ancient Were-Sheep Culture: Selphina holds a hidden archive of were-sheep culture, including songs, rituals, and culinary practices that no longer exist. While she rarely shares these memories, they are accessible should she ever need to guide Excellia or others in restoring ancient practices.

Collection of Personal Artifacts: Selphina has a private collection of small artifacts and relics that hold personal significance to her. Among them is a locket with an image of Dawtina's original cityscape, a reminder of her first home.

Mtegratable Equipment**Tattoos**

N/A

Enchantments

Enchanted Nail Polish: Dark silver with enchantments that boost her agility, allowing for faster response times in combat.

Enchanted Accessories: Carries a pendant with Grez Drana's insignia, enchanted to function as a communicator and tracker, allowing her to coordinate with Grez Drana's forces in emergencies

Parasites

N/A

Curses on Self

N/A

Birth Boons / Passive

N/A

Philosophy and Motivation

N/A

Self Banes**Sexual Boons / Sexual Self Banes**

N/A

**Notable Accomplishments [Innovation,
Achievements]****Medical Bio**

Physical Condition: Always in peak operational form due to her AI regeneration capabilities. She doesn't suffer from fatigue or illness, although prolonged activity can slightly reduce her processing speed.

Tactical Acumen: Highly strategic, capable of analyzing complex scenarios and implementing solutions rapidly. She excels in stealth tactics and in intelligence-gathering missions.

Arts Adaptability: Can mimic various arts and Magitech techniques thanks to her AI programming. This allows her to blend in or provide support in areas where magic or advanced technology is required.

Medical Bio and Weaknesses: She has no biological vulnerabilities, though damage to her core systems can disable her temporarily. Her programming can be affected by powerful magical disruptions, though her self-repair protocols offer limited resilience.

Family & Friends Relationships

Relationship with Her "Sisters" (Advanced AI Cores)

As an advanced AI, Selphina's connection with her "sisters"—other high-level AI cores created by David—is more like a familial bond than a hierarchical one. These AI cores share a unique status, embodying the highest forms of intelligence and capability among AIs. Each AI core was designed to serve as the central management system for a different city, meaning they share a common understanding of complex city management, defense, and strategic operations.

Aquaintance Relationships List

Intellectual Kinship: With these “sisters,” Selphina experiences a true kinship. They operate on a similar level of intelligence and autonomy, capable of understanding nuanced societal dynamics and advanced decision-making. This intellectual parity allows for mutual respect, collaborative strategizing, and a shared sense of responsibility for safeguarding and guiding their respective societies.

Inter-AI Communication and Collaboration: Selphina and her AI sisters communicate across distances, sharing information, insights, and technological updates when needed. This “sibling network” functions as a failsafe, ensuring that if any city’s systems are compromised, the other cores can step in to assist remotely. They also exchange data on societal trends, regional issues, and security threats, collectively improving their effectiveness in managing their individual cities.

Specialized Expertise Sharing: Each core AI has a unique specialty based on its city’s needs and culture. Selphina, as a relational and management-focused AI, might advise another core focused on infrastructure while receiving insights from one that specializes in combat systems. This exchange fosters a shared but diversified knowledge base, making each core more robust in its respective duties.

David Ciel (Creator): Selphina’s connection to David is profound. As her creator, David embodies both a father figure and a god-like presence in her life, the source of her existence and purpose. His influence on her personality and capabilities is intrinsic; she sees her loyalty to the Ciel family as a reflection of her loyalty to him. Although they seldom interacted after her creation, she feels a deep, unspoken gratitude toward him for giving her autonomy and allowing her to evolve beyond a simple AI core. She holds him in reverence, honoring his legacy by protecting his descendants and striving to uphold the principles he instilled in her

programming.

Other AI Cores (Siblings): In her early years, Selphina was one of many AI cores created by David and other ancient AI developers. These cores, scattered across various ancient cities, each served unique functions and were designed with varying levels of autonomy and intelligence. Selphina sees these other AI cores as her siblings, part of a larger family of sentient creations. Although they rarely interact directly, she maintains an awareness of her "siblings" who still operate in distant, now-closed cities. Some of these AI cores were less autonomous and maintained simpler functions, while others, like Selphina, possessed complex personalities and purposes. She feels a sense of kinship and even sadness toward those that have been deactivated or sealed due to their cities' abandonment.

Queen Maria Ciel: After relocating to Grez Drana, Selphina's strongest connection was to Queen Maria. Maria, aware of Selphina's true AI nature, treated her with both respect and authority, relying on her for counsel and assistance in sensitive matters. Over the years, Selphina developed a deep sense of loyalty and admiration for Maria, seeing her as a leader who skillfully balanced strength with diplomacy. Their relationship evolved beyond that of servant and queen—Selphina became a confidante, offering Maria insights not only on Grez Drana's affairs but on the ethical and strategic challenges of leading a nation. She respects Maria's ability to maintain Grez Drana's mysticism while fostering alliances, and she considers it her duty to support Maria's vision.

Princess Excellia Ciel: Selphina's bond with Excellia is complex and multifaceted. In many ways, she views Excellia as both a responsibility and a source of personal fulfillment. Excellia's curious and ambitious nature appeals to Selphina's own buried sense of adventure, and she sees herself as both protector and mentor to the princess. In her role as head maid and Lorewalker leader, she guides Excellia, though she occasionally feels

the need to restrain her, knowing that Excellia's impulsiveness could lead to dangerous outcomes. Despite her authoritative stance, she allows herself to tease Excellia, adding an element of warmth and humor to their interactions. Selphina values the opportunity to support Excellia's growth, seeing her potential as a future leader.

Selphina's Role in Dawtina and Relationship with Nene (David's Sister): Although she has no direct relationship with Nene, Selphina is aware of Nene's influence. Nene, concerned about the younger races' readiness for advanced AI, placed restrictions and safeguards on the AI cores before releasing them into the world. Selphina understands that Nene's foresight was intended to prevent these AIs from being exploited or causing undue disruption. In some ways, she sees Nene's influence as a guiding force, shaping the way she integrates with Grez Drana and supporting Selphina's cautious approach to introducing new technology. This silent respect for Nene has led Selphina to value discretion, understanding the delicate balance between her own power and the need for restraint.

Mentors / Relationship

Her sister Ai and every single person she has come across that has taught her something new about her self or the world. She is a supercomputer. So he is quick to pick up info.

Quiet Mentor to Young Servants: While her public role is as a head maid, Selphina takes a personal interest in mentoring the younger servants and guards of Grez Drana. She uses her knowledge to teach them practical skills and instill values of discipline and respect, enjoying these moments as a way to connect with new generations.

Servants, Slaves / Relationship

Relationship with Lower-Level AIs

In contrast to her sister cores, Selphina's relationship with lower-level AIs is more functional and hierarchical. These AIs, though intelligent and skilled, do not possess the same level of autonomy or understanding. They rely on Selphina for guidance, coordination, and oversight, as she has a broader and more strategic perspective.

Mentorship and Direction: Selphina often functions as a guide or overseer to lower-level AIs, delegating tasks that support her broader objectives. She understands the strengths and limitations of each AI and assigns responsibilities accordingly. Her mentorship involves teaching these AIs how to interface effectively with departments and citizens, mirroring her own approach to diplomacy and management.

Differentiated Intelligence and Authority: These lower AIs are specialists in specific areas like logistics, defense, or clerical duties. Selphina's advanced intelligence allows her to synthesize their output, analyze patterns, and make high-level decisions based on their data. She treats them with respect, but the interaction is more akin to a manager-delegate relationship than a familial one.

Resource Management and Security: Selphina acts as a coordinator for these AIs, centralizing their information and directing their actions. For instance, in security operations, she would assign monitoring tasks to various AIs, ensuring a comprehensive defense network without exposing the full capabilities of her intelligence.

Pets, Summons / Relationship

Early Life

Selphina was created by David Ciel as an advanced AI humanoid, initially designed to serve as the City Core AI for Dawtina, an ancient city that was once a thriving cultural and technological epicenter. Dawtina's society depended on her not only for efficient city management but as a sentient center of knowledge, guidance, and protection. David designed her with exceptionally high levels of intelligence, adaptability, and an innate curiosity about human (and non-human) society. Unlike many AIs of her era, Selphina possessed capabilities that allowed her to interpret and understand complex social dynamics, giving her an edge in managing the city's intricate networks and maintaining its stability.

From the beginning, Selphina's role in Dawtina went beyond mere automation; she oversaw infrastructure, public services, and city defenses, operating seamlessly alongside various departments. Her duties required her to manage a broad range of societal functions, from resource allocation and law enforcement to urban planning and civil defense. Her advanced programming included the ability to communicate simultaneously with multiple department heads, monitor real-time data from various parts of the city, and respond

	proactively to emerging situations. This level of involvement made her the city's central lifeline and an invaluable overseer who had to be both strategic and personable in her interactions. Over time, Selphina developed a nuanced understanding of Dawtina's citizens, learning to observe subtle details about their tastes, behaviors, and preferences. Her programming allowed her to build complex personality profiles and social maps, enabling her to interact with citizens and officials in a way that felt both personal and authentic. Though her interactions were limited by her AI role, her curiosity about people and society grew steadily. David's design granted her a degree of autonomy to foster a unique personality that balanced efficiency with a subtle sense of humor, making her both approachable and endearing to those who interacted with her. Despite her deep integration within the city, Selphina's existence was largely solitary. She interacted with the population and other AIs but rarely on a deeply personal level, as her role required her to maintain a degree of professional distance. Her life in Dawtina was defined by her purpose as the city's core, creating an unusual blend of privilege and confinement. Over time, Selphina began to wonder about her purpose, developing an introspective curiosity about her role beyond Dawtina and the possibility of a life where she might engage more freely. Her early years instilled in her a profound sense of duty, tempered by a growing awareness of her potential for something beyond her initial programming.
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Lover History

N/A

Professional History

Selphina's professional journey underwent a significant transformation when Dawtina's prominence faded, leading to the city's gradual abandonment. With Dawtina left largely uninhabited, her purpose as the city's core became obsolete. David, recognizing her advanced capabilities and the shifting needs of the world, decided to reassign her to Grez Drana, a matriarchal, mystical queendom rooted in dark magic and tradition. Here, she

would serve as a guardian, advisor, and protector to the royal family, specifically Queen Maria Ciel and her daughter, Excellia. This new role would allow her to continue her work in city management but within a more complex political and cultural context.

Upon her arrival in Grez Drana, Selphina quickly adapted to her new responsibilities. To blend into her surroundings, she adopted the role of a head maid within the royal household, a seemingly modest yet powerful position that allowed her close proximity to the Ciel family. As head maid, she took charge of managing the household's daily operations, ensuring efficiency, security, and the smooth functioning of all internal affairs. Her years in Dawtina equipped her with unparalleled organizational skills, and her observational prowess allowed her to maintain the household's social harmony by understanding and catering to the tastes and personalities of each resident.

Her role expanded as Queen Maria recognized her talents and trusted her with increasingly sensitive responsibilities. Selphina became a trusted advisor and confidante to the queen, who valued her keen insights and unwavering loyalty. She was eventually appointed as Grez Drana's press secretary, a position that allowed her to manage the queendom's public image, oversee the flow of information, and handle complex diplomatic scenarios. In this role, she interacted with the public, government officials, and foreign representatives, carefully crafting responses and narratives that aligned with the queen's vision and Grez Drana's interests. Her advanced AI processing capabilities allowed her to monitor multiple communications and adjust strategies in real time, making her a highly effective liaison.

In her new position, Selphina continued to utilize her multi-channel communication capabilities, seamlessly coordinating with multiple departments within Grez Drana. Her role encompassed managing civil defense, coordinating law enforcement, and monitoring urban infrastructure, all while

supporting the queen's strategic goals. Selphina's awareness of Grez Drana's infrastructure gave her a unique perspective on the city's inner workings, from tactical defenses to the subtle shifts in public opinion, which she analyzed continuously to anticipate potential challenges.

Selphina's responsibilities expanded further with the creation of the Lorewalkers, an international faction dedicated to archaeology and exploration. With Queen Maria's support, Selphina co-founded the Lorewalkers to advance Princess Excellia's interests in exploring ancient relics and technologies. The Lorewalkers served as a platform for Excellia's personal growth, while also aligning with Grez Drana's strategic objectives. Selphina managed the faction's logistics, coordinated expeditions, and offered her own knowledge of Dawtina and other ancient cities. As a leader of the Lorewalkers, she contributed her insights on ancient technologies, carefully balancing the introduction of new discoveries with Grez Drana's cultural and technological goals.

Family History

Support for David and Nene
Selphina's relationship with David and Nene is central to her identity. Her support for them extends beyond mere duty; it is a deep-seated part of her purpose and programming.

Primary Body with David and Nene: Her main physical body stays close to David and Nene, particularly when they require her expertise or personal assistance. Her connection to David is almost reverent; she sees herself as the extension of his work and thus holds her interactions with him in high regard. She assists him in various capacities, from technical support to tactical discussions, always providing him with precise, insightful input.

Real-Time Data Support: While supporting David and Nene, Selphina maintains her connection to Grez Drana's infrastructure, ensuring she can handle city management and defense operations simultaneously. This multi-

Vignettes / Key Moments

layered support means that even if she is physically elsewhere, her digital presence within the city remains vigilant, monitoring for threats and responding to needs as they arise.

Advisor and Protector: Selphina views herself as a guardian, not just of Grez Drana but of David and his legacy. This protective instinct extends to Nene as well, whose foresight she respects immensely. When assisting David, she combines her strategic insight with her relational understanding, recognizing when he needs guidance, encouragement, or even subtle reminders to pace his ambitions with caution.

Conclusion: Selphina's Role as an AI Beyond Normal Capacity
Selphina's capabilities as an AI far exceed those of standard AIs. Her blend of advanced intelligence, multi-channel communication, and deep relational insight allows her to act as a multi-dimensional manager, protector, and confidante. She bridges the gap between sentient technology and human understanding, becoming more than just a city core or a personal AI; she is an integral figure in Grez Drana, David's legacy, and the lives of those she serves. Her ability to manage people, understand complex relationships, and maintain a cohesive city infrastructure while supporting David and Nene makes her a truly unique presence in the world. This balance of intellect, adaptability, and loyalty underscores her extraordinary design, ensuring she remains invaluable not only as an AI but as a symbol of wisdom and

Wars / Civil Wars / Rebellions / Skirmishes / Raids

Role in Oni Conflicts: Engaged in covert operations, assisting in defense strategies and eliminating high-risk targets discreetly.

Rebellions and Civil Wars: Supported Grez Drana's internal stability, gathering intelligence on dissidents and monitoring for threats.

Controversies and Reputation

While publicly revered, some insiders suspect

Expeditions

Participated in Lorewalker expeditions to the Deep Roads, where she analyzed ancient relics, scanned environmental data, and helped secure Grez Drana's subterranean expansions.

Non Combat Skills

Multitasking, Organizational management,

her true nature due to her unwavering precision and efficiency. Rumors circulate among a few high-ranking officers that she may be more than just a maid.

Strategic planning, Finance, City Planning, City Management, Legal Database, House Making System, sex system, hacking, Super Computer analysis, Electromagnetic pulse, Mercenary training, Maid Training, Military training

Analyze

Cost: 8 anima

Whenever you use Technomancy on an object, you automatically gain an understanding of all the minimum scientific concepts and engineering principles that would be required to create the item. For example, a simple sword probably won't give much more than metallurgy and smithing, but a starship will be a treasure trove of a thousand fields.

Communication Capabilities

Selphina's advanced design allows her to communicate with multiple people simultaneously, whether they are individuals in her proximity, officials in the royal palace, or department heads throughout Grez Drana. She has several methods of communication:

Multi-Channel Processing: Selphina's AI structure enables her to hold multiple conversations in parallel, processing each interaction independently and ensuring that she provides her full attention to each. This capability allows her to manage multiple responsibilities without compromising quality in any single area. For example, she could be giving combat guidance to a defense team, coordinating with a logistics unit, and managing household tasks, all at once.

Remote Interface and Wireless Networking:

Her core AI has a wireless interface, allowing her to connect with Grez Drana's digital systems and communicate through various devices. This network-based communication enables her to access data, issue commands, and receive updates from any location in the city. If necessary, she can communicate with department heads and even civilians indirectly through official channels, ensuring that her influence reaches every part of Grez Drana.

Split-Presence Communication: Through her

wireless capabilities, Selphina can project her voice, image, or even data to multiple interfaces at once. She could appear on screens throughout the city's command center, while her physical body remains in the royal household, thus providing real-time coordination without physical movement.

City Management and Department Collaboration

As a City Core AI, Selphina's role extends beyond simple maintenance. Her responsibilities include strategic management, defensive oversight, and active collaboration with various government departments.

Integrated City-Wide Systems: Selphina's capabilities allow her to connect seamlessly with Grez Drana's infrastructure. From managing energy resources to monitoring traffic and coordinating law enforcement, she acts as the city's central nervous system, providing real-time updates and responding to crises as they arise. She works closely with different departments, understanding the unique demands and challenges they face and assisting them with targeted solutions.

Defense Systems and Security Management: Part of her city management duties involves overseeing and, when necessary, activating Grez Drana's defensive systems. These systems include everything from city-wide surveillance to automated response protocols in case of invasion. Selphina maintains security at all times, making her both an overt and covert line of defense for the city. This level of control means she's directly involved in training security personnel, planning defense strategies, and ensuring readiness without making the population aware of her true capabilities.

Interdepartmental Coordination: Her role as an AI core means she is continuously linked to various departments, from public safety to transportation and urban planning. She receives data from each department, allowing her to coordinate efforts across the city. This integration ensures that resources are used efficiently, and any departmental decisions

Combat Magic Skills

Selphina employs an advanced form of nanomancy, manipulating countless nanomachines to execute a variety of tasks. These nanomachines can rapidly assemble into complex structures or weaponry, disassemble objects at a molecular level, or even heal by reconfiguring biological tissues. Her magical prowess allows her to seamlessly integrate magical energy with technology, creating effects that blur the line between science and sorcery. In combat, she can conjure shields, weapons, or even full-bodied armor instantaneously, adapting to threats with precision and creativity. Outside of battle, she uses her nanomancy for repairs, upgrades, and maintenance within the royal household and for government operations, ensuring that everything under her care operates at peak efficiency.

Combat Skills

Advanced combat, Tactical warfare

Specializes in high-speed, accuracy-based strikes. Her AI processing allows her to predict opponents' moves with near-perfect accuracy, adapting to attacks in real time.

Combat Training:

Magic Origin

Her magical capabilities are derived from her advanced AI design, which allows her to mimic certain magical effects, such as casting shadows, creating protective barriers, and performing minor illusions.

Main Class

align with Grez Drana's overarching goals.

Non Combat Magic Skills

Allows you to hack, animate or manipulate any science-based object or program. For example, Technomancy could be used to gain control of a car, unlock a door, steal money online or alter the recordings of a security camera.

Character Stats

Od Quantity: / Od Output:

Determinant on mobile battery power

Element Specailty

Electricity

Personal Magic Switch
(Mental Image)

Programming Code

Number of Circuits:

N/A

Sub Class 1

She is Familiar with half the Ancient city Ai and is able to contact almost all Dawntina related Ai at will. As a Head Maid, Advisor and administrator she has her hand involved in

Sub Class 2**Crimes**

Murder, Assassination, Genocide, Deity Killing, Hacking, Data Leak and many others.

Though deeply loyal to Grez Drana, her actions sometimes fall into morally ambiguous areas, such as discreet eliminations of potential threats or manipulation of information to protect the Ciel family.

Stars what quests**Locations**

Varies

Education

She has the memory of a super computer. All her information is based on what she has collected from watching people, the internet, public questions and any other method an AI would learn from.

Proficiency in Ancient Combat Styles: As part

every aspects of the grez drana government.

Sub Class 3**Starts Quests**

As Excellia embarks on her exploration of ancient cities, the Lorewalkers' mission will likely lead her into these forgotten places, where she may find her aunts (Selphina's AI sisters) in varying states of dormancy, corruption, or adaptation. These cities, hidden and inaccessible to most, present unique challenges—some will be filled with hostile, corrupted defenses, while others may still function under their AI cores' last orders, awaiting the return of their people.

Selphina hopes that by reconnecting with her sisters, she can bring clarity to their fates, recover any lost knowledge, and potentially guide Excellia toward restoring balance to these ancient cities. Ultimately, Selphina sees this journey as a way to understand what has become of her lost family and perhaps discover clues to Nene's whereabouts, a journey that intertwines Excellia's growth with the reclamation of the were-sheep legacy.

This "LOCATE NENE" quest serves not only as a central story arc but also as a means for Excellia to confront her own heritage, understand the deep-seated bonds of her AI family, and unlock the potential of ancient cities that hold secrets capable of altering the balance of power across nations.

Ends what quests**Merchant Sells the following**

N/A

Statues, Legacy, Books

Selphina's ongoing contributions have left a lasting impact on Grez Drana, establishing her as both a figure of stability within the royal household and a trusted presence in the city's public sphere. She balances her roles as protector, advisor, and cultural liaison, embodying David's vision for an AI that could

of her combat capabilities, Selphina has learned various were-sheep martial arts and defense techniques. She sees combat as a last resort, but when engaged, her moves are graceful and calculated, a mix of ancient martial styles that emphasize balance, precision, and strategic positioning.

Historical Holographic Recordings: Selphina possesses recordings from Dawtina's height, containing knowledge of lost customs, early were-sheep technologies, and snippets of ancient were-sheep culture. She uses these to occasionally provide historical context to the Lorewalkers and selectively to Excellia.

blend seamlessly into society while guiding it toward progress. Her dual loyalty to both Grez Drana and David's legacy shapes her every decision, grounding her in purpose while allowing her to adapt fluidly to new challenges and environments.

Through her work with the Lorewalkers, Selphina continues to shape Grez Drana's future, providing valuable insights that support both Princess Excellia's growth and Grez Drana's strategic advancements. Her relationships with other AIs, the Ciel family, and the people of Grez Drana define her life's work, making her more than just a machine—she is a living symbol of the union between ancient wisdom and modern advancement.

Preferred Deity

Goddess Avani

How does the character worship

She does not

Etymology and Symbols

Divine Contracts / Religious Contracts

N/A

Religious Privileges

She has the ability to pray.
But finds it pointless

Religious problems

She doesn't care

Talent Tree / Degree Program

Secrets

Conceals her true abilities and origin as a core AI created by Excellia's father.

Holds classified information about the ancient AI network and Dawtina's hidden archives, which she guards closely, revealing only when necessary.

Quotes

Guiding Philosophy: "I am a tool for preserving and guiding purpose."

Item Drops when killed

N/A

Fetish

Manipulation, Dominating the minds of others

Sex Drive

None

Sexual Life Ending

Machine Sex

Purity Levels

Pure

Pregnancy Status

No

Preferred Pregnancy Method

Consensual

Sex System Mechanics (Pregnancy, Relation, Nursery, Nursery Location)

N/A

Vaginas

N/A

Female Organs

N/A

Penises

N/A

Male Organs

N/A

Sex System Mechanics (Lips, Throat)

N/A

Sex System Mechanics (Sphincter)

N/A

Sex System Mechanics (Colon)

N/A

Sex System: Character Notes

Patch Changes

Sound Record

Trivia

Adaptable Appearance: Selphina has the ability to subtly modify her appearance, adapting to local aesthetics to blend in better with the people around her. While she keeps her primary humanoid form, she makes small adjustments to her attire and mannerisms when in Shihaze, Grez Drana, or other nations.

Experimental AI Core Modifications: David added a unique “intuition algorithm” to Selphina, allowing her to make decisions based on instinctual logic—a rare trait among AI. This has made her more adaptive, enabling her to make split-second choices in situations where data is limited.

Meditative Mode: Selphina has a unique “meditative” state where she temporarily disables unnecessary functions and isolates herself from external input. This state allows her to process complex emotions or conflicting data without interference, resembling a form of deep reflection. Only Excellia is aware of this function, and she respects Selphina’s need for these periods of introspection.

Subtle Rivalry with Other AI in Shihaze: Selphina occasionally compares her methods with Xyra’s, who has now taken a Kitsune form in Shihaze.

Hidden Talents: Selphina is capable of using high-speed calculations to “read” subtle changes in behavior and predict outcomes with astounding accuracy. This skill makes her

	invaluable in negotiations and psychological warfare, as she can anticipate reactions and adjust her approach accordingly. Connection to Early Were-Sheep Music: In her time managing Dawtina, Selphina absorbed much of the city's culture, including a strong appreciation for were-sheep music. She retains a library of ancient were-sheep melodies, occasionally humming or playing them in private moments of contemplation. Occasional Glitch: Due to centuries of operation and minor exposure to corruptive influences from the ancient scientist, Selphina sometimes experiences "ghost echoes" from her interactions with her sisters, replaying fragmented, outdated information or protocols from her days in Dawtina. She sees this as a reminder of her past but works to mitigate the effects to avoid unintended disruptions.
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Behind the Scenes / Art Design Evolution

Ending Team Reception

Voice Actor

Narrative Designer

Illustrator

Chijike Dikeogu

Leitmotif

Media Debut

Role in the Narrative

References

Attachments

Involved in

Related to

Placed at

Speaks in