Sumbi & Meok

Desires, secrets and beliefs about a magical world

These profiles bring the current character direction and scene tests together. **Owner ideas** and **current script evidence** are identified. Secrets, beliefs and new scenes remain **proposals**.

Sumbi / Meok / The pair / World conflict / Game and scenes / Next decisions

Sumbi

Human spirit-user / support direction. Curious, expressive and playfully competitive.

OWNER ANCHOR

Help the ghosts move on. Get back to her own day.

Direction to explore: her sea-diving mother raised her not to dive because it is dangerous. Sumbi still wants to discover the reef herself. Her mother's exact reason and the family timeline remain open.

What makes a scene move

She makes things happen: Starts a game or chooses something she wants to discover; she can practise patiently rather than wait for an adventure to find her.
Patience / script: Concentrates during the breath hold and repeats an attempt.
Pleasure / test: A splendid view, a contest worth winning, a magical discovery.

Where it goes wrong

Blind spot / proposal: Gets attached to her first explanation, especially when a ghost request looks simple.
Possible cost: Misses a detail or the tide while proving she was right.
Range: Can be brisk, absorbed or stubborn. Haste is one mode.

Belief to test

The dead must be allowed to leave - even when the living need them.
Questions bound spirits, protective wards, ancestral commands and rituals that keep the dead working.
What it makes them do: She tries to release a spirit even when people insist it is essential.
Where it gets difficult: A town may truly depend on its dead protector. Her own secret

friend makes the principle personal.

The secret behind the belief / proposal

Hidden: She has worked out how to help one ghost move on, but has not told them yet.
Protects: Their company. She does not want to lose this particular friend.
Clue: She keeps visiting, then changes the subject when their unfinished business comes up.
Reveal pressure: The ghost finds the missing answer or asks her directly. Keeping the friendship now conflicts with the freedom she defends.

Who the ghost is, who knows, and when this can happen remain open. No family death or early ghost perception is implied.

How they act and sound

Delighted. Enjoys winning, then makes a rematch irresistible.
Voice test: "Again. Same rules this time."

Absorbed. Stops talking to watch the movement repeat.
Voice test: "Wait. It did something different."

Hurt. Teasing stops. She asks the exact question.
Current p34: "How long were you going to hide it from me?"

Keep through growth: Complaints, delight, ambition, concentration and a right to refuse an errand. Kindness can be a small practical act.

Still open: How does she respond to her mother's diving restriction? When can she perceive ghosts? What does the fairy want? Which support ability appears first?

Script: pp26, 29, 34. New blind spot and voice tests are proposals. Her Chapter 1 anger about secrecy is not itself a flaw.

The sea she was told to stay out of

Owner direction to explore

The pull: Choose her own adventures and earn the experience she has been kept from.
The love behind the rule: Her mother's fear can come from love. Sumbi can respect her knowledge while disagreeing with the restriction.
What to show: She may study the tide, practise a breath hold or negotiate a limit. Defiance does not require careless diving.
A contradiction to test: She hates being protected through secrecy, yet may ask Meok to keep her own diving from her mother.

Why her mother forbids diving, whether Sumbi disobeys, and whether the danger is ordinary or magical remain open. This does not establish her mother's death, absence or a hidden supernatural history.

Spirit magic to discover gradually

Shared vision. Candidate: A way to scout through the fairy.
Show: Departure, changed viewpoint, return to the same location.
Open: Awareness, range, cooperation.

Reveal weakness. Candidate: Make an opening legible.
Show: Meok forces armour to lift; a conspicuous cue marks the hinge, then ends.
Open: Trigger, duration, limits.

Heal / buff. Candidate: Active support.
Show: Preparation, recipient, visible effect, aftermath.
Open: Timing, cost, what it can change.

Her support should reveal information or create an opportunity that Meok can act on. The order and limits remain open.

Combat strengths and limits / progression proposal

Sumbi changes what the pair can see, survive and exploit. She has active choices in combat; Meok still positions, creates openings and lands the attack.

First demonstration through late-story potential, not a claim that she already has these powers in Chapter 1. Introduce one ability through an actual problem before adding another.

Fairy sight

First use: Shares one short view through a cooperating fairy; her own viewpoint drops away.
Strength: Scouts a route or sees behind an enemy without sending Meok blindly ahead.
Weakness / counter: Her body needs protection while she looks. Range and the fairy's safety limit the scout; it cannot see through every wall.
Near the end: Briefly coordinates her own view with the fairy's to guide a moving fight; simultaneous awareness is demanding.

Reveal an opening

First use: Marks one real weak point after observing a movement or having Meok expose it.
Strength: Turns an enemy's clear but guarded weakness into a target the player can read.
Weakness / counter: Does not break armour or guarantee a hit. A feint, closed guard or broken view can waste the brief mark.
Near the end: Distinguishes a decoy from the true vulnerability and coordinates a second opening in a boss phase.

Mend

First use: Closes a manageable wound with time, contact and concentration.
Strength: Helps them recover and lets her choose whom to reach under pressure.
Weakness / counter: Interruptible; exhaustion limits repeated use. It does not resurrect, restore missing limbs or automatically cure Ink corruption.
Near the end: Maintains a short stabilising effect while moving, buying survival time until proper

treatment.

A brief blessing

First use: After healing is understood, grants one ally a short protective or recovery effect. Choose the exact effect before scripting.
Strength: Creates a deliberate window for Meok to commit to an attack or rescue.
Weakness / counter: Preparation advertises the timing; enemies can delay or interrupt. She cannot sustain every ally and herself indefinitely.
Near the end: Times a small shared ward or a powerful single-ally blessing; its target and duration force a choice.

The end-state to aim for: A mobile spirit partner who reads a battle, saves a life and makes a decisive opening. Her growth is better judgement and coordination as well as stronger magic.

Still cannot: Read every mind, reveal all lore on command, heal any injury instantly or win every encounter by revealing a glowing target.

Meok

Living ink / playable hero. Inventive, protective and drawn toward human life.

DIRECTION TO TEST

I want to become human. To know what I am missing.

Latest owner idea: absent taste or a missing emotion, perhaps like a curse. The exact loss is still open.

He can look like a human boy and still be missing a human experience. That makes becoming human a concrete pursuit.

What does being human promise him?

Taste / first test

Easy to show: He joins breakfast happily, then asks what the special dish tastes like.
Fun: His friends disagree so wildly that their descriptions become a game.
Ache: He enjoys the moment while still wanting the flavour.

Emotion / darker option

Darker option: A particular feeling might be absent or slowly fading. Choose which before using it.
Scene test: He recognises a change through a concrete event or memory.
Keep true: Existing care, play and attachment remain genuine.

A god's curse could be the world's explanation, a belief people exploit, or eventually a truth. None is chosen. Taste does not automatically imply loss of smell, texture or warmth; emotional loss does not make all past affection false.

What makes a scene move

Pleasure / script: Breakfast play, familiar games, company.
Strength / script: Reads danger, dodges, counters and protects others.
Patience / test: Keeps practising a skill or following a promising lead.

Where it goes wrong

Flaw / proposal: A chance to gain the missing experience can crowd out other commitments.
Possible cost: Spends shared fare or loses an opportunity while pursuing an uncertain claim.
Choice: Can think carefully and still choose badly.

Belief to test

Every corrupted Ink can be brought back.
Treats corruption as a condition to reverse. Conflicts with extermination, permanent seals and surrendering a creature to its apparent nature.
What it makes them do: He fights to stop a corrupted creature and create a chance to restore it.
Where it gets difficult: Someone is harmed while he keeps trying. No rescue method, guarantee or answer is established.

The secret behind the belief / proposal

Hidden: He is quietly looking for a way to become human, while publicly arguing that corrupted Ink can be brought back.
Protects: He fears friends or Ink kin will hear the search as rejection of them, or of the life they share.
Clue: He lingers over a remedy claim or asks a question too specific to be idle curiosity.
Reveal pressure: Someone discovers the lead. He must explain what he wants and what he is prepared to trade; another Ink may feel differently about it.

His Chapter 1 ink identity is the earlier secret. This later pursuit is optional; desire for humanity does not itself betray anyone.

How they act and sound

Playful. Enjoys a clever trick and invites a contest.
Voice test: "You said catch it. I caught it."

Focused. Returns to the task after everyone else leaves.
Voice test: "It nearly worked that time."

Decisive. Moves to protect someone, then creates a counter.

Script p31B supplies the action. No speech is required.

Keep through growth: Play, courage, real affection, curiosity about his kin and the right to stop a frightening trial. Boy and ink forms are one person.

Still open: Taste or emotion? Can humanity supply it? What does becoming human mean? How does the wish pull against his kin search?

Script: pp19, 23, 25-27, 31B. P26 hides an ability deliberately; it is not clumsiness. Humanity, deprivation and fixation remain proposals.

When the wish becomes costly

1. A wanted chance. Someone offers a possible way to experience what he lacks.

2. Selective fixation. He discounts uncertainty and the cost to a shared plan.

3. A lasting cost. Time, trust or an opportunity is spent. Wanting more remains valid.

He learns to judge a promising claim and own the price of his choices. Friendship can support him while the absent experience still matters. He may retain the wish, fulfil it, or refuse a particular route.

Stretchy ink / the player acts

Show: Continuous attached limb, planted starting stance, target and clear grasp or impact.
Decision: Position, aim and commit. Enlarged hands need readable weight and contact.

Combat strengths and limits / progression proposal

Meok is the playable fighter: reach, positioning and committed impacts. His unusual body creates options and openings for enemies.

Stretching and growing the hand are owner anchors from the game prototype. The reach limits and later techniques below are proposals. Sumbi must not witness them before her deliberate ink reveal.

Reach and grasp

First use: Extends one attached arm to grab an item, ledge or enemy within a readable reach.
Strength: Controls distance, rescues someone or attacks from an unexpected angle.
Weakness / counter: A long exposed limb can be struck or pinned. A missed grasp leaves a retraction window; far reach is not safe reach.
Near the end: Redirects a returning reach or uses a secure anchor to change position; an unstable anchor can still fail.

Heavy hand

First use: Enlarges his hand for a clear, committed punch.
Strength: Staggers a vulnerable enemy or breaks an obstacle suited to impact.
Weakness / counter: The wind-up is readable; a miss leaves his stance open. Heavy impact does not pierce every armour or magical ward.
Near the end: Chooses between quick precision and a larger charged blow, matching the opening rather than always hitting harder.

Body control

First use: Uses a limited squash or change of silhouette to evade or squeeze through a suitable gap.
Strength: Makes movement and counters distinctive. His body can create routes a human cannot use.
Weakness / counter: Changing shape takes control and cannot negate every hit. Magical restraints may stop movement; the exact interaction must be established visibly.
Near the end: Recovers his shape under pressure or feints a movement, with fatigue and vulnerable recovery still present.

Reach with a tool

First use: Carries a sword, shield or useful object at the end of the stretched arm when that equipment is present.
Strength: Connects combat and exploration: lever, cut, block, retrieve.
Weakness / counter: Grip, angle and recoil matter. Losing the tool or having the arm trapped can turn reach against him.
Near the end: Combines a secure grasp, reposition and chosen strike. More simultaneous actions need a genuine trade-off, not infinite arms.

The end-state to aim for: An inventive fighter who reads range, terrain and the enemy's recovery, then commits to the right reach. A strong hit still needs a created opportunity.

Still cannot: Stretch without recovery, become invulnerable by being liquid, ignore every seal or inherit universal water immunity or vulnerability without establishing the rule.

Their life together

Fun, different priorities and room for either child to lead

Sumbi makes an outing worth having; Meok makes part of it a game. She wants the view before sunset. He wants one more attempt at his ridiculous trick. Either can happily derail the other with a discovery.

Sumbi can start it

Choose: A destination, a contest, another look at an anomaly.
Persist: Practise a dive or defend her first explanation.
Refuse: Keep her afternoon or decline a ghost errand.

Meok can start it

Choose: A rematch, a tactic, a human experience or a kin lead.
Persist: Stay with a difficult task past a sensible stopping point.
Refuse: Reject a performance or stop an unwanted trial.

Several sources of tension

Play. They disagree about what counts as winning. The payoff can be another round.

Practice / timing. One wants to get it right; the other wants to leave while the tide is right.

Discovery. One sees a route forward; the other sees something worth investigating.

A valued chance. His human wish competes with a shared plan or a possible kin lead.

A small disagreement can end in a compromise, separate activities or competitive sulking. Harm may need an apology and changed action. Some arguments stay unfinished. Give them pleasures that need no lesson.

Keep secrecy as a specific pressure. Let both be brave, both be playful and either be the one who waits. Neither becomes a permanent boss, helper or interpreter of the other.

Their arguments / from small to world-changing

Give each disagreement two understandable wants. Small fights can be funny; bigger ones should change a choice, a promise or a relationship. These are scene possibilities, not required events or permanent roles.

Small / That does not count

Sumbi wants: A fair contest and the satisfaction of winning it.
Meok wants: The delight of finding a clever way to win.
The trigger: After his ink reveal, he reaches past a boundary she assumed was obvious. They disagree over whether the rule covered his stretchy arm.
Voice test: Sumbi: "Your feet stayed behind the line. Your hand did not." Meok: "You said feet."
What happens after: She invents a better rule; he demands a rematch. Their squabble can end in laughter or competitive sulking, with no lesson or apology.

Everyday / Whose afternoon is it

Sumbi wants: Reach the viewpoint before sunset and enjoy the outing she planned.
Meok wants: Finish one more attempt at a trick, or stop for something that interests him.
The trigger: They agreed to go together but imagined different afternoons.
Voice test: Sumbi: "The sunset will not wait for your trick." Meok: "You never watched the last one."

What happens after: She can watch one attempt; he can come now; or they can choose separate activities and meet later. Both deserve attention. Either can be the one who wants to linger.

Personal / I did not say I would

Sumbi wants: Solve a ghost's nuisance quickly and get her day back.
Meok wants: Choose when he helps, rather than be volunteered for his reach.
The trigger: She promises his help before asking him. His wish to belong makes saying no difficult, but he finally does.
Voice test: Sumbi: "You can reach it." Meok: "I know. I did not say I would."
What happens after: She must withdraw or renegotiate the promise. He can help on his own terms or keep his refusal. Repair requires a changed plan, not a guaranteed yes.

Risk and trust / Do not become my mother

Sumbi wants: Decide whether to dive despite the restriction she grew up with.
Meok wants: Keep someone he loves safe and refuse a promise he cannot keep.
The trigger: She asks him to keep a proposed dive from her mother. He worries that agreeing means being responsible if something happens.
Voice test: Sumbi: "I asked you to come with me, not give me permission." Meok: "Then do not ask me to promise you will be fine."
What happens after: They can negotiate a real limit or he can decline to join. Her planning and his concern both matter. Neither gets automatic authority over the other. Her request can later collide with her anger about his own secrecy.

A lasting cost / You spent our chance

Sumbi wants: Keep a shared promise and the means to reach their destination.
Meok wants: Try a rare possibility of tasting something or recovering another human experience.
The trigger: He considers an unverified offer and spends a shared resource without her agreement. The opportunity is personal; the price belongs to both.
Voice test: Sumbi: "I wanted you to try it. I wanted a say in what we gave up." Meok: "What if there is not another chance?"
What happens after: The missed opportunity remains missed. He must own what he spent; she can support the wish while rejecting this choice. His desire itself is not the offence.

World-changing / How long do we make them stay

Sumbi wants: Release a bound dead protector who wants to leave.
Meok wants: Keep people safe while he tries to restore the corrupted Ink outside.
The trigger: A hypothetical watchpost ward depends on the captive protector. Release, delay and replacement each hurt someone.
Voice test: Sumbi: "How long do we make them stay?" Meok: "Who stands here when they

leave?"
What happens after: They must choose an action, a limit and a cost, rather than win a speech. Her secret attachment to a ghost and his private human wish can complicate their convictions. Restoration and spirit-powered wards remain proposed world rules.

Keep their affection visible outside arguments: shared jokes, invitations, attention and ordinary practical care. Some fights end in a new rule, some in a refusal, some in changed action; a serious hurt may take several scenes. Let either child be right, wrong, patient, jealous or the first to reach out. Avoid turning Sumbi into the nag and Meok into the perpetual offender.

When their beliefs change the world

A proposed conflict about restoration, release and the duty of the gifted

Owner direction: beliefs should concern what is special about this world, create real opposition and expose a grey zone. The claims below are character convictions to test, not facts about how magic works.

Meok

Every corrupted Ink can be brought back.

Sumbi

The dead must be allowed to leave - even when the living need them.

An opposing faction / proposal

Those born with gifts must bear the costs ordinary people cannot.
People may owe their lives to a healer or protector. Duty can mean shelter, training and genuine gratitude. A community can turn that gratitude into ownership, ritual obligation or a refusal to let the gifted leave.

One watchpost / three convictions

Hypothetical dungeon: a watchpost ward holds back corrupted Ink. Its power comes from a bound dead protector who asks to be released.

Meok: Meok wants time to restore the attackers. Holding the ward keeps people safe while he tries.
Sumbi: Sumbi wants the protector freed. Every delay forces the dead to keep serving the living.
The keepers: The ward's keepers want a gifted replacement. They have people to protect and a reason to welcome Sumbi warmly.

The grey zone

Release risks lives; delay prolongs captivity; replacing the protector may bind a living person. Explore what each will actually permit and pay. The scene has no approved outcome.

Let action test conviction. A character may stand firm, narrow a claim, accept an exception or change their mind after a real cost. Keep the people helped and harmed visible; a winning speech cannot erase either.

Still open: can corruption be reversed, can spirits power wards, and can a gift be transferred or bound? These are proposed questions and scene machinery, not established laws. Spirits and Ink remain distinct beings.

A destiny they can resist / paired proposal

One paired destiny to explore, not a selected plot or a law of the world.

An old magical system assigns two roles to repair or maintain a passage between the upper and lower spaces. A faction presents those roles as sacred destiny. The system may be real while its claim that there is no alternative is a lie.

Sumbi is assigned a life

Become the living anchor when the old protection fails: remain bound to the passage instead of living the free, curious life she wants.

Meok is assigned a price

Be absorbed as the Ink needed for the repair: give up the individual self whose experiences and belonging he has fought for.

For fate to be concrete, specify a trigger, an observable consequence and a limit before drafting. A possible trigger is the old ward failing; a possible consequence is an involuntary pull toward the gate. These mechanics and the selection process remain open. Her gift is not inherited through her mother's shell.

They can refuse a priest, flee a town or break a device, but those acts must not erase the underlying crisis for free. An alternative needs investigation, allies and a working solution. Each can resist the other being sacrificed even when they disagree about their own duty.

Choose whether destiny is a genuine binding, a prophecy or a manufactured obligation. Who built the old system, why it chooses them, what happens if they refuse and what an alternative costs remain undecided. This does not establish an ending or make sacrifice the proof of goodness.

Another paired destiny / compulsory return

World builder alternative: the old system recalls displaced beings to their assigned side. It recognizes Sumbi as a potential keeper and Meok as someone to return below. Selection and the actual trigger remain proposals.

Sumbi / close the crossing

The keeper is expected to complete the recall and close the crossing. She can refuse the duty and try to hold the road open, at a cost we must establish.

Meok / return below

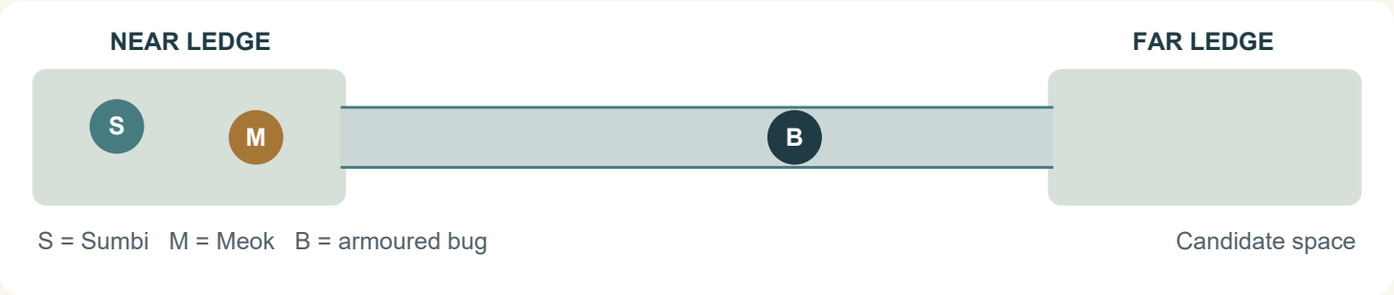
Return to the lower side when the recall takes hold, regardless of the home and relationships he has chosen above.

Their assigned roles conflict with their shared life. This offers recurring escapes, travel and discoveries before any final sacrifice pressure; it is an alternative to the living-anchor and absorption plot, not another burden to stack onto it.

How it can play

Readable space, meaningful action and scenes to test the pair

Proposal: an armoured flower bug blocks a stone crossing. Sumbi watches for a pattern. Meok creates the exposed moment; the player chooses the position and executes the counter.



BAIT a strike / **REVEAL** the exposed hinge / **COMMIT** or retreat

One contribution at a time. A second look can revise an answer. Range, duration, costs and recovery remain open. Ghosts, fairies and ink remain distinct.

Timeline lock: no witnessed ink or stretch before Sumbi's first deliberate Chapter 1 reveal. These teamwork tests belong later, once the relevant abilities are established.

Three scenes to test them

Hypothetical writing probes. Their outcomes and place in the story are open.

1. Describe it, then

Wants: Meok wants to understand a flavour. Sumbi wants her description to be the best.
Turn: A third friend disagrees. Their escalating comparisons get ridiculous; Meok finds the argument funny.
After: The meal has real pleasure and an absent experience. No apology or reassuring speech resolves it.
What to draw: Use faces, food and competing gestures. This tests the taste idea, not an approved chapter event.

2. One bite

Wants: A seller claims even ink can taste this rare food. Meok considers it, then spends the shared boat fare.
Turn: The claim is unverified. The bite may do nothing. They miss the departure and have a harder journey.
Cost: Sumbi can want him to experience it and still resent losing their fare. His deliberate

choice has consequences.
What to draw: Show the fare, offer, decision and departing boat. The food, seller and outcome are disposable tests.

3. Wait for the second movement

Wants: Pass the armoured enemy. Sumbi needs another observation; Meok sees an opening now.
Turn: He chooses to bait again, reposition or take a lesser opening. Her second look can revise the first.
Cost: Position and timing matter. She supplies information; he creates and executes the opportunity.
What to draw: Keep the stone route consistent. Separate stance, enemy motion, magic cue and strike.

Reference and review

What the Natsu comparison offers as a writing tool

The independent writer would keep the humanity wish and broaden both temperaments. The previous packet made rush, conceal and apologise too central.

A hero with ordinary texture

Source observation: Kodansha's first-volume description gives Natsu a heroic rescue role, appetite, motion sickness and a talking-cat friend.
Our interpretation: Give Meok a pleasure, a comic situation and a familiar relationship alongside his serious wish. Comedy can come from contrast.

Kodansha / Fairy Tail, Volume 1

Several relationships, several kinds of scene

Source observation: The official game profiles connect Natsu to Happy, Lucy, his search for Igneel and a friendly rivalry with Gray.
Our interpretation: Give each child something to pursue and different people to play against. Sumbi need not be Meok's only emotional audience.

Koei Tecmo / official Fairy Tail profiles

Intensity has somewhere to come from

Source observation: The official anime profile pairs Natsu's fiery temperament with deep concern for companions and his childhood bond with Igneel.
Our interpretation: Keep attachment and competence visible. Meok can act forcefully in danger and be patient or playful elsewhere.

The observations above come from official profiles and a publisher synopsis. The writing lessons are editorial interpretations, not a full manga analysis or a claim that Natsu is never rash.

What we choose next

Keep the decisions visible while testing what makes them enjoyable

Sumbi and the sea: Test a mother who forbids diving out of fear, and a daughter who wants to discover the reef herself. Decide why the warning exists and how Sumbi responds.

Beliefs: Are these the claims we want to test? Establish what taught each character to believe them, then give an opponent a lived reason to disagree.

Secrets: Choose what each keeps private, from whom and when. The proposed ghost friend and human-remedy search are not approved events.

The missing experience: Taste remains the first test. An absent or fading emotion and a divine curse remain separate possibilities.

Magic and stakes: Choose the laws behind corruption, spirit release and wards through the dungeon's problems. Preserve Meok's combat agency and Sumbi's gradual support development.

Before drafting a scene

What does each want and believe here? What do they know or conceal? Which choice expresses the belief? Who has a credible reason to oppose it? Who pays the cost? What is enjoyable about the scene? Does the player still have a meaningful decision?

Secret continuity

Record what is hidden, from whom, why, the behavioural clue, the pressure that risks exposure, and what revealing it changes. Reader knowledge and character knowledge can differ. A reveal should affect a choice or relationship.

Sumbi learns Meok is ink at the deliberate late Chapter 1 reveal. These new secret tests belong only where ghost perception and the relevant beliefs have been established. Neither requires a new tragic childhood or a divine origin.

Status and sources

Owner direction: each character needs a secret and a strong belief about the magical world, with conflicting convictions and a meaningful grey zone. Taste / emotion loss and a possible curse remain tentative.

Script evidence: Chapter 1 v11, pp19, 23, 25-29, 31B, 34. Page 34 remains Sumbi's first deliberate ink reveal. No earlier witnessed stretching or ink diagnosis.

Review: Meok_Humanity_Temperament_Review_20261011.json; prior pair writer review. New scenes, reactions and blind spots are proposals. Secret candidates, belief claims and the watchpost scenario are new editorial proposals, not findings from that earlier review.

Portraits reuse the original visual sheets. This packet replaces their earlier provisional writing guidance; the originals remain available.

Open: secret details, belief origins, exact loss, divine history, universal ink biology, restoration, ward power, gift binding and ending. No new chapter event or ritual mechanism is established.