BNA'25
Toriyama's Arena

Brief Study Guide

Toriyama's Arena

In the vast universe of fandoms, anything is possible. Picture a world where superheroes, wizards, time travelers, and mythical creatures all coexist, each with their own quirks, powers, and untold stories. From the raw strength of comic book heroes to the mind-bending abilities of your favorite anime characters, from the mystical allure of magical beings to the awe-inspiring tech from the future – these fandoms thrive on their differences, yet hold an unspoken synergy that fuels a cosmic force.

Now, it is time for you to rise to the challenge. As a delegate, you have been granted the rare opportunity to merge the most iconic traits from any character in any fandom. Need the invisibility of a cloaked figure? The superhuman strength of a powerhouse? Perhaps the mind control of a master manipulator? Choose wisely, for your mission is simple but not easy: design a super-character by selecting one unique ability or trait from your favorite character in different fandoms, and blend them into a singular force of nature.

But there is a catch.

Below is the roadmap to crafting the ultimate superhero, but it is not meant for the faint-hearted:

"sithos viren'kar ael-nevrin'di to'krayta shan-thor "
 "vidrath aer'tara xhosh ethel'rish saevier"
 "kraven's okuj'ael fyrion ca'arthir"

Your creation will be pitted against a character crafted by the ***BNA Host Team*** in **"Toriyama's Arena"** to test whether your invention stands up to their creation. So, choose your traits wisely to take on the mighty challenge ahead!

Teams that are successful in "Toriyama's Arena" will unlock the **"Summon"** perk, a superior advantage that allows them to summon an additional team member to any one module round of their choosing. To redeem it, teams must present the perk token to the secretariat before the round begins. Only after receiving approval will the additional member be officially added to the team for that round, ensuring a strategic advantage when facing complex tasks. However, once this perk has been utilized, it cannot be redeemed again, so teams should use it thoughtfully to make the most of its potential.

Note: The information in this document is subject to changes.