

Il'ira Windsänger aka Will-0

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„How much you reckon the Go-Gangs would pay to know that *the Polis and the cops have two moles inside and a snitch, too! I bet we could make a lot... oops. Deleted it. Anyway, here are the key cards. Gotta go, have to tell my prof he has to extend my deadline again. Cya.*“- the troubles of having homework in two worlds.

Profile

Name: Il'ira Windsänger , Will-0 (Shadow alias)

Gender: female

Species: homo sapiens nobilis, [Elf](#)

Age: 16

Appearance: Gorgeous, young elf with shoulder-length, silken blonde hair. Depending on makeup and outfit she can look 15 or 22, lovely girl next door, gala guest or maneater.

At school she is forced to wear their uniform, more than stretching the lines with what accessories you're allowed to wear with it, but as soon as school's out she puts on the finest brands, commercial or indie, wearing what she wants and when she wants, matching the occasion only when she sees fit.

Her working attire is as extravagant as the rest, only in a way her father would never approve of. High reaching combat boots with extendable heels, a see through LED-skirt, a ballistic jacket with the latest indie designer logo or meme on the back and, last but not least, her trademark customized nekomimi bike helmet with LED visor displaying emoji faces to mirror her own expression. Whatever the occasion, she knew how to make an impression.

Occupation: Student at a top private school, Shadowrunner (Decker/Hacker)

Background: Eoghan Windsong is the boss of a crime family new to Seattle and father to Il'ira and her twin brother Brendan. The family, originally from Tír Tairngire with roots in Tír na nÓg, left the former before the coup as they could not realize their ambitions there.

In Seattle Eoghan managed to combine splintered parties of elven Poli-Cells, Go-Gangs and loners to carve out a little turf and through smart maneuvering and alliances, using their resources to annex them into his growing family, grew enough to influence the political floors in the city, laying the groundwork on which Il'ira and Brendan grew up with an array of silver and golden spoons.

The twins were just born and had already won. It was a point of pride and prestige to provide the best of the best and that's what they got. Brendan, already a little ahead as the firstborn son and heir, pulled ahead a little further when his magical potential awakened in his early

teens but his sister didn't him that, she might have become a little less important but there was a lot more freedom in that with pretty much the same resources, and so the twins always stayed on good terms.

No wonder that Il'ira had wrecked a car, changed schools three times and got told off because the shopping bills kept getting bigger but as long as she didn't mess up the family business everything was fair game. Everything.

Personality:

- manipulative
- narcissistic
- vengeful
- quid pro quo
- 101% Daddy's Girl

Money and looks already under her belt, it's beyond unfair that she got smarts as well. Too bad she had hardly had any morals. She grew up doing whatever she wanted to as long as she didn't mess up with dad. Not a good combo if you weren't her friend. There are several runners from good houses and rich backgrounds, famous ones, too, who turned to the Runner life because they were bored. For Il'ira it's not just boredom. At some point in her young life, she recognised that everything she did was on her father's money, name and power. There was no Il'ira, only the Windsong's daughter. Turning to the Shadows she **had** to take a new name, her own name, and as Wil-0 she made it mean something. A brilliant Decker as whimsical and untraceable as the will-o'-the-wisp she took her name from.

Tone: Il'ira does not know how to take things seriously, besides her own whims and wants. Hacking any kind of data, selling, destroying or just leaking it, whatever the consequences. Exuberant, at a party or a job, she is an incredible person to be with but only until you're in her way.

Goals and Fears: The family business doesn't mean much to her besides paying her shopping sprees, her goal is in the Shadows and it's Street Cred. Making her own name mean something.

She could write a paper about fear, make it a cultural or psychological study but with all that knowledge she has not yet learned what fear really means.

The *Family*

- Eoghan Windsänger: third son of the Windsong Family, deft negotiator and puppet master. Father to Brendan and Il'ira, both children of his second marriage and only children so far. Raising his kids he left to his wife and maids, besides some few but important lessons he did not partake until Brendan got well into his teens and started his education to take over the family business. Providing them with splendor is how he shows his family affections but despite spoiling his children they don't seem to be rotten, at least not too rotten to respect their elders. At least as long as it benefits them.
- Brendan: Twin brother and firstborn. His magical talent awoke when he was 12. It's weak and he shows no ambition to cultivate it, as he hardly shows ambition for anything really, but to have a magid wielder as a son is enough for his father. So far.
- Brendan and Il'ira can both tap the resources of their father almost without bounds. Money, material and connections. As long as they don't hurt the family business the children have a free hand and while they don't always use it respectfully, they both managed to not mess up yet.

The Making-of Will-0?

Il'ira came to be as an idea offspring of the brother character already being an active player character of a group member. The idea was to play twins with very different personalities and roles as Runners, co-write a mutual background and see how they developed during play, both as siblings and individuals. Runners are often characters that had no other way of making it work and playing not only one but two characters who not only had no need of risking their lives but could support their teams with cash infusions and networking, in exchange for rates or favors of course, was a very interesting baseline to me.

In addition she was the very first female character that I played live, having played females before but only in forum play, as cross gender play was often very rare and not always accepted.