

Living Family:

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Despite the way he carries himself and the grief he holds for his departed spouses, Ghost is not completely without living direct descendants. Of the 19 men, women, (and singular case of eldritch abomination) he has propagated over his lifetime, 4 of his children are still alive in body and soul at the time he meets Naruto Uzumaki. The following is a brief profile on these individuals.

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Ameyuri, The Witch of Abandonment.

A woman of immaculate mature beauty, a yamato nadeshiko in her mid to late 30's. She highly resembles her mother, save for her father's hair and notable height, standing almost at a flat 6 feet tall. She is elegant, precise, soft spoken, and introverted, yet bears a blunt and harsh tongue that cuts straight to the point when irritated.

Ameyuri has inherited her mother's gift for Time and Ice manipulation, and some of her father's gift for Space manipulation as well. Officially she is a D ranked God Class entity, capable of creating her own pocket dimensions and freezing the stars, however the true scale and scope of her powers has never been witnessed or recorded, so it may be higher.

The eldest daughter of Ghost's second wife, Ameyuri for all intents and purposes has severed all ties with her father's side of the family. She loathes her father for what has happened to her mother, be it for what she supposedly once was, what had happened to her, or for his role as her mother's executioner. The number of individuals that know or are informed of her parentage is purposefully kept on a need to know basis, partially due to Ameyuri's penchant to kill anyone to bring it up with her in conversation.

Ghost has only seen his daughter in person three times since the death of her mother, and she has only spoken to him in kind during one of them, and tried to kill him during all three. They are both aware of the other's feelings on the matter, so there is a silent acknowledgement that events must truly be amiss should he ever appear in front of her in person.

In the rare occasion that she is to be contacted otherwise, it is highly insinuated that Scabbard has resources constantly tracking her whereabouts, and has assisted her in the background without her knowing on more than one occasion.

It is suspected that she has had at least two spouses, with children, during her long life, however no efforts have been made from her father's side of the family to contact them.

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Annabell (Belle), The Stalking Huntress

A giant of a cat woman with a muscular physique, most people usually assume that she is a descendant of Waltz' than in reality being Ghost's eldest daughter from his third wife, Cicilia. An imposing amazonian-like figure bearing a raw natural beauty, standing nearly 7 feet tall with a chiseled body, sharp claws, and a massive bust that could be best put in her father's words: "her tits are bigger than her pecs! And her pecs are HUGE!!"

Annabell is a tomboy through and through. Loud. Stubborn. Crass yet mature and to the point. Experienced and worldly. She would give more people the impression of being a lion if she didn't inherit her father's relatively tame and straight hair instead of her mother's more shaggy mane. She is an independent contractor that specializes in treasure hunting, tracking and locating targets, be it people or items, and has trouble staying in any one place for long, making many claim that she inherited her father's wanderlust. Her skills are well renowned, as she can track and locate targets across multiple dimensions with an inherent animal like instinct that is second to none.

In fact, she is well known to be among the few individuals out there that can reliably and consistently track and locate her father if he is needed for some event. Or if he's just hiding like a bitch from everyone after another screw up.

Due to her independent nature, she is ironically not an official member of the Family, but a highly valued affiliate and private contractor that is welcomed among the fold all the same. That said, most major multiversal parties that are aware of her heritage treat her as one nonetheless out of precaution.

Belle has a mixed relationship with her father. Due to her younger sister being a bit of an (extreme) daddy's girl and hogging most of his attention when they were children, Belle gravitated more towards her mother growing up, although she does love her family dearly nonetheless. She, like virtually everyone else, frequently berates Ghost for his poor behavior and tries to serve as a mature role model to be around to counter his personality, and her aunt and uncles when necessary...

At least while she's sober.

While drunk, she's as much of a shameless pervert and slush as her father.

Being a lesbian only makes it worse when Ghost is around, as when the two get tipsy, they wind up being the other's wingman to get each other laid with every and any woman they come across. Often with multiple partners. The two have had many alcohol and drug fuelled contests to see who could "hunt (themselves and each other) the most bitches in a night". Only for both of them to completely forget about the contests and the count come morning... or evening, depending on how completely hammered they get.

And robbed... Belle has also inherited some of her father's luck with finances, although fortunately not to the extremes that Ghost suffers.

Needless to say, a good portion of her encounters with the law overlaps with her father's, and the two are considered "the worst father daughter pair of enemies to womankind to ever exist" in multiple worlds. Ghost finds it hilarious. Belle desperately tries to pretend it isn't a thing whenever it is brought up and blames her father for it on instinct.

A side note is that while War Scars (Rending of the Established World) is known far and wide as one of Ghost's Trademark moves, it was originally a family project while he was married to his third wife, and thus is passed down through this particular genealogy. While her younger sister's version could be considered "the true ideal perfected War Scars" that surpasses even Ghost's "omnipresent" variant, Annabell's version can be considered the "strongest and most vicious" version in the family, and being her go to method of both attack, defense, and means of traveling to any dimension she has her sights on. In fact, there are few places, shields, barriers, boundaries, fissures, and realities that she can't brute force herself through, and the few times she has been captured, special care needs to be taken to restrain her hands and feet completely, else she would just literally tear her way to freedom with quite literally the twitch of a finger.

Her mastery of this lone move and her absurd physique in conjunction with the standard Family training in Presence is what has placed her as a God Class D ranked entity that can cleave stars in half with her bare hands. Her high proficiency in sensory skills transcending time and space only solidify her position as a notable individual of multiversal notice, making her services always exceptionally high in demand.

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The Twins that deafen Fate

Acello and Wythra, a boy and girl pair of fraternal twins born as the 4th and 5th children from Ghost's 4th wife, reside in their home reality as counselors and kingmakers of the royal family. Sporting a dark blue and white gold motif respectfully, the twins respect and hold their parents and the legacies of their family in the highest regard, and for their services, the local populace do so in kind.

As they are of mixed blood between their "demonic" home nature, and Ghost's "human", their complexion and physical sizes are slightly smaller than that of the locals, and the natural bodies bear colors that are of less vibrant hues as well. To a human's eyes, they appear to be in their early 40's, with streaked blue and blonde white hair, matching heights, and slightly blue skin as though they are suffering from minor hypothermia.

Due to their heavy formal clothing, their builds initially appear similar, however in reality, Acello possesses a surprisingly stocky and muscular body type similar to that of his mother's, while Wythra, in peak physical shape, is on the slim side like her father.

This suits them just fine, as they often play the role of the unspoken enforcers of their house, shedding the blood of enemies and occasionally uncooperative friends alike without hesitation or recognition, at least publicly.

The twins were clinically confirmed to be functioning psychopaths from an early age, and as such do not personally follow conventional reason. An extreme amount of effort was put in by their parents and their father's side of the family in particular to instill a twisted sense of logic and morals in the pair to prevent them from harming others recklessly or potentially destroying their home with the authority and power they possess.

The twins possess jewelry in the form of necklaces and rings that grant them a limited form of empathy that they were granted from an early age to counteract their disposition, enabling them to feel some emotional attachment and standard emotions from nearby family members. Their mother, who is currently in a perpetual state of "Order" to maintain their reality's stability, also contributes to the near perpetual treatment.

That said, the twins are far from adjusted for conventional life, and possess a warped sense of selves where they have trouble recognizing anyone outside their immediate family as "worthwhile people". Ghost with Scabbard and Shadow in particular spent much of their development period instilling logic in them to minimize the risk of harming others on impulse.

While the twins could not be trusted to be the de facto rulers of their reality, they were given the "vital responsibility" of being the "hidden rulers behind the curtains" to ensure that everything was running smoothly. They were convinced to take this role by their father by eventually being taught to believe that "it was too much of a pain in the ass to fake being understanding all the damn time to everyone in the territory that came to you with a question. Much less care. It's much easier and more efficient to let your siblings and their kids handle that work while you just jump in to stop an idiot every once in a while and enjoy yourselves the rest of the time".

So long as their family was in control, their equipment would enable them to feel emotions and "function" properly. Unsurprisingly, they feel the most comfortable and emotions from one another, and their parents, who they hold in the highest of esteem.

As far as "Family members" are concerned, they treat all visiting members with respect and kindness, but do have a notable affection for their aunt, uncles, direct descendants of their father, and members of the Family that have been notably trained and invited by their father in particular. It is suspected that they feel closer to these individuals due to the shared relationship they have with Ghost and thus feel more emotions from them as a result.

That said, their Psychopathy has come with benefits. The altered state of mind and perspective they possess enabled them to master Presence to an exceptionally high level, and their natural dispositions and disassociation to the bulk of the world around them has made them exceptionally rare masters of Time, Space, and Rule.

They are capable of effortlessly fading in and out of reality whenever they desire, and are notoriously difficult to keep track of. They are extensively sensitive to when they are being observed, and likewise hyper aware of others, clinically picking apart any and everyone they come across from the moment they are in the same room.

Causality itself has difficulty keeping track of their actions, and many of their victims quite literally don't know they've been killed in rather violent and bloody ways until weeks or even months after the action has taken place.

So long as their target can be recognized as a singular entity, it can be killed from their perspective.

Their actions are so difficult to monitor and influence by all realms of observation that extra-dimensional entities such as Fate and Destiny have all but foregone investing heavily into their reality, as it is impossible to make proper plans, adjustments, and calculations so long as they exist there.

In short, they are assassins of the highest caliber, eclipsed only by their father and the rare few that are on his level. Those that know of their existences and the barest summary of their abilities consider them God Class C rank monsters in spite of the low levels of raw power they possess.

When their services are not required however, the pair have a tendency of emulating their father's more childish and chaotic side, spying on those in the royal castle, teasing and pranking many of the inhabitants with minor gaffes, and training the next generation in various fields, including how to "expect anything at any time". The frustration they cause others entertains them immensely, and if asked, they find this activity much more satisfying than simply "ruling the masses and playing the dull and unrewarding game of politics endlessly with little to show in the end except more of the same".

As for individual hobbies and traits, Acello has a personal hobby and business of raising and butchering exceptionally high quality livestock, something he was inspired to take up when interacting with his Aunt. Likewise, Wythra is a botanist that grows everything from exotic spices to poisons to medicinal herbs in her spare time, taking up after her uncle Waltz.

As a result of their hobbies, the feasts hosted at the royal castle during the annual holiday dedicated to their mother's sacrifice has become infamous for its unparalleled quality and quantity of food served to its guests since its conception.

