

# Xenosaga character profiles

\* Character profiles contain spoilers.



## KOS-MOS (a.k.a. Mary Magdalene)

A female-shaped battle android developed by the interplanetary conglomerate Vector Industries. A being created entirely from mechanical parts, exceptionally rare in this area of advanced Realian technology. Prioritizing the three fundamentals of logic, efficiency, and duty, she protects her creator Shion unconditionally. She is equipped with an "Artificial Personality OS" in hopes of facilitating smooth communication with others, and her tone is that of an android subservient to humans. As she is actually just prioritizing logic and efficiency, however, she can often be difficult to handle.

KOS-MOS is the term applied to the entire anti-Gnosis combat system; it stands for "Kosmos Obey Strategical Multiple Operation Systems."

*"The constructed technology of man keeps progressing at a surprising degree of speed. One by one, it keeps producing existences that have not been reached up to then. Due to that, there keeps on being upheavals of the environment that surrounds ourselves.*

*However, the human brain that reacts to that cannot evolve to catch up with the progressing rate of technology. The human brain has not changed much since ancient times.*

[...]

### Individual Attributes:

Gender: female  
Born: unknown,  
appearance of age 18  
Height: 167cm  
Weight:  
92kg (Ver.1),  
83kg (Ver.3),  
79kg (Ver.4)

[Back to Characters](#)

### \* Existence as a weapon

*The significance of KOS-MOS's existence is to surpass every existence by being an anti-Gnosis weapon. That was the pretext under which she was developed, and it is also the motive for her practical use. However, among her developers, she was not a weapon, and it is seen that they tended to find pleasure in allowing her to evolve as an existence that imitates a human. From the 20th through the 21st centuries, the concept of a human-shaped robot sought by America was a design with the function to allow the merging of a heterogeneously existing "robot" into human daily life. However, the concept of a human-shaped robot sought by Japan was one which strongly promoted the direction towards artificial humans who imitated humans themselves. The development of KOS-MOS is something nearer to this latter ideology.*

*However, behind the scenes of her development, there is a mystery that was kept hidden, and the conceptualization and the motive for her outward appearance such as this is not understood. Those who understand that, like chaos and Wilhelm etc, are only a very few people, and even those who participated in her development do not know."*

- Xenosaga Official Design Materials

### KOS-MOS [Archetype]

In Jungian psychology, the archetype is the portion of the mind which is passed on hereditarily. It is said to be the model upon which the unconscious, instinctive workings of the mind are structured. The archetype was designed and constructed for the purpose of monitoring Shion. All of its functionality was contained within the core unit, which was later recovered and installed in KOS-MOS. Kevin, needing to die in front of Shion's eyes, had secretly installed a program into the archetype causing it to go out of control. The program was later engaged via the startup key which Kevin had given to Andrew.



### KOS-MOS [Test Type]

The frame put together by Shion and the others after transplanting the core module of the partially-destroyed Archetype into a spare frame. Christened KOS-MOS Version 1. Partially in order to shake off memories of the incident when the Archetype went out of control, the exterior of this model's design was much closer to that of a human body. Several monitoring sensors were installed inside of the body to record real-world data.



### KOS-MOS [Combat Frame]

The frame created by the Second R&D Division on Second Militia during the KOS-MOS OS tests. Vector staff refer to it as Version 2. In order to shield her internal organs from shocks delivered to the outer body during combat, her body was filled with fluorescent blue anti-G gel. The Hilbert emission device, which had taken the form of a visor in Version 1, was miniaturized and installed into her forehead. Her body was designed with the implementation of the Tertiary Weapons System in mind; its resilience was increased dramatically.



### KOS-MOS [Pre-Version 3 Interim Frame]

Immediately before the exchange to Ver.3, this was temporarily utilized. Although the details are unknown, it seems to have been built based on the mock-battle frame. It was badly damaged by Doctus at the beginning of *A Missing Year*. (See [chart](#). It is named "Human Type Body Ver 1.1" in *Xeno Emission E2*.)



### KOS-MOS [Version 3 Live-Combat Frame]

Manufactured by Vector Second Division, its basic structure is identical to Ver.2. It is capable of being equipped with a new-style Tertiary Weapon System. Its primary armor, frame, drive system, and other parts have been outfitted with the latest components, so it far outclasses Ver.2 in lightweightness and battle power. First appears near the end of *A Missing Year*. In the story it was destroyed by T-Elos.



### KOS-MOS [Version 4 Entirely-Rebuilt Frame]

The frame created after KOS-MOS had been destroyed by T-Elos. Shion and Allen redesigned the body based on the KOS-MOS Archetype basis theory, and KOS-MOS's final form was built. She is rebuilt with some of the Professor's Erde Kaiser technology, which



## RELATED CHARACTERS



### 'Mother God' (Xenogears)

Similar to Mary, this 'God-being' who is closely related to a weapon and the phrase "Ye Shall Be As Gods" (mentioned by the serpent in Genesis of the Bible) have the same Enneagram personality type as Mary at its core. While Mary is based on the biblical saint Mary Magdalene, she also appears to be based on Hawwa, the name that was used for "Eve" (the Mother) who is also called Tanith by the Phoenicians. Tanith is the Serpent Lady (tan = serpent, -its= female) and Mary was the one who rebelled against God (like the serpent/Eve) in extremely ancient Earth. It is possible the second main story arc of Xenosaga would've explored Mary as this alter ego, and "Hawwa" was also Miang's last name in Xenogears (only mentioned in *Perfect Works*). "Hawwa" also implies a darker tone, usually this is meant as skin tone, and Mary has dark skin color. For more speculation, see [Story Analysis](#) section..

## MIRRORED CHARACTERS



### Deus (Xenogears)

While there is no direct relation between the two, they both serve as a weapon that is closely connected to the "Zohar Project" in the T.C. timeline of the Xenoverse. Neither usually follows the command of their creators and KOS-MOS' password "Ye Shall Be As Gods" (quote from the Genesis) is displayed by Deus all over The ELDRIDGE's screens in the opening of Xenogears.



### Weltall (Xenogears)

While there is no direct relation between the two, they are both mirrored as 'machines' tied to the Protagonist in their respective story arc. Both are military used weapons containing numerous "black boxes" which aren't fully understood and both does a massive amount of damage in the story (or prior to it) and they are both eventually defeated/destroyed, but soon resurrected and "upgraded" into a superior form before the final events of their respective story arcs.



### Elhaym Van Houten (Xenogears)

While there is no direct relation between the two characters, they both play a key role in the 'Xenoverse', spanning thousands of years. Both have similar Ennea-type personality (friendly, helpful and self-sacrificing), and both share quite a bit of resemblance in appearance as well. Both were a holy woman in their past lives.



### Citan Uzuki (Xenogears)

While there is no direct relation between the two characters, they both protect the main character throughout the story, they are efficient at disposing enemies, and both secretly take orders from masked person: Red Testament and Emperor Cain.

makes her much more powerful than before. And her V4 reconstruction makes her able to reject Kevin's commands.

(Note; this is the version called "[Human Type Body Ver.6.02.493b](#)" that was mentioned on the *Alle Spezielle* DVD. Due to some confusion over this serial label and the words "built 4767 rebuilt 4770" it was speculated that a completely new form of KOS-MOS would be created 2 years from where Episode III ends. However, these words and the serial label are in fact [printed on the Ver.4 KOS-MOS](#) in the game, and the *Weekly Xenosaga III Vol. 1* also [proves](#) that this is the label for Ver.4.)

#### Mary Magdalene

A black-haired woman who lived long ago in Lost Jerusalem. She divided up and sealed away chaos's power as Anima. In the story, she is called the partner of the Messiah, though it is unknown whether she is actually the historical figure of Mary Magdalene.

Judging from her words to Shion in the story, she likely shared some bond with her in the past life. In truth, KOS-MOS was created as a vessel to awaken Mary Magdalene's consciousness.

Though KOS-MOS awakened as Mary Magdalene as a result of T-elos' defeat, Mary's original memories and characteristics have undergone a transformation, leading to the creation of an entirely new personality which is both Mary and not Mary at the same time. This is fundamentally analogous to Sakura's transformation into MOMO.



#### \* Enneagram Type

According to Enneagram personality analysis, Mary Magdalene/awakened KOS-MOS is classified as a type 2 (affectionate / sociable / self-sacrificial / grandiose). When healthy, people of this type are filled with a very strong sense of love and affection. Since they wish for others' happiness, they will break themselves completely for the sake of making another person happy. They feel pleasure from giving their well-being to other people who are lacking in it. However, to understand the core personality of Mary, we cannot judge her only on the brief behavior exhibited when KOS-MOS awakened. We must analyze her behavior over the course of history.

*"She is the partner of the Messiah."*

- T-Elos (Episode III)

*"Zarathustra is one of the systems created by people in ancient times. It was used to ascend to the realm of God. It was orchestrated by Mary and its power source was you, right, Yeshua? But it didn't turn out the way they expected. God did not permit mankind's actions."*

- Wilhelm (Episode III)

From the words T-Elos spoke, it appears she was devoted to supporting the ambitions of a man she put her faith in. While being devoted to their partner is the norm for type 2s, the act of devoting oneself to an ambitious partner, such as a 'Messiah', could be said to be ambition in terms of the type 2 as well. From the words spoken by Wilhelm, it can be taken as confirmation that the woman in KOS-MOS' previous existence was a woman of immense ambition.

Mary is thus classified as a Social variant type 2, a personality type generally named "Ambition." This subtype is more a seducer of a group - a leader type, often a powerful person. They also strive to be recognized and valued for their warmth, friendliness, and expertise. Community emphasis on ambition. Can be like a pushy saleswoman, claims overtly made. Can be cold. Want to be liked and approved of by everyone. Seen as friend, fear of being forgotten. Guilt. Draw attention to good deeds. Can be scattered and over committed. Doesn't listen...too full of pride. Pride comes from social connections and supporting others.

*"KOS-MOS is literally the brain daughter of Takahashi. We tend to depict human characters as a strong will in a fragile flesh and blood. So, we wanted KOS-MOS to be a complement to it by being the delicate pieces of soul in an unbreakable vessel. Storywise, we couldn't fully show her background in the game, but I think it must be left veiled for now."*

- Soraya Saga (Interview with Silliconera, June 11, 2010)

#### Notes:

KOS-MOS was created by Tetsuya Takahashi.

KOS-MOS is voiced by [Mariko Suzuki](#) (JP ver) and [Bridgett Hoffman / Colleen O'Shaughnessy](#) (NA ver).

Unlike the other characters in *Episode I*, KOS-MOS was designed by Mugitani Kouichi (Choco), known for his sexual predilection towards armed lolita maids. There were several unused designs of KOS-MOS by Kouichi Mugitani and Kunihiko Tanaka. Some of them can be seen in Mugitani's doujinshis.

*"for [Episode I] I also asked a new designer, [Koichi] Mugitani, to help us out. He's doing all of the Vector designs. I've picked two designers because there are two specific design lines in the game -- the federation, and Vector, the group the hero is aligned with. The original KOS-MOS design was actually done by Mugitani, with Tanaka cleaning it up afterwards."*

- Tetsuya Takahashi

Mugitani would be the main character designer in *Episode II* and *III*.

"Kosmos" is from Greek, meaning "order." Soraya Saga also has stated that, along with Shion, MOMO, and Sakura, KOS-MOS's name is a reference to a flower.

KOS-MOS is the most popular character in the *Xenosaga* series.

#### Archived discussion and forum posts:

- [Mary, KOS-MOS, T-Elos...](#)

- [Overrated character?](#)

#### Quotes:

*"Shion. You forget, I am not human. I am merely a weapon. You of all people should be well aware of that fact."*

*"Will feeling pain make me complete?"*

*"Wasn't it you who said that the heart changes, from one moment to the next?"*

*"Listen, T-elos! If your existence... will bring harm to my friends in any way, then I will be forced to stop you!"*

*"I am not Mary. I am... KOS-MOS!"*

*"Good night."*