

Please refer to the picture I have on my Profile for my current looks~.

Name: Samuel Remixed Testarossa

(Title: Mystical Eyes)

Age: 20

Sex: Male (...Tempted to try... sexchanging for more adventurous people.)

Height: 5'7 (170.18 cm)

Sexuality: Straight (Female form: Possible Bi, leaning females)

Danger Level: High Risk SS Class.

Class as Servant: Assassin.

Weaponry: He carries several weapons on him in his subspace pocket that every ARKS has on their person.

Steel Sword: A simple European-esque steel sword... What more could be said? Typically the first weapon he uses on opponents.

Zam Ranazan (Katana)[B+]: His favored Katana against harder opponents in battle. The blade itself carries an wind enhancement to boost his speed and power.

Rifle: Used for Ranged Support.

Fists/Knuckles: These really don't need an explanation. If there was one needed, it's usually him beating something into submission.

Enchanted Dagger [D-]: A dagger enchanted to never dull, and to never break. Female Sam's choice of weapon.

Le Décalogue [C]: A longsword made of an golden Elder Dragon's parts. It's a beautiful longsword, looking like stained glass. He uses it against multiple enemies at a time. 'An iridescent, blessed sword that parts foes from life in a stroke of blissful beauty.

Weapon Gateway: He can summon his other weapons (mainly swords and spears) in the air around him and shoot them at his enemies.

Skills:

[Mystic Eyes of Death Perception]: Eyes that can see the death of all. It is a Skill that harms Sam the more he uses it, and it harms him swiftly. Sam can see 'lines' of death and if he cuts the lines with a blade, it can instantly kill enemies. He swore not to use this... but Nao convinced him to use it... sparingly of course.

Reinforcement: By adding enough mana into objects or body parts, Sam can make them stronger, more durable, and even faster.

Yuyuko's Spell Card[A++]: Resurrection Butterfly: 80% Reflowering. This only activates when Sam is near death or is actually dead. A beautiful barrage of laser, bullets, and butterflies. It also resurrects Sam once every couple days.

Weak Bullet [C+]: A special bullet that makes whatever point it hits a massive weak point. Sam has up to four shots every 90 seconds.

One Point [D]: A concentrated stream of bullets aimed at a single point. Very effective with Weak Bullet.

Demon's Riot [C]: Sam focuses energy into his blade, granting it higher attack properties for around 5 minutes.

Katana Combat [B]: Drastic speed upgrade that lasts for twenty seconds. Strikes are more powerful as well. If used again before the twenty seconds are up, it unleashes a deadly wave that cuts through anything within a 10 foot radius.

Katana Escape [C]: Works in tandem with Katana Combat. Gives the user temporary invincibility as long as Katana Combat is active.

Wolf Stance [D+] : Increases power drastically in this stance. Speed is slightly increased as well. Can be used without a weapon.

Drawing Stance[C]: Sam sheathes his blade and goes into an laido stance. His speed is drastically increased in this stance.

Peerless Stance: Sam's mind attains complete serenity. All of Sam's attributes drastically increase while in this stance. Must have a Stance up for a while before going into Peerless Stance.

Overlimit [A++]: Unleash a battle aura that was built up over time. Complete invincibility for 20 seconds and allows the usage of all moves in a chain unhindered. Drawback is that it takes a LONG time to build up.

Tension [EX] : If Sam hits an enemy a certain amount of times in a combo without being interrupted, Sam goes into Overlimit. However it lasts half as long.

Perfect Block [A++] : A timed guard that negates all damage.Requires high skill and knowledge of attacks before attempting to use. With a Katana, Sam uses another skill in succession.

Counter-Edge [C]: A swift slash after a Perfect Block. The range of Counter-Edge is surprisingly long range.

Speed Clones: With the power of Peerless Stance and Katana Combat, Sam can manifest 'Speed' Clones of himself for a short time.

Attack Skills:

Judgment Blade [B+]: A skill gained from his close relationship with Blanc. Summons shards of ice that fall upon an opponent. Has fairly good tracking on it. It also can prevent enemy movement.

(Judgment Blade): “Your life is short... Begone! Judgement Blade!”

Hollowed Bolt [B] : A skill that was gained from his close relationship with Neptune. It summons a swift blade of lightning from underneath an enemy. Hard to avoid and can paralyze enemies.

(Hollowed Bolt): “Your time draws near... Perish! Hollowed Bolt!”

Azure Fang [D-]: Sends a massive azure colored shockwave at the foe. Power and size depends on the time charged, but Sam can cut the time by using mana as a power source.

Beheading Cut [D] : A nigh instant slash towards the neck that has a high chance of instantly killing an opponent. With the Zam Ranazan, the skill gains much more range and power.

Drawing Stance or Peerless Stance must be active to use this skill.

Wolf Bite [D]: Must be in Wolf Stance to activate. A swift and powerful strike in the likeness of a wolf striking. After its use, Sam immediately enters Drawing Stance if using a blade.

Sakura Slash [D+]: Sam slashes, spins around and slashes again through an enemy.

Afterstrikes happen after the second slash.

Critical Juncture [C+]: Parry any physical attack and counter with a deadly downward swing.

Unhinged Spirit [D]: A single strike which raises his battle spirit to the maximum for a short time.

Ground Slash [C]: Channeling the spirits of the earth, Sam swings his blade across the ground like when he uses Azure Fang. It creates a gigantic, but short ranged shockwave that hits multiple times and is devastatingly powerful.

Frigid Slash [C+]: [Altered Skill]: Ground Slash with Ice Spirits imbued in the skill in combination with the Earth Spirits.

Swallow Storm: A barrage of slashes and kicks. Speed and power depends on what stance is used before this attack.

Triple Strike: Simple three hits with his fists or a blade.

Lone Wolf Charge: Sam slams the enemy with the handle of his weapon and then punches the enemy, sending a blast in a shape of a wolf.

(Altered Skill): Lone Wolf Storm: Lone Wolf Charge with a wind element imbued into it. Has much longer range.

Devastation Blade: A spinning slash that ends with Sam punching the ground, creating a small shockwave.

Flames of Devastation: Sam uses Devastation Blade with flames covering his blade and he finishes by swinging his blade again, sending a burning shockwave towards the enemy.

Shattering Demon Fist: A singular punch to the ground, creating a massive shockwave around him.

Reaper's Touch: Sam swings his blade right, then left with darkness making the range of the slashes larger, Sam then leaps up and swings his blade to the right, spinning around once to make a larger wave of darkness around him in a 8 foot radius. Absorbs enemy life force with each hit.

Impact: A single blow powerful enough to knock anyone down.

Focus: Increases power and defenses. Also does damage to enemies around him when used.

Relentless Gale Edge: A single slash with the Spirits, Ventus and Gale aiding him. A single slash that hits multiple times due to the wind itself attacking the enemy.

Shadow Dragons: With the Power of the Spirit of Darkness, Sam summons three shadow dragons underneath him and sends them flying towards his foes.

Frozen Flash: With the Spirit of Ice, Sam leaps into the air and sends 5 waves of ice that would freeze the area, or an opponent if it hits them.

Eternal Quake: With the Spirit of the Earth, Sam shakes the earth with a single strike, and then slashes three times with enough force to rend the earth in two.

Blazing Sword: With the Spirit of Fire, Sam's battle spirit ignites, and he slashes relentlessly, sending waves of white flame out with each slash.

Serene Blade: Sam slashes once, and with Undine's help, he sends a swift wave of high pressure water that cuts through all.

Wyrms Rush: A swift combo of punches that can chain into another attack.

Dragon Crush: A powerful uppercut that will break guards and deal a lot of damage. Even more lethal when Wyrms Rush is used before.

Phoenix Strike: Leap into the air and descend upon an enemy with a flaming divekick. Faster when the user jumps in the air before activating the skill.

Raging Ice Fang: [Alter Skill] Sam gathers Ice Spirits then slams his blade onto the ground, sending a large wave of ice towards his enemy.

Debilitating Wave: Sends a weak pulse of energy around him that does pitiful damage, but has a high chance of stunning and weakening opponents. Range depends on what stance is used for this attack.

Swallow Strike: 5 high instant slashes that seems to be simultaneous. Must be in Peerless stance to pull off five strikes, if used without, the attack only does two strikes.

Dark Break: Sam leaps and vanishes, then reappears above an enemy, falling down at high speeds, then slams his blade onto an enemy, or onto the ground to create a large shockwave.

Energy Blade [A+]: Sam charges energy, making an large energy blade around the blade he is using. He either swings upwards with it, or swings down [EXCALIBUR Style].

Fatal Strike [A]: Sam uses an attack to knock an enemy unbalanced, then slashes through an enemy. Instant-kill on most enemies. Boss Class Enemies are immune to the Instant-Kill effect, but instead take a large amount of damage. If used consecutively, it can also provide attack and defensive buffs to himself and others on his side.

Divine Blade [B++] (Gale, Flame, Ground, Aqua, Dark, and Light): A barrage of slashes that changes depending on the element.

(Non Elemental): Take this! Divine Blade!

(Gale): Oh killing winds... Divine Blade: Gale!

(Flame): Can you feel the heat? Divine Blade: Flame!

(Ground): I'll crush you! Divine Blade: Ground!

(Aqua): Thirsty? Divine Blade: Aqua!

(Dark): Do you fear it? Divine Blade: Darkness!

(Light): I shall enlighten you! Divine Blade: Light!

Ultimate Attacks: (Must be in Overlimit to use) [Noble Phantasms]

Draconic Ascension [B+++]: An uppercut that crushes anything in its path. Single hit, but extremely powerful.

(Draconic Ascension): "Begone from my sight... Draconic Ascension!"

Brilliant Blade Flash [A++]: A flurry of slashes that moves quicker than the eye could perceive.

The final hit is him slashing through an enemy, then turning around to send an azure wave of energy at it by slashing again. He then sheathes his sword swiftly.

(Brilliant Blade Flash): "It's time... This is the blade that cuts through all! This is it! Brilliant Blade Flash!"

Ethereal Blast [EX]: One of Sam's ultimate attacks. Creates wings of light behind him and floats in the air before firing an intense beam of energy into the ground, which then explodes in a large area, leaving light blue sparks of energy around as well as ethereal glowing feathers. Pierces Defenses and Invincibility. Adds Self Healing for 30 seconds.

(Ethereal Blast): Turn into nothing! Ethereal... BLAST!

Apocalypse: Sam's ultimate magic attack. Pierces Magic Defenses and Invincibility. Sam gathers the powers of all of his spirits, starting from Granite, and ending with Lux and Shade.

[Apocalypse]: "I'll show you... that I'm serious! Take this, Apocalypse!"

Magic Skills:

Spellcrafting: A secret art that makes spells more versatile. In short explanation, can use Flare Wall: Rain to cast Flare Wall four times onto a horde of enemies in the casting time of one. Dart is an instant cast with the cost of being single target spell. There are many other effects, but Sam is still learning them.

Violent Pain: Summons several tendrils of darkness that rise up, and then stab an enemy from above.

("Rise O Dark Spirits, and eliminate mine enemy before me! Violent Pain!")

Bloody Howling: Summons a huge vortex of darkness.

("The Darkness beckons and I call upon it! Bloody Howling!")

Flare Wall: Summons a wall of flames in front of him and it advances slowly to the enemy.

Usually meant for a quick scare tactic, but is also used to distract enemies for another spell.

("Rise flames of hell! Flare Wall!")

Lightning Blast: Shoots a blast of lightning from his hand to an enemy. It is vertically limited but has long reach. ("Spark and tremble! Lightning Blast!")

Lightning Storm: Summons lightning from the sky to strike enemies. Accurate and deadly.

("Come oh spears of lightning! Lightning Storm!")

Heal: A moderate healing spell that can remove status ailments as well. ("Aid us... Heal!")

Rupture: By stabbing the ground with his blade, sending mana into the ground in the process, he can make the ground itself crack and tremble. ("Shake and tremble! Rupture!")

Tidal Wave: Summons a large wave of water that crushes foes. ("Come oh raging seas, rise up and crush my enemies! Tidal Wave!")

Explosion: Summons a tiny fireball in the sky that falls on the enemy. Creates a massive explosion once it contacts the ground or an enemy. ("Ashes to ashes... Explosion!")

Time Stop: With the Spirit of Time, Sam can completely stop time. Must be in Overlimit to use. ("Time, halt thine flow! Time Stop!")

Time Accel: With the Spirit of Time, Sam's speed triples for a short period of time. ("Catch me if you can... Time Accel!")

Holy Lance: Summons a glyph of light under the enemy. The enemy is assaulted by spears of light and the final one falls from above, creating an explosion of light. ("Run mine enemy through oh divine spear... Holy Lance!")

Absolute: Makes the ground under a Target frigid, stunning them before encasing them in a gigantic ice crystal that shatters dealing heavy damage. ["Let the merciless embrace of frost take you... Absolute!"]

Divine Streak: Fires a beam of light that pierces through defenses. ("Come oh light and pierce mine enemies... Divine Streak!")

Wind Cutter: Summons blades of wind around the enemy to relentlessly slash at them. ("Rend them asunder... Wind Cutter!")

Meteor Swarm: Summons a barrage of meteors that home in on the enemies. ("Come oh stars of the heavens! Fall and crush my enemies! Meteor Swarm!")

Summon Familiar: Depending on what spirit he uses, he can temporarily summon an elemental Familiar.

Quick: A spell that triples the target's speed.

Temporal Reversal: A spell that Stops time, and then Reverses it, turning a battle back to the beginning.

Barantsion [A+]: Ice and Light Photons/Spirits/Mana are combined together to make two blades of the fused element. Sam then rushes in, slashes at enemy repeatedly at a quick pace. He then combines the two blades into one large blade and then slams it down, dealing heavy damage.

Bio:

Samuel Remixed is a boy from the ARKS group, a space group tasked with the peace of the worlds. There are ten Ships filled with people within space prepared to deal with supernatural problems. Samuel was only 9 years old when his memory was wiped in a disaster on one of the ships. A large fire, consuming everything around him with debris falling on him helped with that memory loss. His parents are dead from the disaster, but since he didn't remember them, he only felt sorrow for a short time. He decided to become a mercenary to pay bills and to learn how to defend himself after someone made him an offer to join ARKS. His adoptive mother, Leanne, had began to train him until her unfortunate death when he was 15 years old, protecting him when he had his back turned to an enemy. For the next five years, he trained, and trained, and trained. By 16, while no expert in weaponry except for one handed blades, he knows how to use other weapons somewhat proficiently. In the following years until he turns 17, he did battle with the Darkers (a.e the 'Big Bad' dark enemies of the game). At 17 he was transported to a place called Gensokyo, a place of fantasy. There is where he has considered a home for himself after meeting several of the residents. He now travels the multiverse, going on adventures and having something that he had never had in his training and

duration of ARKS. He's having fun. When he turned 18, he started dabbling in the magic arts. He learned many spells, most of which wide range spells with a couple of healing spells to the side. He eventually delved into Spirit Magic, which as long as he keeps his contract of never regretting his path, the spirits will help him, no matter what decision he will make. He created a magic tattoo with the help of Patchouli Knowledge that has various effects when activated. However, when activated for too long, the tattoo will spread and when the tattoo touches the edge of his eyes, his inner feeling will be unlocked and he will begin to do anything to kill anyone close to him. It automatically activates if he is under emotional distress or is near death. He is slowly getting more adept with magic, even learning how to teleport at this point, although he uses Yukari's gaps to travel through the dimensions.

At nineteen years old, Sam had met a girl... a girl named Morgana who became a surrogate little sister to him. She had wormed inside his heart and he visits her frequently.

At twenty years old he had accompanied his Goddess, Blanc (now known as the Eighth Shard) through betrayals and bloodshed. He is close to his Goddess now. When he was assaulted by a mysterious black crystal, his Goddess helped him through it and through that bond, it unlocked a new power for himself... Perhaps if he bonds with the others more, he will gain new strengths? Time will only tell now.

During battle when he turned 21, his arm got chopped off by an enemy's blow. In its place now is a powerful prosthetic arm, however it is very heavy.

Spirit Magic Explanation: In order to use his elemental attacks, Sam had to form Pacts with Spirits of every element. He can call upon them in battle to turn the tides in his favor. Each Spirits have their own personality and quirks, but they turn serious when a battle begins.

Lux: The Spirit of Radiant Light. Favors justice and likes to speak in an ancient style. Her appearance is similar to angels. His first Spirit to form a pact with. Dislikes bond breakers and needless killing. She enjoys when people are healed under her divine light.

Shade: The Spirit of Darkest Shadows, Favors death and dark emotions. He dislikes the Light, but is willing to tolerate it. He is the mirror of his current Pactmaker.

Ventus and Gale: Twin Spirits of the Playful Wind. Enjoys playing around, especially with Sam. Both are female and they have appearances of fairies. They dislike sour foods and when people are not amused of their pranks. They have light green hair and dark brown eyes.

Ignis: Spirit of the Blossoming Flame. She came up with her title as soon as Sam fought, and defeated her. She vows to grow stronger and challenge him to a rematch. She enjoys a good fight and being in the heat, but dislikes the cold with a blazing passion. She is humanlike in appearance, but has some draconic features. She has blood red hair and fiery red eyes.

Glacial: The Spirit of Frozen Solitude. She enjoys being alone, and welcomes the silence. She enjoys the small moments with Sam, just sitting with each other. Her appearance is like a white cat, but when she's in battle, she transforms into a humanoid cat person with light blue hair using her claws in battle. She dislikes the heat and loud noises.

Undine: The Motherly Spirit of Free Waters. Aquatic, calm and very powerful with her water magics. She, like Glacial, enjoys her quiet times but is willing to interact with other Spirits. She enjoys bringing comfort to her allies, almost like his Mother, Fate. She dislikes when nature is being ruined and when people are forced to do things against their will. Her appearance is like a humanoid woman, though she is made of pure water.

Granite: The Spirit of Dauntless Earth. He is silent and stalwart... Sam has no clue on trying to bond with him, yet by using Granite, he could feel his bond growing stronger. His appearance is a pure solid stone golem.

Storm: The Spirit of Swift Lightning. He acts more hyperactive than the Twin Wind Spirits, and speaks in a fast manner. He loves sweets and helps Sam master the arts of Spirit Magic. He dislikes boring moments and when Sam has to do boring infiltration missions. He looks like a fairy with electrical wings and blonde hair.

Sekundes: The Spirit of Time.

Personality: Usually quiet, but when he gets to know someone a bit, he begins to open up and shows his true personality more. He's caring to his friends, but he loves teasing some people as well. When he was younger, he was near emotionless, a true trained killer.

Additional Information: As an ARKS member, they hold advanced technology that helps keep them hidden from locals of planets if there was any need for covert operations. ARKS also have large scale missions that involve killing an outbreak of monsters/Darkers to keep damage to the minimum. ARKS members can survive falls of any height and their strength is much more than the average human. Technology of a 'Half-Doll' and 'Scape Doll' can revive fallen ARKS in an instant. Moon Atomizers can instantly revive ARKS in a short radius around the item tossed. They also have access to Mates (Monomates, Dimates, and Trimates) which can heal wounds near instantly.