











# **PROFILE**



oathbound\_official Let's keep pushing forward together my squires! #oothbound .. more

oathbound\_official 56 posts 1.2M followers 1K following Soral he/him/h Write something as the description





**POSTS** 





















# WRITTEN BY @korianduh & 19 & ACDT & MY HERO ACADEMIA OC



♥ **W** ( #BASIC INFO ) 9

### **♡ IDENTITY**

**FULL NAME SORA TAKAHASHI NICKNAMES** NONE **BIRTHDAY** APRIL 8TH AGE TWENTY-FOUR **GENDER** MALE **ORIENTATION** GAY **RELATIONSHIP STATUS** SINGLE

**ETHNICITY INFORMATION HERE** 

## ♥ SOCIETY

NATIONALITY

PRO HERO + INFLUENCER **OCCUPATION UA PRO HERO COURSE EDUCATION** JAPANESE + BROKEN ENGLISH **LANGUAGES** MINATO, TOKYO **HOMETOWN FULL HERO LICENSE** *QUALIFICATIONS* 

**JAPANESE** 

HERO RANK

**HERO AGENCY OATHBOUND AGENCY** 

YEARS ACTIVE **TWO YEARS** 

# ♥ **W** ( #APPEARANCE ) 9

### ♥ PHYSICAL

REFERENCE ASTOLFO (FATE)

5'8 **HEIGHT** 

HOURGLASS BUILD

7" **ENDOWMENT** SCARS NONE

### KINKS

For someone always in control of the spotlight, there's a quiet thrill in surrender. Masochism, degradation, and power play offer him a kind of honesty the public never sees, bruises don't lie, and neither do whimpers. He craves the contrast: being worshipped on stage and ruined behind closed doors. The performance drops, the polish fades, and all that's left is a raw sensation that allows him to stop pretending. In pain, in praise, in being used, he finds something real, for a moment.

# ♥ **49** ( #QUIRK ) 9

When the user touches an object and declares a specific oath aloud, they can fortify that object's durability to extreme levels - rendering cloth as strong as kevlar, wood as dense as steel, and even paper capable of deflecting bullets. The fortification lasts until the object is destroyed or the oath is broken.

O DRAWBACKS. While versatile, Knight's Oath comes with significant physical consequences. If an oath-bound object is destroyed, the impact that caused its destruction is reflected directly onto the user's body - meaning overreliance or poor judgment can result in debilitating injury. Additionally, the Quirk requires both verbal clarity and physical touch, making it vulnerable to silence-based interference, gagging, or long-range ambush. The user cannot fortify living things, nor can they apply negative effects or manipulate an object's weight, shape, or behavior - only its durability. Strategic, creative thinking is essential, as reckless oaths often lead to dramatic (and painful) consequences.

COMBAT USAGE. Sora thrives in fast-paced, high-visibility scenarios where quick thinking and even quicker posing matter. In combat, he uses his ability to reinforce materials to its fullest potential turning cloth into riot shields, debris into bulwarks, and collapsing terrain into fortified cover with just a touch and a vow. His fighting style is opportunistic and dramatic, always aiming to control the battlefield while staying in the spotlight. Though not built for raw offense, he excels at redirecting force, protecting civilians, and supporting more aggressive heroes with sudden reinforcements or last-minute saves. With every oath comes a performance, and Sora never misses his mark when it counts:

## DIRECT

**PRIMARY** 



@proherowoods new message!



@theeedgeshot sent 30m ago



@mount\_lady03 active 30m ago



@nejireofficial active 9h ago



@r.mirko



@no1bubblegirl active now



@dragonryu\_1 sent lw ago



@kat.bakugo seen 2w ago



@ttt.toga active 4h ago







## ♥ **W** ( #PERSONALITY ) 9

To the public, Oathbound is all smiles and polished armor. A heartthrob hero with dazzling good looks, distinct branding, and a camera-ready attitude. He's Japan's self proclaimed 'Knight in Shining Armor', known just as much for his dramatic declarations as his highlight reels. Whether he's striking down villains or striking a press interview pose, his goal is always the same. \*Charm\*: thirst traps, fan Q&A's, pro hero collabs, the whole thing, all of it is to charm. Sure, knowing the people of Japan are safe from villains is important, but the completely awe-struck look in their eye as he's saving them, that's just a touch more so.

His public persona is carefully engineered down to the syllable. He speaks in soundbites, poses like a pro, and never lets a stray hair ruin a photo op. Even his hero costume is designed with stylistic flair in mind: sleek, photogenic, and easy to tag. To his fans, he's more than a pro hero. He's a fantasy.

Behind closed doors, however, Sora Takahashi is far less polished than the knightly image he projects. Off-camera, he's blunt, dismissive, and entirely too comfortable being the center of attention. Years of unchallenged praise and viral popularity have left him entitled and ego-driven, with little patience for authority or critique. He hates being told what to do, especially by those he deems less marketable than him, and will go out of his way to ignore orders if they clash with his personal brand. Though rarely outright cruel, he can be selfish, calculating, and surprisingly cold when pushed. Those who don't fall for his act are the ones he fixates on most, because if they're not already obsessed, then clearly they should be.

While fame is always the endgame, Sora isn't above sharing the spotlight — so long as the lighting's good. He actively seeks out high-profile collaborations with other pros, understanding that shared popularity often multiplies faster than solo clout. He works surprisingly well in teams when there's something to gain, whether that's a headline, a flattering group shot, or maybe a night in a love hotel with a top 10 Pro. Word has spread pretty quickly amongst the Pro Hero scene about Sora's promiscuity, but he doesn't mind, any press is good press, especially if it drives up the OnlyPro's sales. Some of the veteran Pro's aren't exactly keen on his new-age presence, however it's hard to deny that he gets the job done. The people gravitate towards him, even if his persona is fake, their trust in him isn't.

The irony is that Sora never asked to be anyone's knight. The persona — the branding, the declarations, even the name of his quirk - was all packaged for him by agents who knew how to sell a fantasy. He didn't know the first thing about knighthood and couldn't name a single code of chivalry, but the role stuck, and eventually he played into it. Somewhere between the staged rescues and flawless press appearances, even he's not sure where the act ends. The persona works for fame, for fans, for protection. And maybe that's enough. Because at the end of the day, behind the gleaming armor, Sora Takahashi is still just a boy who wanted to be seen

## **DIRECT**

### **PRIMARY**



@theedgeshot active now

You've got potential. That's not in











question. But your recklessness today jeopardized civilians. You need to rein it in, Oathbound.

Recklessness or results? Because last I checked, every hostage got out unharmed. Including you. You're welcome, by the way.

### This isn't a competition.

Everything's a competition. I just happen to look better while winning.

This attitude will get you sidelined. Heroes don't work alone for a reason. You're making enemies where you need allies. Even your fans won't protect you if something truly goes wrong.

You're cute when you're strict

You're lucky I don't have time to discipline every mouthy upstart in Tokyo.

> Discipline? Don't make promises you can't keep now.

You know I excel under pressure. Especially when I'm pinned down.



















# ♥ ₩ ( #SPECIAL MOVE(S) ) 9

#### **HEAVENLY BASTION!**

Sora chooses an object, often of symbolic significance and places his hand on it with a grand verbal vow. The object is then fortified to absolute maximum durability for 10s, rendering it indestructible. During this time, Sora positions it to absorb incoming attacks, protect civilians, or buy time for allies to reposition. The moment the vow's duration ends, the object shatters spectacularly, and all the damage it withstood is transferred directly to Sora. Due to the intense pain and risk of knock-out or critical injury, this move is only used in high-stakes scenarios... Because of its self-sacrificial nature and its dramatic visual payoff, Heavenly Bastion has become one of Sora's most iconic and televised moments, earning him both admiration and respect.



# oathboundofficial





Oathboundofficial Thanks <u>@Ascent for the new</u> armor set! It fits sooo snug! #Oathbound ... more

view all 2.5k comments 1 month ago

# $\heartsuit$ $\mathscr{W}$ ( #HERO COSTUME / SUPPORT ITEMS ) 9

© OVERVIEW. Sora's hero costume—marketed under the Oathwear line—was developed through a collaboration with a high-profile support gear atelier in Tokyo. Designed for both function and image, the suit is intentionally lightweight and flexible, allowing Sora to move freely while still delivering the silhouette of an armored knight. Its primary function is to act as a vessel for his quirk, Knight's Oath, which allows him to fortify equipment through spoken vows. The costume itself offers little in the way of raw protection until reinforced—but that's the point. By starting with a baseline of mobility and style, Sora can tailor his defense and combat style moment-to-moment using his quirk. The result? A hero who looks like royalty and fights like a strategist.



### ♥ GAUNTLET AND GLOBES

#### CAPE

Built with grip-sensitive pressure plates and fortified heel cores, these pieces aid Sora's balance and spatial awareness during close-range combat. Their soles are designed to mold slightly under heat and weight, giving extra feedback to Sora's movement. While not offensively powerful, they allow for cleaner mobility and more grounded stances when fortifying terrain or blocking blows.

Dramatic in appearance but light in feel, the cloak provides Sora with wind resistance and minimal environmental protection. When fortified, it acts as an emergency shield or a controlled barrier to obscure sightlines. The exaggerated hood was a design request from Sora himself, as it "photographs beautifully" and "screams regality."

### ♥ CHESTPLATE

### ♥ UNDERSUIT

Thin and sleek, the chestplate offers no raw protection on its own, but is the primary target for early reinforcements. Crafted to disperse kinetic energy evenly once fortified, it helps absorb blunt force trauma and redirects pressure away from the body. Its flat, clean design also doubles as a branding canvas during appearances.

A breathable, body-hugging base layer that regulates temperature and wicks sweat. It keeps Sora comfortable during long patrols or performance-heavy rescues, but serves no fortification purpose unless explicitly targeted with a vow.

### **♡** CEREMONIAL SWORD: FORTEM

A signature piece of Sora's aesthetic, Fortem is a custom-crafted ceremonial sword designed for defensive utility and visual symbolism rather than offense. The blade is entirely blunt—incapable of cutting—and made from a lightweight, reinforced alloy to allow swift movement and ease of carry. In combat, Fortem is used as a deflective tool, helping Sora redirect attacks or guard against incoming blows, particularly when fortified through his quirk. Outside of combat, the sword's true purpose shines—a stage prop, a spotlight magnet, and a brand icon. Whether sheathed at his hip during interviews or hoisted during photo ops, Fortem reinforces the fantasy of "Oathbound" as a modern-day knight. It also serves a more practical role in crowd control or intimidation—after all, few people ignore a man in armor holding a sword, dull or not.



#### STRENGTHS

Sora's greatest strengths lie in his strategic adaptability and crowd-commanding presence. His quirk allows him to instantly reinforce almost any object, giving him near-limitless flexibility in the field—whether it's fortifying a crumbling support beam during a rescue, or turning a thrown chair into a makeshift shield mid-fight. Paired with his lightweight armor and strong athleticism, he moves with surprising speed for someone so visually weighed down. His charisma also makes him an effective teammate; while the charm is often self-serving, he knows how to rally allies and keep public morale high. In battle, he shines brightest during high-stakes, high-drama moments, thriving under pressure with a flair for theatrics and calculated flash

### **♡** WEAKNESSES

Sora's combat style is limited by the very nature of his quirk. The durability boost is purely defensive, it doesn't enhance power, size, or control, meaning his offensive capabilities rely heavily on external tools and positioning. The fortification transfer also comes at a cost; if an object he's reinforced is destroyed, the final impact is reflected back onto him, sometimes with devastating consequences. Outside of battle, his ego can also get in the way—he's more likely to underestimate a low-profile opponent or overextend for the sake of a good camera angle. And while he can work well with others, his habit of viewing teammates as part of the "brand" can lead to friction if trust isn't firmly established.

