

Name: Jaune Arc

Age: 18

Gender: Male

Height: 6'1

Hair: Yellow

Eye color: Blue

Appearance:



Outfit:



Title: God of War, King of Conquest, The Gold Lance, Priest of Conflict

Bio: After being expelled from Beacon, Jaune's father took him to a camping trip and trained his son in basic hunting skills such as traps, archery, and other skill sets. He used this trip to spend time with his son and to apologise for not properly training him. During that trip Jaune was called by a goddess from another world who knew his great- great-grandfather since they made a deal with her and another more powerful goddess and it was time to pay her back. The two had a chat, Jaune finding her pleasant before being sent to the other goddess which Jaune found annoying. Not being impressed by Jaune the powerful goddess sent Jaune to the wastelands to die. In that moment the other goddess saved his life and used the last of her power to grant Jaune a blessing before being put to sleep.

Level: on paper- 1 reality- Immeasurable

Affiliation: Arcadia- Jaune's domain he created at the border between the wastelands and the human nation near the Aion Kingdom. Originally, Olmuzts was the buffer between the two, but after being absorbed into Arcadia. It acts as a buffer between the human realm and the demon realm.

Gear:

Main Weapon- Draupnir spear: Jaune's main weapon, created by an Elder dwarf Jaune considered his best friend, specifically for Jaune to synergize with his unique abilities in mind. The spear also has its own abilities, such as minor elemental siphon, duplication, and detonation. When not in use is in the form of a ring.



Conjure Flame weapons: Thanks to the properties of his ability, Jaune can create and conjure weapons using his flames and harden them to steel.



Abilities:

Aura amp: His semblance allows him to boost his own aura and that of others.

Aura control: Jaune can manipulate his aura to the point of enhancing his weapons and defences, even sensing the life force of others.

Magic affinity:

Fire- Strongest affinity, natural affinity

Wind- gained from Tomoe through binding contract

Darkness- gained from Mio through binding contract

Water- gained from Ludmila through the Chain of Command ability

Blessing- Red Priest: Gifted to him by the goddess Mavuika

Physical Enhancement: They possess inhuman physical qualities, giving them increased strength, speed, reaction, body control, and natural healing ability.

Heightened Senses: a Hunter's overall auditory, olfactory, and visual senses are enhanced exponentially, this gives them strong tracking skills. This allows him to accurately discern different scents; "see" invisible footprints and small details; and hear hushed sounds from an extremely faraway area. His hearing is strong enough to determine the weight of a person from just their footsteps. Their supernatural sensory abilities would only appear when they focus, taking the form of a weaker version that doesn't disturb them in their everyday lives.

Enhanced Mental Attributes: Enhanced insight, as well as sharper and much clearer thinking.

Danger Intuition: They can passively sense ill intentions and danger. Even used to sense if he's being followed.

Provocation: The ability to draw aggro if he wishes. Jaune can use this ability in conjunction his speech and behavior to provoke other humans or intelligent species.

Incitement: Can Incite certain thoughts or desires in someone's mind through conversing with them, such as by consciously igniting the flames in their heart.

Weaponizing: Jaune can enhance any object with his flame turning even an ordinary pencil into a murderous weapon.



Conjure Flames: He is able to Conjure temporary weapons using flames. Despite being made from flames, they are steel and can take any form and size.



Flame Transformation: Able to merge with his fire weapons conjured and travel to the destination that their fire weapon lands.



Weakness Investigation: Jaune is able to discern a target's vulnerabilities and weak points in their defenses. He can also find weaknesses in certain physical structures or supernatural barriers. His Weakness Investigation discernment also applies to non-physical bodies and weather phenomena as well.

Cull: He can infuse any of his attacks with this power to harvest their target's life, making each attack akin to striking an enemy's vital points and weaknesses. If it strikes a clone, projection, or Substitute, it will transmit the damage to the true body.

Spear of Destruction: The Cull ability, when using his spear Draupnir undergone a qualitative transformation. It can be used on a single target or to annihilate an area. Even if it doesn't hit a weak point, it still inflicts massive destruction. A weak point is hit with his spear, it will bring the target near death.

Precision: Jaune is able to precisely target a predetermined location.

Chain of Command: Jaune has a hidden connection with those under their command. Can be used to create a sudo ruling contract. He can freely exchange positions with his subordinates at any time.

There are 3 ways they can use Chain of Command:

Communication: Using the connection, he can share senses between their troops.

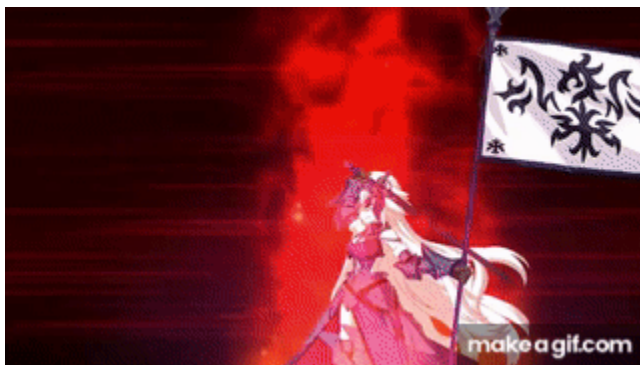
Strength Concentration: he can focus the power of their army onto themselves.

Alleviation: he can spread the damage on themselves to their troops.

War Song & War Cry: he can yell out a War Cry or sing a War Song to enhance oneself and his allies and also weaken any enemies that are near them. These abilities can boost the team's morale, temporarily enhance strength, influence the enemy's mentality, and suppress the target's performance.



Fog of War: Jaune can form a Fog of War that disrupts the senses of anyone within it and also isolates the connection of things in the inside. It reduces visual range, hearing, and smell of all the living beings within, It also disrupts most forms of magical connections from accurately targeting those within a Fog of War, preventing most forms of Curses and Divination from working. Within the Fog of War, Jaune is unaffected by anything.



Gathering: Jaune could gather power from his army and/or impart his own power to one of all of his troops, effectively increasing their strength for a period of time, they can also share their own

abilities and power with them. While Jaune can use their powers without their consent, however his subordinated and troops need his permission to use his powers.

Galvanization: A passive where Jaune's defense and weapons gain the ability to turn into the symbolism of "steel", able to withstand attacks that would normally destroy or melt real steel.

Conquest: A more forceful version of a ruling contract and Chain of command that auto activates upon the defeat and surrender of the target where the target's body, mind and spirit submit and is completely Conquered, they will be bound to Jaune and loyal to him.

Puppets into Soldiers : Allowing Jaune to Conquer inanimate objects to turn into soldiers. If soldier dolls or "beans" have been prepared in advance using enchantments.

Charm: This charm is more of a support that increases the confidence and morale of those under him when he's leading in the front lines.

Harem:

Tomoe: The Mirage Dragon Samurai, originally known as Shin, the mist dragon. The first being Jaune met when he got teleported to another world. After a fight and clearing a misunderstanding, Tomoe entered a contract with Jaune, becoming a servant. Tomoe acts as an advisor, often helping Jaune grow from his idealistic and naive view of the world and helping him navigate politics and negotiation.



Mio: The spider of calamity, the two met when Jaune first established his territory and she attacked him when she was an uncontrollable beast. After regaining her senses became one of Jaune's subordinates. Mio acts as both Jaune's personal chef and personal guard.



Ludmila Lourie: The Snow Princess of the Frozen Wave, a Vanadis(or War maiden- a female warrior chosen by one of the legendary dragon weapons) and lord of Olmutz which later became part of Arcadia after becoming his subordinate. The two met when Jaune visited her domain with Tomoe and Mio posing as a merchant when Olmutz was having issues with one of their allies, the Thenardier family, from a neighboring territory. After the conflict and clearing up misunderstandings Ludmila pledged her loyalty to Jaune to

repay her debt to him. She ended up being the head of Arcadia's military and defense and helping Tomoe manage the illusory city after an incident.



(While I am using Michalia version of Ludmila in terms of appearance I'm still using the personality of the original version)