

Yugake - Archery Glove

TaTau - Mark of Ambriel

“The path of the unholy is always triumphed by the pure” - Male

Steel Soul : It is taught that true balance rests in the unity between the mind, body, and soul. Thus for one to be balanced, the condition of either must be equally reflected on the rest. Through years of martial and spiritual practice, Makeo has been able to shape steel of both his internal and external components, making him Immune to psionic bombardment, and stripping him of all mortal fear.

Spirit Ravager : The souls of the ambient dead are hungering, and feast on one another in a primal contest to grow in capacity. Any valid creature who is killed by Makeo's spirit based abilities can thereby have their soul consumed by the vengeful undead, stripped from a chance at the afterlife to suffer a fate even worse than theirs.

Phantom Calling

Makeo's innate ability to command the ambient spirits lends his natural talents to a number of supernatural enhancements that allow him to interact with the world on a supernal level.

Poltergeist - When concentrated, Makeo's Ki can energize the ambient spirits, granting them the power to physically manipulate objects and creatures up to 10 times his weight and up to a distance of 150 feet from his body, though having a greater difficulty with each multiplication level in consideration.

Roleplay Note : It is believed that spirits feed on energy, and they expend energy when they try to interact with the real world in any way. This is why powerful spirits like poltergeists are usually more eager to interact physically than simple ghosts. Because Makeo has a very potent energy, the idea is that it temporarily overcharges the spirits with the strength of a poltergeist and drives them berserk (as you see in horror movies, where they throw tables around rooms and such.) This effectively works as a form of telekinesis, though Makeo is simply giving the command instead of doing the lifting; that's the spirits' job.

Xenoglossia - The ancient spirits that guide him pass unintelligible messages into his mind, suffusing him with the knowledge to speak, write and understand every language fluently.

Roleplay Note: Makeo is unaware of exactly what languages he can speak or why he can, he just seems to uncover that he understands things that he shouldn't as they happen. When this effect is used, Makeo should appear as if he is being possessed. His veins should run black and surface to his skin, and his eyes should give off a cobalt glow.

yanyuedao - composed of a long shaft of about 6 feet in length, a short blade of about 24 inches on one end, and a spherical 10" mace head on the other (which serves mostly as a counterweight to the blade but can also be used for striking), the whole assembly measured 8 feet in total length. The greatly reduced weight and length reflecting its nature as a more practical form for martial artists, and a cloth tassel tied to its weight acts as a symbol of artistry.

Obfuscation

Channeling the power of the phantasmal forces, Makeo can use his Ki to blur the line between the realms of the living and the dead, allowing him several traits, which can all be dispelled, or destroyed by anti-magic zones.

Incorporeality - The corporeal and the incorporeal are both figments of a larger, spiritual truth. At least, this is what was taught. By welcoming the embrace of the spirit and focusing his Ki, Makeo is able to temporarily transcend physical dimension, making him incorporeal; not composed of matter ; having no material existence. This allows him to pass through solid objects and creatures, though he cannot phase through iron (though steel is fine) or flowing water. Even the dead have limitations.

He is also immune to attacks from physical weapons specifically, though if the weapon has any type of magical enchantment, it can still strike him as normal. While incorporeal, Makeo does not need to sleep, eat, or breathe.

Roleplay Note: While under the effects of incorporeality, Makeo appears as a ghost of himself. He is not entirely merged with the realms of the dead, which is what allows him to still interact. Though, he is attuned enough to gain some of the realm-related benefits.

Wraith Step - Makeo can channel his Ki to grant him bursts of supernal mobility. This allows him to jump great distances and move at tremendous speeds without tire. As his nature is less physical and more supernatural, the direction of his movement is not determined by gravity.

Supernal

The wolf king was the king of an ancient civilization, renowned for both the loyalty he offered and received to and from his twin wolves. These wolves were massive, dire beasts. Though he led the frontlines of the battle valiantly, he died in the first war with creatures of the void for the survival of the universe, and his bones were scattered across the battlefield, neglected a proper burial for the courage and leadership he displayed in life and moments before death. His valiant pets were soon to follow, although the travesty left their spirits restless for centuries.

A peculiar energy lured him to the site of the battle, and once he arrived, the spirit of a wolf made itself immediately present to the medium. The wolf took them on a journey to dig up his master's bones; truly man's best friend. When they dug up the bones and placed them in the burial place, the bones supernaturally animated, piecing themselves together and the spirit of the king both manifested and merged himself with Sobo, branding either palm with the mark of his faithful companions, that they may heed the call of the new Wolf King.

"The bridge between people is one of the most fundamental aspects of the waking experience. The arts, philosophy and history all embody the way we reach out to each other through time and space. This connection cuts both ways, leaving those most deeply attuned to it extremely sensitive to the world around them. Ambriel does not exist in a single place, but in the hearts and minds of those that truly understand its nature." - Ambriel

"To stay steady, enjoying a moment of repose is not selfish. A breath that takes us back to our center is essential. We must respect the anchor that holds our feet to the ground. When we do this, we wield a strength that can push back against the spin of the world. Asmodel is there. The embodiment of the focus and dedication we hold when we make a commitment. A moment of clarity, grasped in a closed fist." - Asmodel

As a favored child of Ambriel and Asmodel, Sobo was born with a sensitivity to the world around him, giving him the dualistic mediumship to perceive the subtleties present before him, as well as the ability to shape the internal and external power of the spirit to combat the steady advances of evil.

He stood 7 feet, massing into 300 lbs of raw muscle. She stood 6 feet, weighing roughly 230 lbs with defined curves in every dimension of her lower quarters and boasting a proud g cup at her chest, though this seemed to not interfere in the slightest with her martial grace. A deep scar spanned down the right side of their face, marring their alabaster fur with the beige of their undertone as a blue gem rested on the center of their forehead. Silken black locks protrude from the peaks of Sobo's ursan crown, delving onto their shoulders with an almost elven sort of elegance and giving way to a radiant cobalt gaze. Decently framed proportions revealed a hulking and athletic bodice unlike the average pandaren; Hordes of herculean tonnage clear-cut and defined, showing through their mystical mesomorphic exterior as strongly as iron, with dark veins coursing through this sculpted physique as two seemingly lupine ears jettied up from the mass of hair taking the place of where the round ears of a panda would normally be. Their fur took a tone of red and white as opposed to black and white, and strange patterns presented themselves throughout it.

Their left wrist is dressed in rows of shamballa bracelets all the way up to the middle of the forearm; The various bracelets colored different shades of brown earth tones ranging in material from small wooden beads on cordage, to strips of leather braided into a single larger strip that was then tied to make a bracelet. There is one bracelet within the stack, however, which looked significantly different from the rest. A white eye with a green pupil, encompassed by a bronze eyelid with various textures inscribed into the metal. This rested on a strip of leather between three disc beads of various metallic shades, the outermost one being of exception and made of wood.

Protruding from his right arm were Ghost Iron Kote, fit with a mesh of riveted Kurari which, in line, fed down to the ribbons of metal that were the Oda Gote and Yugake-Tekko. He wore a black obi which gave way to his pleated black hakama which stopped just under his knee, a pair of three-toed maroon waraji mounted his feet, and a number of sentimental trinkets dawned his attire.

A pair of low-elevated Geta, bound by a black rope that matched the theme of her attire mounted her feet. She wore a black fundoshi with a thick rope tasuki and obi to ornament her wear, along with an assortment of binding in various places on her body to both support her breasts and reinforce her athletic abilities.

Sobo's right arm is fitted with a ghost iron Tekko; a marvel of medieval technology — using a complex system of pulleys to act as both a holster and dispenser of shuriken. On the up side of the knuckle of his pointer finger is a pressure plate from which holding initiates a process that occurs at the base of the gauntlet. The gauntlet itself is loaded with several 8" ghost iron hira shuriken, stored as thinly as possible upon three rows of 10. These shurikens are specially segmented to fold in on themselves, taking the stored shape of a single blade. But as the button is pressed, the most immediate row of shurikens is pushed forward by a hammer mechanism, which prepares the shurikens by initiating the process of unfolding them while a moving panel pushes them up the back of the handguard and to slits behind the knuckle, from which the physics of them unfolding naturally drop each shuriken between his fingers, but from sight it merely looks as if he has obtained them from nowhere. Simply pressing the button causes the hood of the gauntlet to slide back, which exposes the rows of shuriken so that he may reload if needed. Since they are obviously so thin and light, it does not add any negative weight or discomfort to the excellently subtle weapon.

The Warfist

Through the mark of asmodel branded into their left palm, Sobo can shape the ambient spirits of the dead into a powerful arsenal of living steel weaponry, which emits a fantastical cobalt glow.

When subject to high amounts of spiritual energy, benign or otherwise, iron sometimes transmutes into Ghost Iron, a bizarre metal which is malleable when crafting and while worn, but when struck is harder than most recorded metals. The intensity of energies is so great that ghost iron is incredibly rare in the eastern kingdoms and Azeroth, on occasion extremely busy mines on war fronts have converted into ghost iron mines. However, because of the desirable nature of the metal, they are quite often lost in the conflict. An ancient secret of pandaria, Living Steel, is not actually metal, but the condensed essence, or spirit drawn from Ghost Iron.

This unbelievable metal takes the qualities of what the blacksmith wishes it to be, which in the case of the Warfist, is a metal which rivals - or even exceeds the durability and strength of adamantium; with immunity to corrosion, shock and fatigue and, when finally summoned, the Warfist takes no focus to maintain.

Weapons

MiaoDao

A MiaoDao with approximately 3.11' (just over $\frac{1}{3}$ of length), dedicated to the hilt alone, which had a handle wrapped in a silky cloth. The blade took a length in subtraction to the remainder from the previous grasp calculation, totaling around 5.1' X, $\frac{1}{2}$ " Z, and 3" Y, with light cherry-blossom engravings etched onto the flats.

DaDao

GongManchu (bow)

GuanDao