

## BIOGRAPHY



**Name:** SENKO RYUUSEI, THE SECOND.

**Alias(es):**

- |WYVERN OF THE VOYD.
- |Daughter of Destruction.

**Species:** (IM)MORTAL.

**Gender:** FEMALE.

**Birthdate:** APRIL 4th.

**Birthplace:** Hyaku Lake, Hidden temple ruins.

**Occupation:**

- |CEO of Vehemente
- |Herald for the Kult.
- |Gun for hire for the Riesenreich
- |Leader of the Ryuusei Clan.

**Current Age:** PRIME Senko.

**Tier:** HIGH MP-TO LOW FP.

**Class:**

- |MONK

Heavily martial arts-based combat with augmentations spawned from chi, empowerments and magical talismans.

**Title(s):**

-| **The Chaotic Fist** A moniker given to her by the fire gate's elder; Tengoku, who had personally saw her training through until she could master his teachings. Which emphasized ferocious, explosive force—and a constant eroding flame that sought to devour all in its path. That is where she learned the technique Eien no ikari Which operated solely off of the natural flow of her burning chi. Reinforcing the immaculate radiation into both a defense and offense. It was what she used a lot in her early days.

-| **The Flawless Fist** was the second moniker she received from the water gate's elder; Swei. This was after her mother died and she ascended to head of the Ryuusei clan. This represented the calm, almost passive way she utilized Ryuzhang ( Ryuusei Martial Arts ). One has to realize that at this point Senko was bonded, on a metaphysical level, with possibly the greatest Chi manipulator in the universe. The Angelic Fist. Her movements gained ridiculous fluidity and speed that seemed to be beyond what was thought physically possible. She was capable of sparring with prime Etharians, going toe to toe with deities and shattering limitations on her own mortality through sheer will alone.

-| **WYVERN OF THE VOYD/KULT'S TEUFEL HUNDEN** was the last moniker given to her. It was due to the ominous way she utilized her chi after returning from her presumed death at the hands of the empty. The four elders deemed her a dragoness. One who had slithered from the bowels of the voyd to protect the Ryuusei bloodline. Her chi was as mysterious as her existence. Frightening, cold, malicious and wholesomely destructive. This moniker, accompanied with her mother's passed down title, daughter of destruction. Cements her place within not just their world but the omniverse as one of the most powerful martial artists.

-| **THE LUMINARY FIST** is her official moniker. In retrospect, it is the final one she received from the Ryuusei Elders in her pursuit of greatness. This happened to be around the same time she was indoctrinated into the genocidal Pantheon beneath the guise and blessing of the Sannrior. She had come to the top of a mountain she had been trying to conquer this entire time, through eons of training and combat. Herself. This is where she has beaten back and purged her line of the wykked's influence and fought back the force of Ec0thy3. She shines bright. Her humanity evolving into immortality.

-| **General of the Scarlet Moon Empire** is the rank she achieved after being there amidst the creation of Scarlet moon and its continual evolution. Senko is one of, if not the only origin member left that was apart of the empire before its split from the abandoned power SOLARIS.

- | **COMMENDING EXECUTIVE OFFICER OF VEHEMENTE** is her earned and primary rank. Her Chief officer of Operations, Hyojin is her second in command. While Mynx is the founder and entity of Vehemente as a whole. The two synonymous with one another as everything was made possible through both her funding and interference.

- | **Prima Hora.**

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## PHYSICAL

**Height:** 5'5.

**Weight:** 130lbs.

**Skin:** MEDIUM.

**Eyes:** Black, brown, TO RED.

**Hair:** Black.

### **Distinguishing Characteristics:**

- | Slender/Athletic.

- | Temperamental eyes, sometimes half full of chi in fluid form.

### **Description:**

Senko is the epitome of beauty. Her slightly tanned flesh resembles caramel with a splash of milk. Her body has subtle, but desirable curves that are rarely showed off. Her sense of style depends entirely on her mood. Usually, for nonchalant missions she'll wear modern, classy clothing such as suits, collared shirts, etc. For missions revolving Vehemente and she'll wear the Vehemente uniform, for strictly Ryuusei based outings. Though, since her ascension. Senko likes to wear a causal style of dress. Things that directly counter her status as a goddess.

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## MENTAL

**Persona:** Senko is what her employees and even some of her children call her, strictly business. She does not like to bother with semantics such as emotions and the like. Otherwise, she respects fighters of great clout as well as fighters who have a plethora of latent potential. When it comes to her family, she's warm and loving. At least, in

her own way. The tie loosens a bit, that's what Shen stated. It's possible that she's this way because her mother was rarely around for her childhood which led to the unfathomable inferno in her heart. When training she's ruthless, cold and brutal. She had to get something from her mother!

**Philosophy:** Destroy the strong, protect family. Natural selection. Loyalty above all else.

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## ASSOCIATIONS

The Ryuusei Clan.

Vehemente.

Riesenreich.

The Kult.

Scarlet Moon Empire.

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## POWERS & ABILITIES

**Chi Manipulation:** Senko is capable of harnessing her chi, on a foundational level.

To the point where she has access to all of its capabilities, applications, techniques and associations. She has unfathomable reserves, as she spends months at a time meditating—becoming harmonic with the latent energy of not only herself, but the very cosmos. Through this intensive study she has strengthened both her mind, body and soul to impervious levels.

Every fight she purposely keeps her chi condensed; absorbing foreign and domestic wavelengths of energies and forces to fine tune her essence. To train her body to withstand these forces, adapting through her chi's memory. And powers she could not use her own power for she borrowed from the universe. As a result of this continuous training, she calls Chūshin, Senko went from one of the greatest chi manipulators to THE greatest chi manipulator in her entire bloodline. She was seen controlling it,

effortlessly, on a sub-atomic level. Where she can not only shape surrounding elements and atoms to her will, but copy them using her Chi. This was just one of the many uses of her life force she could exert upon the environment. Later, after her mother died Senko gained an aspect of her chi. Which merged her body on a fundamental level with the latent energy she had been constantly training. This prevented her from aging, increased her physical perimeters by several increments and even made her control over chi more foundational rather than external. Not only can she now manipulate the essence of herself and the cosmos. She can anchor that control to wherever she is and become the sole beacon of life.

Her mere presence increases vitality in her surroundings. Wukong regarded her as the LAST immortal. She does not consider herself a goddess. Not at all, but her power is equally celestial. At least in the way it can alter and affect both the natural and unnatural world. She rarely uses raw chi outside of her fighting style(s) but some of the techniques she does use regularly are:

#### ***Jinsei no tatchi ( Touch of life )***

Senko is renowned for her ability to turn any object into a vicious weapon. She uses that often with rocks, sticks or even articles of clothing. She infuses it with chi, swirling immeasurable amounts of energy into an object to increase its durability to sustain her explosive combat style. Or even turn regular objects into split-second defenses.

#### ***Jinsei no dansu ( Dance of life )***

This technique was the most difficult of pure chi techniques for her to learn. It was her mother's specialty. The ability of turning the ambient energy into extensions of herself on the exact moment of contact with an opponent or their defenses. Now, that she has mastered it. She can strike from anywhere. She can bring herself anywhere with enhanced speed and protection from the chi in that area. She can even bypass barriers and spells like this. Since, Chi is latent energy. It resides in wait until harnessed.

#### ***Inochinoibuki ( Breath of life )***

When Senko takes a breath in a battle. It means that her body is evolving. Through inhaling, she empowers both her chi and physiology into one melody of adaptation. This is mostly used for battles against beings that possess more physical or ethereal capabilities than she has. It allows her to fight on their level, consistently. As well as refreshing herself to prevent fatigue or injuries that would damage her over time. Think of the inhale as self-purification and the exhale as self-evolution.

**Ryuzhang ( "Ryuusei Martial Arts" ) GRANDMASTER:** A martial arts style originated within the village of Ryuzai. This village was built near and operated hand in hand with the Hyaku lake. Originally, the first Ryuusei only practiced upon its surface. Where they solidified their balance, controlled their bodies, and manipulated the lake's energies to be able to spar and train upon its surface. It was a fighting style solely built upon that principle. Utilizing the energy of oneself in tandem with the environment to completely overwhelm an opponent. However, the split between the angelic fist bloodline and the demonic fist bloodline polluted the water's energies. It brought about the very concept of yin and yang. For a while, Ryuzhang perished because the balance used as a catalyst was no longer present. It was Senko, The first and her brother who reinstalled it. Born from different sides of the same coin, they fought upon Hyaku Lake.

This battle was so riveting. So enlightening. That it forced yin and yang back into one place. It released a massive shockwave of chi that affected not only the village, but the hallowed forest where the demonic fist bloodline resided. Good and evil perished in the flames of their battle. Differences became naught. Their battle is what made the Ryuusei chant. All their ancestors, the gods and even mythological beasts watched in earnest. Intrigued by the extent of power those two mortals emitted from every exchange of fists and kicks. They earned their favor that day. Not only that but they reshaped Ryuzhang. Every collision brought about a new technique, a new punch, a more lethal kick. And when they were done. They showed their respects and went their separate ways. They taught what they had learned during their battle to their ancestors.

They taught the Ryuzhang in three parts. **Body, Mind, and soul.** Each part of the fighting style not only utilized chi in its own way but offered its own wide range of standard techniques. While there are some heavy defensive styles of Ryuzhang. It is primarily offensive in nature. Chi is taught to not only stream through but constantly increase at the fists, feet, knees, shins, forearms, elbows, and the head. Which makes every blow and even every block dangerous to the opposition as they risk suffering from chi-shockwaves being emitted from striking these high-energy compact areas. Techniques include a variety of strikes, takedowns and counter blows that utilize these areas. The body portion of Ryuzhang is all internal energy. It increases the ferocity of these points and capitalizes on the explosive nature of chi-shockwaves to do external and internal damage to the opposition and their essence. Which is why Ryuusei are rarely deterred by magic or other unique, supernatural happenstance. They specialize in shattering it.

The mind branch of the Ryuzhang is all, as it states, mental. It revolves around the usage of one's natural attributes to further influence both the environment and opponent into favorable positions for the Ryuusei at hand. This includes the usage of afterimages, false strikes, chi-echo strikes and a plethora of other both non-corporeal and corporal applications for chi. It also includes abilities that augment their senses. This is where subtle shifts in the earth come in or bending elements stem from. It is all one fluid motion. When learning the mental branch of Ryuzhang the number one rule is that EVERYTHING around you is a weapon.

The last branch of the Ryuzhang is the soul branch. The soul branch is perhaps the most important and is always taught last. It is becoming one with one's own life force. To harness all three parts of the Ryuzhang in order to reach enlightenment. Enlightenment for a Ryuusei is dangerous. It releases the safeguards the body puts in place to prevent their chi or the surrounding chi around them from destroying them from the inside. These safeguards are called the FOUR CARDINAL DIRECTIONS. Or Hōkō. Each direction is associated with an elemental aspect of life. The more on master's a direction, the further it influences their chi. All Ryuusei are born with an affinity towards one of these Hoko. So, that is usually the direction they seek to master first. Earth to the east ( Azuma ). Water to the west ( Nishi ). Air to the North ( Kita ). And Fire to the south ( Minami ). Afterwards, is enlightenment. However, more advanced practitioners of Ryuzhang are capable of tapping into each gate at will. Masters of the style can enter or even maintain their enlightenment state instead of going through the four directions. Which means their body no longer has these gates.

Opening the Azuma gate grants one an unwavering connection with the area they are in. Their body hardens, tougher than the strongest of metals. Their strikes become heavier in terms of density and their ability to rejuvenate and heal is increased by several increments.

Opening the Nishi gate gives Ryuusei unrivaled fluidity in their movements. It also increases their reaction time and dilutes their perception as if their environment was operating beneath heavy, crushing waves. It is a gate that is highly focused on instincts.

Opening the Kita gate gives a Ryuusei more freedom of movement. Whereas the water gate gives fluidity and agility. The air gate gives more raw speed. It also allows Ryuusei to flow without putting any effort into it. Their senses also become linked to the air around them, reacting from the smallest vibrations in the air.

Opening the Minami gate gives a Ryuusei devastating explosive power. The chi in their body erupts periodically from their form. Which can be utilized in tandem with combinations or elemental control. This is perfect for shattering stalwart defenses or finishing an unsuspecting opponent off. Their body heats up exponentially which is their muscles overworking themselves.

Enlightenment is not only the combination of all of the other gates, but it is the perfect state. Where their physical parameters are increased exponentially and they go from a captain America level to being able to fight on par with demi-gods with minimal effort. Everything comes together in enlightenment. They are deadly in this form, even more so than regularly.

Ryuzhang is both free and open. It can adjust and adapt to anyone who learns it. Which is why it is revered by the gods and can be utilized by both the angelic and demonic fist bloodlines. It can be incorporated with weapons, even other races or beings can learn it. Just like other martial arts, it has a ranking system. Which is depicted by a badge on their Gi. Bronze, silver, Gold, Platinum, Diamond, Masters and finally, grandmasters. As it stands, only Senko and her sister are Grandmasters. There are elders in the village that also hold this title. An elder for each direction.

## **SENKO STYLE**

Senko is a grandmaster at Ryuzhang. As such, she has mastered all cardinal directions. In a constant state of enlightenment puts her increments above other members of her bloodline. She calls her specific style of combat, 'SENKO-STYLE' and it emphasizes on the combination of fluid movements, a frightening state of calmness and explosive power. It is a mix of several styles that she has encountered over the years. Only recently has it become perfected. She trained in the elemental styles of the Riesenreich, trained in the dark arts alongside the Kult and even learned a thing or two from WUKONG himself. Her adventures all throughout the genocidal realm has led to her version of Ryuzhang being so different it is its own, sub-branch of the grandiose martial art. The combination of several style incorporated so flawlessly the techniques she utilizes no longer resembles any other style, but rather compliments her own. All she really did was learn new techniques and fit them into categories OF Ryuzhang. A martial arts genius when it comes to not only out maneuvering her opponent, but striking them down as cleanly and as efficiently as possible. As such, her favorited techniques are rare to see. Though, she does have a plethora of them

separated in three categories: Surging, Flawless and elemental. These three encompass a wide range of abilities and techniques she incorporates into her martial arts.

#### Surging manifest kick.

A simple roundhouse kick that is almost always deployed after she closes the distance on a long-ranged opponent. It only uses her waist and legs. It does not require a solid foundation, chi itself acts as the base she kicks from and rotates on. She first raises her left knee of the kicking leg so that the knee is aimed toward the target. She then pivots on the balls of her right foot and turns her hips over slightly so that her body is turned sideways toward the target. The leg is then straightened to kick, so that the shin of the leg is moving in an arc that's parallel to the ground as she is kicking. Chi becomes more focused along the shin and foot; it hardens atop her epidermis. Another layer of chi is utilized around the limb that utilizes a saw-like motion. This is the surge. And the manifest is that the kick takes place moments before she is actually seen. The entire motion of kicking is done through an afterimage leading it.

#### Surging manifest jab.

It works the same way as its kicking counterpart. However, instead of one jab foreshadowing. It is multiple punches, all infused with chi to do massive surface damage. She does not just infuse them with dense chi, however, she infuses them with a volatile aspect of her life force. So, that every punch explodes into a ferocious detonation. The wind generated from her actual strike forms a cone starting from her shoulder that encompasses the entirety of the direction the initial jab is going into. This cone then directs the shock-waves, synthetic heat and force behind each explosion into the opponent's general direction. It can be augmented to attack a certain point, but otherwise it deals MASSIVE damage. It can also be altered. She can completely halt the explosions and bring them out BEHIND the opponent long after the enemy has dealt with the initial jab. The 'wind' is really a container and she can deposit the chi there instead of releasing it.

#### Surging manifest axe-kick.

As all surging manifest techniques. It is started with an afterimage, which is only present a moment AFTER her kick has already ended its trajectory. The axe kick is shrouded in an invisible layer of chi. This layer of chi is massive; several feet long, at least four feet wide. It is in the form of a downwards blade with a razor, sawing edge that gives off similar air vectors as their environment and a standard kick. This is to cut the opponent in half with her descending heel. The heel itself is reinforced by a dense layer of chi, utilizing isolated weight manifested by her chi. So, that when her

kick lands their head is snapped downwards to make it harder for them to evade or react to the descending blade coming inches after her strike.

Surging manifest hook.

This technique undergoes the same afterimage technique that the other surging manifest techniques. However, it is mirrored. Whichever direction the hook is actually coming from. The afterimage comes from the opposite side. This afterimage, however, is brighter than she is. It is filled with volatile light born from her chi. Explosive in nature, it causes the area on that said to explode. Essentially knocking the opponent closer to the arc of her original hook. The explosion comes before the afterimage completes its fake hook. After the explosion the afterimage disperses to coat Senko's real fist as it descends towards the side of her opponent's skull or jaw. This does immense surface area damage. It is one of her favorite moves to tether in to combos.

Three step surging tide; manifestation of dominance.

This was one of her first combinations developed. A flawless execution that almost always starts with an empowered object. She picks it up and infuses it with a portion of her vicious chi. Which used to be given away by her once pink chi blinking rapidly. However, after her ascension. Her chi is invisible. Which makes the object's explosive nature that much more hidden. The second step is: She then will strike with or throw the object at the opponent. The third step: is upon their reaction detonate it into an explosion of chi saturated heat, shrapnel and force. It is not only a way to surprise the opponent, but it further saturates the area for several meters ( 30 ) with her essence. This is one of her most abrupt ways of taking not only first blood, but territory dominance.

Three step surging tide: Manifestation of victory.

Another combination done in threes. The first step is that she always starts with a pulse of her chi, approximately thirty feet in every direction. It saturates the field directly, instead of her using an object or catalyst. This is usually hidden by way of an aroma or even a brief flash of light. The second step is her movement. She dashes forwards in a blur, where only her first step toward the opponent is all that is seen. This creates an afterimage of her not only going toward her opponent but performing an attack. The image then explodes, using the already ambient chi to bridge the crowd control effect of 'STUN' through a temporary overload of her energy in the opponent's nervous system which is done through transference of her energy traveling either through an opponent's energy or their bodies directly. An overload of the nervous system. The third and final step is her emergence from behind them, arms already wrapped around their torso. She then clutches tight, squatting down only to

launch them both into the air and with a vicious arch of her back and overhead toss she slams their skull into the ground. A devastating attack that has not only shattered spines, but skulls from impact.

Surging Manifest dragon: THE FLAMES OF RA.

This technique is one of the four elemental pinnacles of the surging branch of SENKO-STYLE. It draws from her internal rage. A wrath that has long since been locked away bursts free, superheating her chi to unfathomable levels. The sun itself pales in comparison to the ferocity of her never-ending energy. Then, at its climax the voyd swathes her chi. The spatial template itself is set ablaze by these translucent flames that are emitted by dimensional heat waves. It burns away all, leaving only the force of the forsaken beast that she is. The Voyd wyrm. White chi outlines a massive dragon with twenty wings and a serpentine body. It is 50 meters in length, thirty in width. The jaws open on her take off and the head tilts as she swallows the opponent into a purely entropic force that rapidly breaks down matter and energy into a plethora of different voydal pits. Until nothing remains. The flying kick seeks to pierce through and devour the opponent.

Surging Manifest Kracken: THE WATERS OF KH'ILA.

This technique is one of the four elemental pinnacles of the surging branch of SENKO-STYLE. It draws from her never-ending grief. That vast pain manifests her chi outwards, filling the area with tranquil waves and chi ripples. It feels ominously still, and its embrace is cold and heavy. It surrounds her on all sides for about fifty feet. Afterwards, she twirls into the cross stance; Zuo Pan Bu. The moment her momentum stops, eight tendrils of her chi erupt around her—writhing and heavy. These acts as an extension for her martial arts, strikes and other techniques. However, that is only one step of this multi-stepped dance. In truth, the tendrils are only an illusion. Once they erupt the ‘burden’ of her chi on the area takes effect. It increases the gravitational pull in the area significantly, making it harder to move. She can also use her chi to pull and slap her opponents around which helps her keep up the guise of the tendrils being real. By that time, it’s already too late. She’s capable of dishing out a surreal number of attacks once her opponent falls prey to this mystical projection. This was taught to her by a water nymph that served Gaea’s heart directly. A powerful warrior.

Surging Manifest vulture: THE WINDS OF JEXIA.

This technique is one of the four elemental pinnacles of the surging branch of SENKO-STYLE. It draws from her free-spirited nature. The dance her soul does as it climbs never seen levels. This expels from her body in the form of a translucent wind. It merges with the surrounding area, quickly. It carries with it the scent of Gaea so if used in an overly wooded area or a place rich in chi. The wind would be impossible to

tell from the natural air in the setting. This technique is highly dangerous, and she's only ever used it once before and that was during the Qipao vs. Ryuusei war. She turns this 'second layer of air' into microscopic chi blades. That she can adjust the length of and control at will. She usually saves this reveal for last. She'll attack and fight like normal, little cuts and scrapes here and there disguised as aftereffects of her strikes. Then, she'll full on swallow the opponent in a tornado of blades either externally or internally. It all depends on if the opponent inhaled the bladed air or not. If the situation calls for it though, she can use this ability without being subtle. She can also shrink the air for defense, compact it or even use it to manipulate the already present air in the area. It's versatile.

#### Surging Manifest Wolf: BIG PLANET ORIGIN.

This technique is one of the four elemental pinnacles of the surging branch of SENKO-STYLE. It is derived from her impenetrable will to protect Earth and its beauty. This came from her core. The heart of her very being. It was more of a passive style that could be transitioned into an active skill. Passively big planet origin increases Senko's durability against physical damage and the arcane arts the longer she remains on Earth. It also allows her to utilize lightning quick earth shifts to aid her movements and balance in combat. When switched to an active, empowered by her Chi, Big planet Origin springs to life. The ground is no longer an equal playing field. It is placing all of it's betting cards on Senko. Her manipulation of the area is startling in origin's range ( 50 meters in every direction ). This slowly consumes her chi to replace all of the active matter in the area with her chi—a perfect replication. Which would make even breathing a dangerous endeavor in that immediate space. It is also used on multiple opponents, often used in tandem with the WINDS OF JEXIA.

#### POWERS & ABILITIES CONT.

Ryuusei Shiryoku ( "Sight" ): A misconception about the Shiryoku is that it is an augmentation of the eyes. When, it is the evolution of their minds that extends to EVERY sense. This evolution came about due to the constant fluctuations of domestic, cosmic and earthly chi throughout every cell of their body. Primarily, their nervous system. The first generations had to develop this, but generations that followed were born with these enhanced senses tailored to the everlasting flow of latent energy. This sight is not only constantly evolving due to the plethora of energies a Ryuusei might encounter in their lifetime, but it is also further augmented by the Ryuusei chant. The chant is what allows them to see into other realms due to their ancestors, divine beings or mythological beasts sharing their blessing of sight with them long ago

after the magnificent battle between Senko and her brother, Masashi. Which also is what protects their senses from sensory overload.

**Ryuusei Chant:** The Ryuusei chant is a transcendental imprint layered around a Ryuusei's soul once they are born. It is the combined protection of thousands of their ancestors. Several feudal gods both old and new, as well as divine beasts. This protection is unseen and incapable of being tampered with by foreign forces or the Ryuusei themselves. It is an eternal safe guard on themselves and their chi. This extends to everything their chi coats as well. Essentially, the chant is a collision of wills, the nullification of conscious control, the negation of powers enacted on their person or abilities. However, this only applies to powers being cast on the Ryuusei or their abilities specifically. That does not mean their chi can't be blocked. This is the primary reason why Ryuusei can combat against any manner of being without being snapped from reality, hypnotized or anatomically disintegrated. They are also immune to voodoo. Now, this effect does not extend to other Ryuusei. Senko's chant is different, as every head of the clan's is. Her chant not only can protect her from external forces seeking to enforce sovereign over herself or her abilities, but it also an anchor. A spiritual anchor the any area she traverses into. An ability she received from her mother's child molding with hers. This means that any arena is a preferable area for her. She takes no stat, biological, ethereal or mental debuffs from any environment she is in.

-|**CHANT MARKS:** Chant marks are marks of victory that buff Ryuusei's mind, body and soul. It comes in sequences and 'upgrades' them at three. These arose after Senko ascended into Godhood. She noticed that the multiverse was getting stronger. There was a battle approaching. She had heard this from both Spark and the wykked. These chant marks were their way of constantly getting stronger as they fight for their name. Even Senko improves.

—Senko's current chant marks:

18

3

5 ( Chaotic Fist )

6

9

10 ( Bombshell of Bane )

12

15 ( Daughter of Destruction )

18

The Chant marks, at intervals of five, grant a new title bestowed by the elders of Hyakku and Senko herself. However, each five also represents a rise in status from mortality. There are multiple levels of celestials, just as there are multiple levels with chi. They rise as they rise with their life force.

Shakunetsu no ikari ( Searing rage ): This is her passive. It is tainted by the kult's touch and enhanced by her own, passive flow of chi throughout her body. It almost always starts as a skin-tight layer of chi that evolves in intervals of three. The first evolution occurs in the form of reinforcement. Which it builds entirely up to it completely fortifying itself against not only the opponent's essence, but all manner of harmful stimuli. The second evolution is heat. It begins to bleed an ancient, dark heat. One that penetrates deep into the body, scorching bone from the slightest of touch. This second evolution is finished once a ten foot aura of this unfathomable heat is established. The third and final evolution is erosion. Her strikes, her techniques can now passively erode everything it comes into contact with. The stain of the kult is only seen or felt by those who are familiar with the voyd or their dark arts because this heat is not truly heat but a realistic way of letting those affected by this technique that they are being attacked in the most nefarious way. It is banishment. She isn't eroding truly, she is sending atoms at a time into the nothingness.

The Law of Advanti: Which is essentially a small realm overlap that is a constant flux of push and pull motions. Senko was also bestowed her own law by the Kult. In exchange for her service, along with a cloak of naught. The law of advanti works entirely based on motion, momentum and movement. It is an absolute direction that can be enforced over the opponent, the environment or herself. She can cast, through chi, either a forwards vector or a backwards one over the targeted area/person at an unfathomable speed or a sluggishly slow pace. This could be used to dodge linear attacks or bring her closer to an opponent. If they don't have a defense against speed resistance, she could crush someone by yanking them to her exceptionally fast or slow down an incoming attack. She can also use it on herself, as the law itself has no speed limit on the manner it vectorizes what it is influencing. It is dangerous, especially when used in tandem with other techniques. Even her expertise, however, she can only use it thrice per battle. Corruption is all too possible.

Seikaku-sa ( "Accuracy" ): Senko was born with supernatural hand-eye coordination. Gifting her with perfect balance, superior motor skills and flawless aim. It also explains why her reflexes and precision have always been apex metaphysical.

Adomopathy: As a Ryuusei. Psychometric reflexes seemed to develop at a young age. The requirement to know any and all movements when you only saw a single demonstration trained this. Until, it was something she could do without going over the image and its movements over and over in her mind. Thus, making her the perfect student - - and the perfect student. Since, she never forgets the styles she takes.

## POSSESSIONS

Ōhirume-no-Muchi-no-Kami.

These gauntlets were a gift. Forged from the sun goddess herself after Senko's grandiose victory over the avatar of Ecoythe during the war of horrors. The war had left many, if not all pantheons in shambles. Gods were mere shells of themselves, empty of what faith they once had placed within them. It was Amaterasu, the Japanese sun goddess, who placed her faith into Senko. She had come down in a dream; free of dimensional constraints and ethereal laws. It was her all or nothing attempt at saving not only her brothers and sisters, but the people they reigned over. Senko was astonished. In all of her time traveling the mystical lands of Japan. She had never once had a god bow to her. She decided then that she would save humanity no matter the cost. Her victory was what led to Amaterasu pleading for her siblings to loan her some of their power so that she could forge one last piece of divine weaponry.

The gauntlets were made from the celestial realm. Woven from its hallowed clouds, reinforced by their steels—blessed in their waters, forged in their fires. They are segmented, starting from behind Senko's elbows extending all the way to her fingertips. The tips of her fingers, knuckles, and her elbow are capped with dense spikes. The base of the gauntlet, or rather the plating was carapace in nature. Held together by a single hair from the goddess that allows them to change color at will, or even become completely invisible.

They are immaculate. Imbued with the powers of the sun goddess. Which include DIVINE heat manipulation, immunity, conjuration and shaping. She weaves this element into her strikes. The gauntlets themselves are also renowned for their durability and high-penetration qualities as well. After all, they were forged by a god. It is only natural that they be capable of allowing one to defeat divine opponents and their enemies.

Ruyi Bang.

The legendary staff of wukong that was gifted to her after she defended the Chinese pantheon from the army of horrors. It was all black with a golden ring at each end. In the center, SENKO RYUUSEI, THE SECOND was inscribed in halcyon letters. It carried an unbreakable bond. A burden that only she could carry the weapon after it was passed on from the monkey king, making it unbearable for any one else—divine or otherwise, to wield such a weapon. It can be called to her immediate location from anywhere, even if she is in a different dimension. It, in itself, is a weapon that resonates on all planes of existence. Meaning it can harm beings that are incorporeal and strike the god of avatars in the process. Ryui Bangs primary ability, however, is the power to manipulate every aspect of itself. It can clone itself. It can alter its weight, its length, and its width at Senko's will. Its durability is comparable to Zeus' masterbolt and even if damaged—can regenerate.

Name: Cloak of Naught.

Type: Utility.

Description: She wears it as a Kimono.

Information: It's a symbiotic, tangible void.

## BLESSINGS

### WUKONG

- |From Wukong she gained his immeasurable durability, agility, and magical hair. She can project carbon copies of herself with a single strand of hair. He also gave her his pole. Ruyi Bang. Ruyi bang can increase or decreasing its length. Increasing or decreasing its weight. It is extremely durable, capable of harming high-tiered celestials and even regenerating damage done to it. It is magically enchanted; an enchantment engraved in its design to prevent anti-magic from weakening the blessing. The enchantment is its weight. Light to her, incapable of being lifted by others.

### AMATERASU

- |From Amaterasu her chi was given a fragment of her eternal flame. A piece of the heavenly sun. Which could incinerate all who came in contact with it. It is the highest form of chi manipulation. It is said that when Senko taps into this power, the flames she produces from her life force are translucent. Invisible. This is a power, Senko states, that is reserved for killing those who can't be killed by normal means. Aka her fists.

## LONGMU

-| From Longmu, Senko was granted a draconic mural of tattoos spawning from her left ankle, along her leg—up her thigh, across her waist to her shoulder and down her right arm. These were dragons of old. Elder wyrms from ancient china. They glowed when she was in serious combat, granting her movements unrivaled fluidity. Which further stacked atop of her already heightened agility.

## RAIJIN

-| From Raijin she gained utter destruction. She found her strength pushed to immeasurable heights, even more so when using it for offensive endeavors. Her hits sounded like thunder, strikes that blazed across the battlefield like lightning.

## TIMELINE OF HER LIFE, THE STORY OF SENKO RYUUSEI ( II )

Ever since her meeting with the Wykked. Senko was cursed by Ecoythe. The ancient judo-Christian gothic entity made it so that she would experience her life from every aspect, forever. She was ‘resurrected’, randomly throughout Earth, at different ages.

Ages that I’ve put into this system:

### Bronze Age:

- This is also where she tutors under Anshin and fought in the RPC realm.
- Chaotic Fist Senko.
- This is when she’s more of a mercenary to Vehemente than a real member.
- Angelic fist is still alive.
- Where she fights Senko for the right to attend Ryuzhang.
- She is given her mother’s baseball bat gravija.
- She also joins Scarlet Moon Empire.
- She also gains a sword in the form of a Netaru. A blade as hot as the sun’s core and beyond. The ultimate burning spirit blade.
- Her chi is hot pink here.

### Silver Age:

- Senko I dies.
- There is a clan war between the Ryuusei and their cousins the Qipao ( who were responsible for Senko 1’s death )
- This is where Akane and Senko split.
- This is where Senko becomes an official member of Vehemente.

- She has Hyojin, her first son.
- This is where she becomes champion of Earth by defending the heart of Gaea from Ares and his forces.
- She's also adopting calmer chi. Candy pink, Aqua and white.
- She also meets the Wykked here, but it's in passing. She is also exposed to Etharian powers as well. This includes a spar and additional teachings from the White dragon of domination and the XO of Vehemente, Mynx.
- Gives Hyojin Gravija, her baseball bat.

#### Gold Age:

- Senko becomes a herald of the Kult and gains the wrealm ADVANTI.
- Her chi is translucent.
- She's no longer attached to Vehemente, only occasionally saving a few people along her path.
- She has Shin.
- She meets many Shinto and Chinese gods here, her travels take her all over Asia to see once again connect with her roots. She mainly studies under Amaterasu and Wukong.
- Her connection with Earth is immense. Her chi spring in its bloom. She's also learning to tapping into Cosmic Chi.
- She has Mirai.
- Senko also fights Hyojin for the final time and takes Gravija, her bat back.

#### Platinum age Senko:

- Her travels take place with different ages the most here. A nomad, but her home is Moon Village. A town where Spark also stays. He coaches her on training her spirit.
- Senko gives Shin wukong's pole.
- Later, she becomes leader of several organizations. She becomes CEO of Vehemente for the first time, commanding forces rather than doing the work herself. She also becomes general of Vehemente before that and general of Scarlet moon empire.
- At her last few stops, she's even given a spot in the first divine of the Riesenreich's divine knights.
- The Sicarii, an alien race hell bent on genocide, revealed its true natures. They served her, oddly enough. It was later revealed that they were children of Gaea.
- Her chi is aqua blue here.

#### Apocalyptic Age Senko:

- Senko is a goddess here. Or rather, she is a child of Gaea in essence—purely. More akin to a Nymph.
- Here, she becomes the Northern dragon of the four cardinal directions.
- She takes up the moniker of 'HOLY FIST' as well as serving as Spark's direct Monk ( monk of the divine dragon )
- Her final divine feat is becoming Amaterasu herself, taking the moniker when the goddess fell ill.
- Her chi is clear here.
- Afterwards, she fell into sin. She was exposed to Shevu'ah who curses her with her infernal blood. This also takes place as Ecoythe enters Senko through her wrealm ( ADVANTI )
- She becomes a hellion by the name of Sol Infernum, forever hunting in Ecoythe's steed—feeding the tower of babel.
- Her chi here is Deep red edged in black.

### Prime Age Senko

- Senko resets from a young age once again. She returns to Wukong, as well as Gaea and Amaterasu. She gains the goddess' sun blade. As well as Wukong's pole.
- She occasionally works for Vehemente here and there, but mostly she is curious in reconnecting with her family.
- For some odd reason her age doesn't grow anymore. She's almost permanently a teen.
- This form is the strongest version of Senko. She retains her Kult abilities, whilst sprouting her mother's aqua blue chi.
- She is nice, free-spirited, caring.
- She lives in Moon Village now as their wandering chief.
- TBC.
- Gains the Moniker, 'Luminary Fist' from the great elders. The mantel has finally been passed.

### Neo Age Senko