Character Description

Name: Akira Fujiwara
Age: 24
Gender: Male
Height: 6'9
Weight: 275 kg
Race: Human
Ethnicity: Japanese
Time as a Scum: 8 years
Grade / Ranking: No old and torn cp Jujutsu High jacket, and sheep black baggy jeans with genuine holes in them, the jeans are so old that have to filled with short hot underbust metal bars.
Misc. Info:

CC Base Stats

	Modifier	Bonuses	Current CE	Unarmed Damage
Total Current Energy Reserves	1000		0	1d10 + 2
Physical Strength	4	0	0 **Max Hitpoints**	**Current Tool Damage**
Stamina / Endurance	3	0	30	1d10 + 0
Speed	4	0	0 **Hitpoints**	1d10 + 0
Durability	4	0	0	1d10 + 0
Current Energy Manipulation	5	0	0 **CE Cost Mod**	**Attacks**
Current Technique Stats		0.600		3
Power	0	0 AC	**Bonus AC**	
Range	5	0	13	0
Utility	4	0		

CE Expended: CE Barriers: CE Flat: Total Expended: CE Remaining: Max RCT: Max Current RCT

0 0 2

Current Technique Description

Person Like cutting edge but uses a stabbing motion instead of a slash. Can be used to propelle from the tip of the sword. More powerful than slash but have less area range. Technique Range: 10 m. Area: 1 m. Target will be moving quickly in repeating motion. Can be used to rapidly send tablets or slabs.
Technique Range: 10 m. Area: 1 m. Duration: 5 Increased Accuracy: Due to detachto control, throwing these tablets will be more accurate Increased Damage: Because of the tablets, it will be discharged all around the knife creating more damage. The amount of output increases with the amount of tablets.
Bind: The user can explode the knives wherever they want. This can create a sizable wound if done on a vital organ. Can be used to trap enemies.
Charged Shatterer: He enter Sheer to Improve mobility.
Charged Stabbage: CE to help launch the user or cause more damage.
Motor Supernatur: For a split second he can stand still in the air. Can be used to dodge or create an ambush. Duration: 1 second
Increased Speed: The shoes increase speed.

Potential Battle Plan:

Please include a base technique over-all's upper cost of the technique, before accounting for the cost of Modifications. Generally speaking, mind-breakers contact techniques can be considerably cheaper than other techniques, as they don't need to actually hit their target to be effective. Techniques with a CE cost of 1000 or more should be reserved for Special Grade or Special Grade Plus characters, and should be considered Hero Tier Techniques or exceptions of a 1,000. Using more reserve energy than a character has in their CE Pool is impossible.

Reversed Cursed Technique Checklist

RCT for self-healing	☐
RCT for healing others	☐
Cursed Technique Reversal	☐

Selecting RCT for healing others requires that the character be at least First Grade, and have Cursed Energy Manipulation of 14 or higher.

Anti-Domain Abilities	
Hollow Wicker Basket	
New Shadow Style: Simple Domain	☑
Secret Art: Falling Blossom Emotion	☐
Domain Amplification	☐

You can NOT have access to Falling Blossom Emotion unless your OC belongs to one of the 3 big sorcerer families in Japan. OCs that belong to the Zenin family can only have access to Simple Domain or Simple Domain. ONLY Special Grade 1s and Special Grades can also select Domain Amplification.

Barrier Technique Access / Usage

Empty Barrier	☐
Curtains	☐
Incomplete Domain	☐
Complete Domain	☐
Sure-Hit	☐
Rule-Based	☐
Field Activation	☐
Open Barrier Domains	☐
Barrier Condition Altering	☐
Domain Refinement	☐

For Domain Expansions, a Character must have CE Manipulation of 8 or higher. Pure Barriers and Sure Barriers require a CE Manipulation of 10 or higher. Rule-Based and Domain Refinements require both Domain Expansions and CE Manipulation of 12 or higher.

For the DR overtaker Technique provide a link to it in the box encroaching it, you can use any Barrier Technique listed on the sub before, but you should ask the Ex-spread for the specific technique and we'll discuss if it could be allowed.

Domain Refinement controls your domains force to cursive. It is over 9000 CE to use this technique.

Cursed Technique Checklist

Extensions	☐
Revenge	☐
Maximum	☐

Shikigami Levels

		Shikigami Amount
Shikigami #1	Special Grade	0
Shikigami #2	First Grade	0
Shikigami #3	Second Grade	0
Shikigami #4	Third Grade	0
Shikigami #5		0

Shikigami Amount: 0

Reveal Link To Current Technique Post:

"Your technique SHOULD be posted in the Chaos Room, and then "submitted" to the Moderators" if not this sub.

Only 5 Cursed tool is allowed, unless controlling shikigami is a part of your OC's technique, in which case 10 cursed tools are allowed. Any cursed tool SHOULD be posted in the C Section.

Shikigami Cannot permanently die and can be resummoned as an action. (Tools, aka Balls)

Current Tool #1 Stats		Current Tool #2 Stats		Current Tool #3 Stats	
Power:	0	Power:	0	Power:	0
Range:	0	Range:	0	Range:	0
Utility:	0	Utility:	0	Utility:	0

Link to Cursed Tool Post:

Current Tool Explanation / Show Description:

Heavenly Restriction, Binding Vow and Special CE Trait Stat block below:

Does the OC have a Heavenly Restriction?

Heavenly Restriction? ☐

If yes, explain here:

This is a binding vow placed on the character. This could be anything from a power trade-off to a more pure type of benefit, or a mix of both. The power and economics of this either the same as Sorcerers and Mark The Ancient Ones, or lesser, or amazingly depending on the base of this Heavenly Restriction.

Does the OC have a Cursed Restriction/Technique Restriction/Vow?

Cursed Restriction? ☐

If yes, explain here:

This is a binding vow placed on the character. This could be anything from a power trade-off to a binding vow with another character. Please elaborate on any existing vow in this category.

Does the OC have a Special Cursed Energy Trait?

Special Cursed Energy Trait? ☐

If Yes, Explain in the Provided Box:

If a special Cursed Energy Trait is not listed in the CT or OC post, please do not add one in this section.

Point Buy Breakdown

Total Available:	75
Total Used:	37
Points Remaining:	38
Stat Cost Breakdown	
Strength Cost:	3
Stamina Cost:	3
Speed Cost:	3
Durability Cost:	3
CE Manip Cost:	6
CE Reserves Cost:	2
CT Cost Breakdown	
Power Cost:	1
Range Cost:	6
Utility Cost:	3
Extensions Cost:	6
Reversal Cost:	0
Maximum Cost:	5
Technique Breakdown	
Base Cost:	0
AoE Cost:	2
Barrier Costs:	0
Special Traits	
Heavenly Restriction:	0
Binding Vow:	0
CE Trait:	0
Cursed Tool Costs	
Cursed Tool 1 Cost:	0
Cursed Tool 2 Cost:	0
Cursed Tool 3 Cost:	0
Shikigami Costs	
Shikigami Type 1 Cost:	0
Shikigami Type 2 Cost:	0
Shikigami Type 3 Cost:	0
Shikigami Type 4 Cost:	0
Shikigami Type 5 Cost:	0

*Stay grant extra points available (Stamina / Endurance

Shikigami 1 Base Stats

	Special Grade	Modifier	Bonuses	Current CE	Unarmed Damage
Total Current Energy Reserves	1000			0	1d10 + 2
Physical Strength	0	2	0	**Max Hitpoints**	
Stamina / Endurance	0	2	0	20	
Speed	0	2	0	**Hitpoints**	
Durability	0	2	0	0	
Current Energy Manipulation	0	2	0	**CE Cost Mod**	**Attacks**
Current Technique Stats		0.75			3
Power	0	2	0 AC	**Bonus AC**	
Range	0	2	0	14	0
Utility	0	2	0		

CE Expended: CE Barriers: CE Flat: Total Expended: CE Remaining:

0 0

Abilities

Responsable	☐	CE Trail	☐	Swarm	0
Flight	☐	Cursed	☐	Separate CE	☐
Large	☐	Unique CT	☐	Strategic	☐

Shikigami Point Buy Breakdown

Total Available:	60
Total Used:	0
Points Remaining:	60
Stat Cost Breakdown	
Strength Cost:	0
Stamina Cost:	0
Speed Cost:	0
Durability Cost:	0
CE Manip Cost:	0
CE Reserves Cost:	0
Abilities	
Power Cost:	0
Range Cost:	0
Utility Cost:	0
Ability Costs:	0

Shikigami 2 Base Stats

	Second Grade	Modifier	Bonuses	Current CE	Unarmed Damage
Total Current Energy Reserves	1000			0	1d8 + 2
Physical Strength	0	2	0	**Max Hitpoints**	
Stamina / Endurance	0	2	0	20	
Speed	0	2	0	**Hitpoints**	
Durability	0	2	0	0	
Current Energy Manipulation	0	2	0	**CE Cost Mod**	**Attacks**
Current Technique Stats		0.75			2
Power	0	2	0 AC	**Bonus AC**	
Range	0	2	0	11	0
Utility	0	2	0		

CE Expended: CE Barriers: CE Flat: Total Expended: CE Remaining:

0 0

Abilities

Responsable	☐	CE Trail	☐	Swarm	0
Flight	☐	Cursed	☐	Separate CE	☐
Large	☐	Unique CT	☐	Strategic	☐

Shikigami Point Buy Breakdown

Total Available:	30
Total Used:	0
Points Remaining:	30
Stat Cost Breakdown	
Strength Cost:	0
Stamina Cost:	0
Speed Cost:	0
Durability Cost:	0
CE Manip Cost:	0
CE Reserves Cost:	0
Abilities	
Power Cost:	0
Range Cost:	0
Utility Cost:	0
Ability Costs:	0

Shikigami 3 Base Stats

	First Grade	Modifier	Bonuses	Current CE	Unarmed Damage
Total Current Energy Reserves	1000			0	1d10 + 2
Physical Strength	0	2	0	**Max Hitpoints**	
Stamina / Endurance	0	2	0	30	
Speed	0	2	0	**Hitpoints**	
Durability	0	2	0	0	
Current Energy Manipulation	0	2	0	**CE Cost Mod**	**Attacks**
Current Technique Stats		0.75			2
Power	0	2	0 AC	**Bonus AC**	
Range	0	2	0	11	0
Utility	0	2	0		

CE Expended: CE Barriers: CE Flat: Total Expended: CE Remaining:

0 0

Abilities

Responsable	☐	CE Trail	☐	Swarm	0
Flight	☐	Cursed	☐	Separate CE	☐
Large	☐	Unique CT	☐	Strategic	☐

Shikigami Point Buy Breakdown

Total Available:	30
Total Used:	0
Points Remaining:	30
Stat Cost Breakdown	
Strength Cost:	0
Stamina Cost:	0
Speed Cost:	0
Durability Cost:	0
CE Manip Cost:	0
CE Reserves Cost:	0
Abilities	
Power Cost:	0
Range Cost:	0
Utility Cost:	0
Ability Costs:	0

Shikigami 4 Base Stats

	Third Grade	Modifier	Bonuses	Current CE	Unarmed Damage
Total Current Energy Reserves	1000			0	1d8 + 2
Physical Strength	0	2	0	**Max Hitpoints**	
Stamina / Endurance	0	2	0	20	
Speed	0	2	0	**Hitpoints**	
Durability	0	2	0	0	
Current Energy Manipulation	0	2	0	**CE Cost Mod**	**Attacks**
Current Technique Stats		0.75			1
Power	0	2	0 AC	**Bonus AC**	
Range	0	2	0	8	0
Utility	0	2	0		

CE Expended: CE Barriers: CE Flat: Total Expended: CE Remaining:

0 0

Abilities

Responsable	☐	CE Trail	☐	Swarm	0
Flight	☐	Cursed	☐	Separate CE	☐
Large	☐	Unique CT	☐	Strategic	☐

Shikigami Point Buy Breakdown

Total Available:	20
Total Used:	0
Points Remaining:	20
Stat Cost Breakdown	
Strength Cost:	0
Stamina Cost:	0
Speed Cost:	0
Durability Cost:	0
CE Manip Cost:	0
CE Reserves Cost:	0
Abilities	
Power Cost:	0
Range Cost:	0
Utility Cost:	0
Ability Costs:	0

Shikigami 5 Base Stats

	Fourth Grade	Modifier	Bonuses	Current CE	Unarmed Damage
Total Current Energy Reserves	1000			0	1d8 + 2
Physical Strength	0	2	0	**Max Hitpoints**	
Stamina / Endurance	0	2	0	20	
Speed	0	2	0	**Hitpoints**	
Durability	0	2	0	0	
Current Energy Manipulation	0	2	0	**CE Cost Mod**	**Attacks**
Current Technique Stats		0.75			1
Power	0	2	0 AC	**Bonus AC**	
Range	0	2	0	8	0
Utility	0	2	0		

CE Expended: CE Barriers: CE Flat: Total Expended: CE Remaining:

0 0

Abilities

Responsable	☐	CE Trail	☐	Swarm	0
Flight	☐	Cursed	☐	Separate CE	☐
Large	☐	Unique CT	☐	Strategic	☐

Shikigami Point Buy Breakdown

Total Available:	20
Total Used:	0
Points Remaining:	20
Stat Cost Breakdown	
Strength Cost:	0
Stamina Cost:	0
Speed Cost:	0
Durability Cost:	0
CE Manip Cost:	0
CE Reserves Cost:	0
Abilities	
Power Cost:	0
Range Cost:	0
Utility Cost:	0
Ability Costs:	0

Shikigami 6 Base Stats

	Special Grade	Modifier	Bonuses	Current CE	Unarmed Damage
Total Current Energy Reserves	1000			0	1d10 + 2
Physical Strength	0	2	0	**Max Hitpoints**	
Stamina / Endurance	0	2	0	20	
Speed	0	2	0	**Hitpoints**	
Durability	0	2	0	0	
Current Energy Manipulation	0	2	0	**CE Cost Mod**	**Attacks**
Current Technique Stats		0.75			3
Power	0	2	0 AC	**Bonus AC**	
Range	0	2	0	14	0
Utility	0	2	0		

CE Expended: CE Barriers: CE Flat: Total Expended: CE Remaining:

0 0

Abilities

Responsable	☐	CE Trail	☐	Swarm	0
Flight	☐	Cursed	☐	Separate CE	☐
Large	☐	Unique CT	☐	Strategic	☐

Shikigami Point Buy Breakdown

Total Available:	70
Total Used:	0
Points Remaining:	70
Stat Cost Breakdown	
Strength Cost:	0
Stamina Cost:	0
Speed Cost:	0
Durability Cost:	0
CE Manip Cost:	0
CE Reserves Cost:	0
Abilities	
Power Cost:	0
Range Cost:	0
Utility Cost:	0
Ability Costs:	0