Character Description

Name: Hero zero
Age: 29
Gender: female
Height: 877
Weight: 160
Race: Asian
Ethnicity: korean
Time as a Sorcerer: 1 year
Grade / Ranking: Grade

Misc. Info

CC Base Stats		Modifier	Bonuses	Current CE	Unarmed Damage
Total Cursed Energy Reserves	75002		0	0	1d10 + 3
Physical Strength	0	3	0	Max Hitpoints	Current Text Damage
Stamina / Endurance	0	3	0	35	1d10 + 3
Speed	0	3	0	Hitpoints	1d10 + 0
Durability	0	3	0	0	1d10 + 0
Cursed Energy Manipulation	0	3	0	CE Cost Mod	Attacks
Cursed Technique Stats			0.005		3
Power	13	6	0 AC		Bonus AC
Range	13	5	0	12	0
Utility	13	5	0		
CE Expended / CE Barriers	CE Flat	Total Expended	CE Remaining	Max RCT	Max Current RCT
		0	0	136	

Point Buy Breakdown

Total Available:	75
Total Used:	147
Points Remaining:	-172
Stat Cost Breakdown	
Strength Cost:	2
Stamina Cost:	2
Speed Cost:	2
Durability Cost:	2
CE Manip Cost:	3
CE Reserves Cost:	2
CT Cost Breakdown	
Power Cost:	13
Range Cost:	8
Utility Cost:	12
Extensions Cost:	0
Reversal Cost:	0
Maximum Cost:	0
Technique Breakdown	
Base Cost:	2
Anti Domain Cost:	1
Barrier Costs:	6
Special Traits	
Heavenly Restriction:	0
Binding Vow:	0
CE Trait:	0
Cursed Tech 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:	60
Shikigami Type 4 Cost:	0
Shikigami Type 5 Cost:	0
Shikigami Type 6 Cost:	0

sacred	second grade	Modifier	Bonuses	Current CE	Unarmed Damage
Total Cursed Energy Reserves	1000		0	0	1d8 + 3
Physical Strength	0	2	0	Max Hitpoints	
Stamina / Endurance	0	2	0	20	
Speed	0	2	0	Hitpoints	
Durability	0	2	0	0	
Cursed Energy Manipulation	0	3	0	CE Cost Mod	Attacks
Cursed Technique Stats			0.005		1
Power	0	2	0 AC		Bonus AC
Range	5	2	0	8	0
Utility	5	5	0		
CE Expended / CE Barriers	CE Flat	Total Expended	CE Remaining		
		0	0		
Abilities					
Responsable	CE Trait	Swarm		0	
Flight	Control	Separate CE			
Large	Unique CT	Strategic			

Shikigami Point Buy Breakdown

Total Available:	15
Total Used:	15
Points Remaining:	0
Stat Cost Breakdown	
Strength Cost:	1
Stamina Cost:	1
Speed Cost:	1
Durability Cost:	0
CE Manip Cost:	1
CE Reserves Cost:	0
Abilities	
Power Cost:	0
Range Cost:	0
Utility Cost:	12
Ability Costs:	0

lan	special grade	Modifier	Bonuses	Current CE	Unarmed Damage
Total Cursed Energy Reserves	1000		0	0	1d12 + 5
Physical Strength	0	5	0	Max Hitpoints	
Stamina / Endurance	0	5	0	55	
Speed	0	5	0	Hitpoints	
Durability	0	5	0	0	
Cursed Energy Manipulation	0	5	0	CE Cost Mod	Attacks
Cursed Technique Stats			0.005		3
Power	17	8	0 AC		Bonus AC
Range	0	8	0	17	0
Utility	16	8	0		
CE Expended / CE Barriers	CE Flat	Total Expended	CE Remaining		
		0	0		
Abilities					
Responsable	CE Trait	Swarm		0	
Flight	Control	Separate CE			
Large	Unique CT	Strategic			

Shikigami Point Buy Breakdown

Total Available:	60
Total Used:	86
Points Remaining:	-26
Stat Cost Breakdown	
Strength Cost:	0
Stamina Cost:	0
Speed Cost:	10
Durability Cost:	6
CE Manip Cost:	6
CE Reserves Cost:	0
Abilities	
Power Cost:	17
Range Cost:	13
Utility Cost:	15
Ability Costs:	0

Capricorn	grade one	Modifier	Bonuses	Current CE	Unarmed Damage
Total Cursed Energy Reserves	1000		0	0	1d8 + 4
Physical Strength	0	4	0	Max Hitpoints	
Stamina / Endurance	0	3	0	34	
Speed	0	4	0	Hitpoints	
Durability	0	4	0	0	
Cursed Energy Manipulation	0	3	0	CE Cost Mod	Attacks
Cursed Technique Stats			0.06		1
Power	12	8	0 AC		Bonus AC
Range	17	8	0	10	0
Utility	16	8	0		
CE Expended / CE Barriers	CE Flat	Total Expended	CE Remaining		
		0	0		
Abilities					
Responsable	CE Trait	Swarm		0	
Flight	Control	Separate CE			
Large	Unique CT	Strategic			

*Stay grant extra points available (Stamina / Endurance

Shikigami Point Buy Breakdown

Total Available:	0
Total Used:	87
Points Remaining:	-87
Stat Cost Breakdown	
Strength Cost:	3
Stamina Cost:	1
Speed Cost:	3
Durability Cost:	3
CE Manip Cost:	2
CE Reserves Cost:	0
Abilities	
Power Cost:	12
Range Cost:	17
Utility Cost:	16
Ability Costs:	0

virgo	first grade	Modifier	Bonuses	Current CE	Unarmed Damage
Total Cursed Energy Reserves	1000		0	0	1d10 + 2
Physical Strength	0	2	0	Max Hitpoints	
Stamina / Endurance	0	2	0	28.05	
Speed	0	2	0	Hitpoints	
Durability	0	2	0	0	
Cursed Energy Manipulation	0	2	0	CE Cost Mod	Attacks
Cursed Technique Stats			0.75		2
Power	0	2	0 AC		Bonus AC
Range	0	6	0	10	0
Utility	0	6	0		
CE Expended / CE Barriers	CE Flat	Total Expended	CE Remaining		
		0	0		
Abilities					
Responsable	CE Trait	Swarm		0	
Flight	Control	Separate CE			
Large	Unique CT	Strategic			

Shikigami Point Buy Breakdown

Total Available:	20
Total Used:	29
Points Remaining:	1
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:	10
Ability Costs:	10

Skin	Second Grade	Modifier	Bonuses	Current CE	Unarmed Damage
Total Cursed Energy Reserves	1000		0	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	
Cursed Energy Manipulation	0	2	0	CE Cost Mod	Attacks
Cursed Technique Stats			0.75		1
Power	12	4	0 AC		Bonus AC
Range	13	4	0	8	0
Utility	13	4	0		
CE Expended / CE Barriers	CE Flat	Total Expended	CE Remaining		
		0	0		
Abilities					
Responsable	CE Trait	Swarm		0	
Flight	Control	Separate CE			
Large	Unique CT	Strategic			

Shikigami Point Buy Breakdown

Total Available:	15
Total Used:	23
Points Remaining:	-8
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:	5
Range Cost:	5
Utility Cost:	13
Ability Costs:	0

Curse Technique Description

The third one is Gemini, which summons two male t

The fourth one is Cancer, which is a giant crab that p

The 5th one is Leo, whose attack damages the sou

The sixth one is Virgo, which causes Hero to become

The seventh one is Libra which causes a simple dun

The eight one is Scorpio, which summons a scorpion

The ninth one is a cerebat that shoots out fire arrows

The tenth one is Capricorn. It swims faster, and atta

The eleventh one is Aquarius, which summons a ma

The twelve one is Pisces, which acts like Rabbit Swag

Domain Expansion: Unprecedented Consolidation

This domain expansions hand sign is the Hinoto gun

For Physical Strength, Stamina / Endurance, Speed, Durability, and CE Manipulation: the maximum bonus is 20, with +10 being Sukuna/Gojo level. Please do not leap and bound past this unless you have a very good reason. Physical Strength, Stamina / Endurance, Speed, Durability, and CE Manipulation Ranges: 0-10: Normal Human Range; 11-15: Third Grade Range; and 1-4: Fourth Grade Range. - For Cursed Energy Reserves: the attributes has amounts of 0-20 for 0-20 and 1000 for Second Grade, 2000 for First Grade, 3000 for Special Grade, 4000 for Special Grade Class, 5000 for Special Grade Class Plus, 6000 for Special Grade Class Plus Plus, 7000 for First Grade Range, 10000+ is considered Second Grade Range, 50000+ is considered Third Grade Range, and 100000+ is considered Fourth Grade Range

Reversed Cursed Technique Checklist

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

Selecting RCT for healing others requires that the character has 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 DC belongs to one of the 3 big sorcerer families in Japan. DCs that belong to one of the 3 big sorcerer families in Japan: Gojo Clan or Sequal Domain, ONLY Special Grade 1s and Special Grades can also select Domain Amplification.

Pictorial Battle Plan

Barrier Technique Access / Usage

Empty Barrier	☐
Curtains	☐
Incomplete Domain	☐
Complete Domain	☑
Sure-Hit	☐
Rule-Based	☐
Fast 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 Condition-Altering require both Domain Expansions and CE Manipulation of 12 or higher

For the DX overtaker Technique: provide a link to it in the box encompassing it. you can use any Rule-Based Domain Expansion on the sub before, but you should ask the Ex-overtaker for approval for the specific technique and we'll discuss if it could be allowed

Domain Refinement controls your domains force to clashes. It is over 9000 by default

Please include a base technique over with each cast of the technique, before announcing the cast name of Manipulation. Generally speaking, mixing between cursed techniques can be considered Reversal Cursed Technique, but it depends on the technique. Cursed Techniques can be mixed with Cursed Tools, or Shikigami, and Cursed Tools can be mixed with Shikigami. Cursed Tools can be mixed with Cursed Techniques, but it depends on the technique. Cursed Tools can be mixed with Cursed Tools, but it depends on the technique. Cursed Tools can be mixed with Shikigami, but it depends on the technique. Shikigami can be mixed with Shikigami, but it depends on the technique. Shikigami can be mixed with Cursed Tools, but it depends on the technique. Shikigami can be mixed with Cursed Techniques, but it depends on the technique. Cursed Techniques can be mixed with Cursed Techniques, but it depends on the technique. Cursed Techniques can be mixed with Cursed Tools, but it depends on the technique. Cursed Techniques can be mixed with Shikigami