

Name

Sanada Tsubasa

Kanoto

Species

Human

Personality

Seems to be the gruff, stoic, and intimidating type. Tsubasa isn't one to mince words, but not out of unfriendliness; she was probably just thinking about food. She is steadfast in her duty and has little fear of death, always remaining cool and collected even in the midst of heated battle. She can have somewhat odd standards for what is and is not acceptable to her; being one of the only pure, non-magical humans on the crew, she often finds herself confronting her definitions of what a human being is.

Appearance

Tsubasa has medium length, dark brown hair with a few natural highlights running through it. She's rather taller than average, meeting the heights of most of her male companions. She has somewhat prominent bangs that often resemble the beak of an eagle as they fall over her face. Her build is athletic, as one might expect, but not particularly bulky. Tsubasa's eyes are a light golden brown. She bears numerous scars, most of which are light, though they are heavier around her arms and legs. One notable one sits on the right side of her belly, being discolored and sunken slightly. Over her standard Demon Slayer Corps uniform of dark pants and shirt, she wears a mottled brown and white haori. She also has an especially keen sense of sight, and a blood type described alternately as "very rare" or "extremely tasty."

Class	Defender		Function	Stat	Total	28/28
LVL	2	ELVL	Breath	CON	10	10
HP		40		RES	0	
SHD		40	Damage	STR	8	8
CAP	8	12	Shield	DEX	10	10
Initiative		4		INT	0	
Unencumbered		8		SYN	0	
Move		2				
Range		0				

Class Ability **Provoke**
 Defenders may pick a target to Taunt as a free action. This target remains Taunted until the Defender chooses a new target.

Programming Stats										
LVL	2									
WTMo										
DEF	0%	<input type="checkbox"/>	20%							
DR	1									
StatCa	10		StatCa	8	StatCa	1.2				
PPSta	2		PPLVL	2						
APSta	4		APLVL	2						
SPSta	6		SPLVL	3						

Weapon (2H)	Nichirin-to	WT	4	ELVL	1
Damage	2d4+DEX	Healing			
Ability	Deals Penetration damage. Inflicts Maim.				

Shield	Name	WT		ELVL	1
DEF					
Ability					

Armor	Demon Slayer Corps Uniform	WT	4	ELVL	1
DR	1				
Ability					

Accessory		WT		ELVL	1
Ability					

Accessory	Name	WT		ELVL	1
Ability					

Perk	Meikyo Shisui Tsubasa gains 1 Concentration on her turn if she has Shield.
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Perk	Hawkeyed Tsubasa's Shield does not take increased damage from Penetration.
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Perk	Storm Breathing Tsubasa adds her CON as flat damage to any attacks made while above 3 Concentration.
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Flaw	Marechi Tsubasa takes 30% more damage from attacks if inflicted with Poison or Burn.
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Flaw	Humanity Tsubasa does not recover HP between combats.
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Passive	Steady Breathing	PLVL	1
Tsubasa's SHD capacity is increased by 15%.			
Lvl 1	Increase shield capacity by 15%.		
Lvl 2	10% more		
Lvl 3	10% more		
Lvl 4	10% more		
Lvl 5	15% more.		

Passive	Practiced Flow	PLVL	1
Lvl 1	Gain LV/3 DEX, minimum 1		
Lvl 2	Gain addtl. +1 DEX		
Lvl 3	Gain LV/3 addtl. DEX		
Lvl 4	Gain LV/3 addtl. DEX		
Lvl 5	ignores stat cap.		

Passive	Name	PLVL	
Lvl 1			
Lvl 2			
Lvl 3			
Lvl 4			
Lvl 5			

Passive	Name	PLVL	
Lvl 1			
Lvl 2			
Lvl 3			
Lvl 4			
Lvl 5			

Action	Concentrate	ALVL	6
Tsubasa gains Concentration and 10 SHD.			
Lvl 1	Gain 1 Concentration and 0 SHD	Lvl 6	Gain +2 SHD
Lvl 2	Gain +2 SHD	Lvl 7	Gain 2 Concentration
Lvl 3	Gain +2 SHD	Lvl 8	
Lvl 4	Gain +6 SHD	Lvl 9	
Lvl 5	Gain +2 SHD	Lvl 10	

Action	Second Form: Eye of the Storm	ALVL	2
Tsubasa gains Barricade based on her DEX. (7+DEX/2)			
Lvl 1	Gain 4+DEX/2 Barricade.	Lvl 6	Add +3 Barricade
Lvl 2	Gain +3 Barricade	Lvl 7	Add DEX/4 Barricade
Lvl 3	Gain +3 Barricade	Lvl 8	
Lvl 4	Add DEX/4 Barricade	Lvl 9	
Lvl 5	Add +3 Barricade	Lvl 10	

Action	Name	ALVL	
Lvl 1		Lvl 6	
Lvl 2		Lvl 7	
Lvl 3		Lvl 8	
Lvl 4		Lvl 9	
Lvl 5		Lvl 10	

Action	Name	ALVL	
Lvl 1		Lvl 6	
Lvl 2		Lvl 7	
Lvl 3		Lvl 8	
Lvl 4		Lvl 9	
Lvl 5		Lvl 10	

Skill **First Form: Bolt from Blue Skies** CD 5 5 SLVL 3

Tsubasa attacks with her equipped weapon, gaining additional dice equal to the number of Concentration stacks expended for the attack. Expend all Concentration.

Lvl 1	Gain an additional die per Concentration.	Lvl 6	Gain CON/8 dice.
Lvl 2	Gain +1 die	Lvl 7	Adds +1 die per Concentration.
Lvl 3	Gain +1 die	Lvl 8	-1 cooldown
Lvl 4	Gain addtl dice = CON/8 (instead of static dice)	Lvl 9	Gain CON/8 dice
Lvl 5	Gain CON/8 dice.	Lvl 10	Gains Increase for the attack.

Skill **Fourth Form: Lightning Cracking the Ground** CD 5 5 SLVL 4

Tsubasa attacks with her equipped weapon, dealing additional damage based on a portion of the target's MHP multiplied by the number of Concentration stacks expended for the attack. Expend all Concentration. This attack may fail to deal full damage against particularly strong enemies.

Lvl 1	Attack with addtl. 2% MHP damage per Concentration.	Lvl 6	1% more
Lvl 2	1% more	Lvl 7	MHP% damage increased by CON/2
Lvl 3	1% more	Lvl 8	-1 CD
Lvl 4	MHP % damage increased by CON/4.	Lvl 9	-
Lvl 5	CON/4 additional damage.	Lvl 10	Grants Enhance for 1 turn before dealing damage

Skill **Seventh Form: Perfect Flow** CD 1 3 SLVL 3

Tsubasa redirects an attack.

Lvl 1	Tsubasa Intercepts the next attack against a chosen ally.	Lvl 6	
Lvl 2	-1 cooldown	Lvl 7	
Lvl 3	-1 cooldown	Lvl 8	
Lvl 4	Tsubasa may make an ally Intercept for her instead of herself.	Lvl 9	
Lvl 5		Lvl 10	

Skill **Sixth Form: Sweeping Surge** CD 5 5 SLVL 1

Tsubasa inflicts Enfeeble in an AoE. Can also be used as a single target attack.

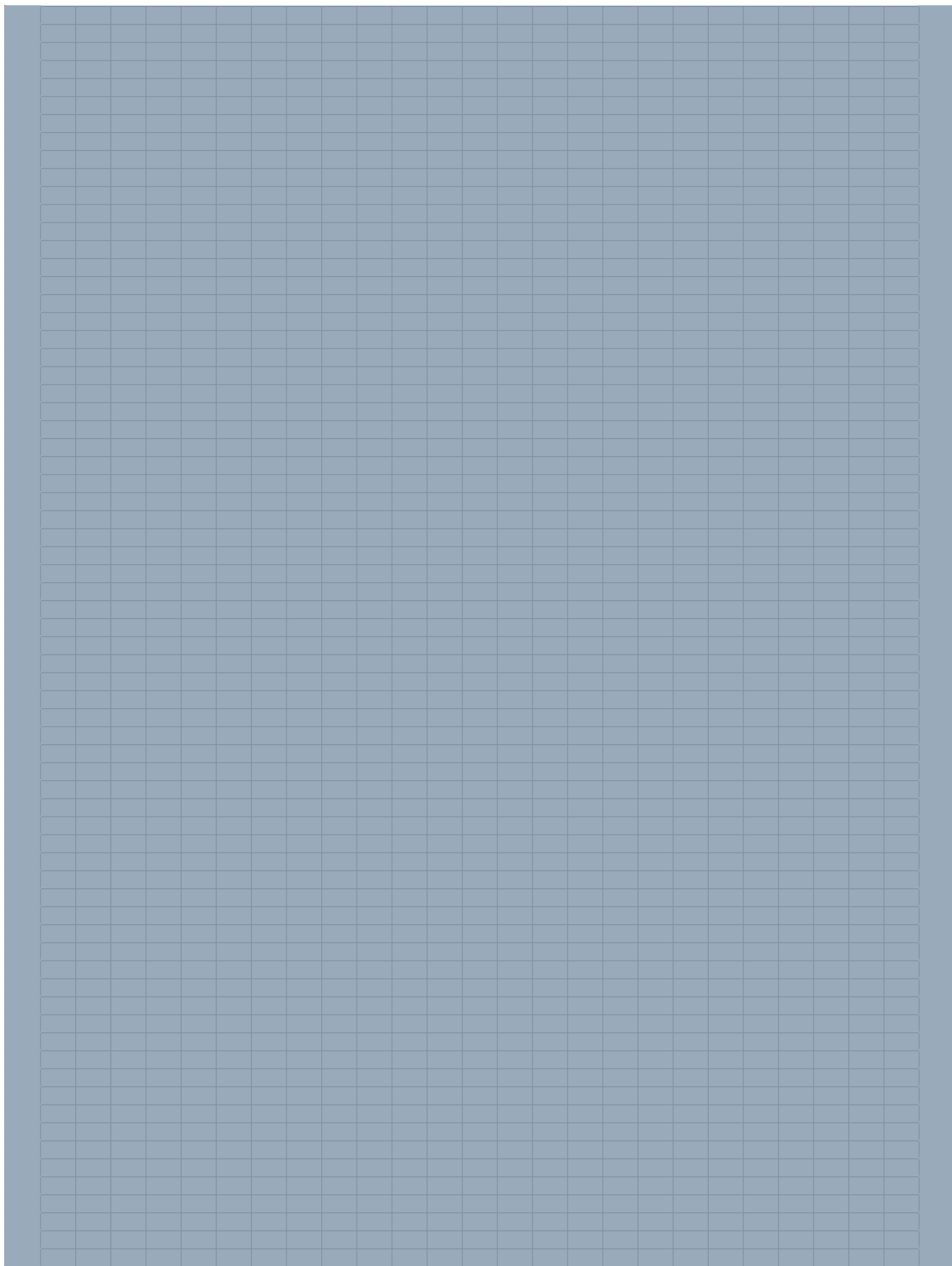
Lvl 1	AoE Enfeeble for one turn.	Lvl 6	
Lvl 2	-1 cooldown	Lvl 7	
Lvl 3	Gain +1 duration.	Lvl 8	
Lvl 4	Single target inflicts Reduce	Lvl 9	
Lvl 5		Lvl 10	

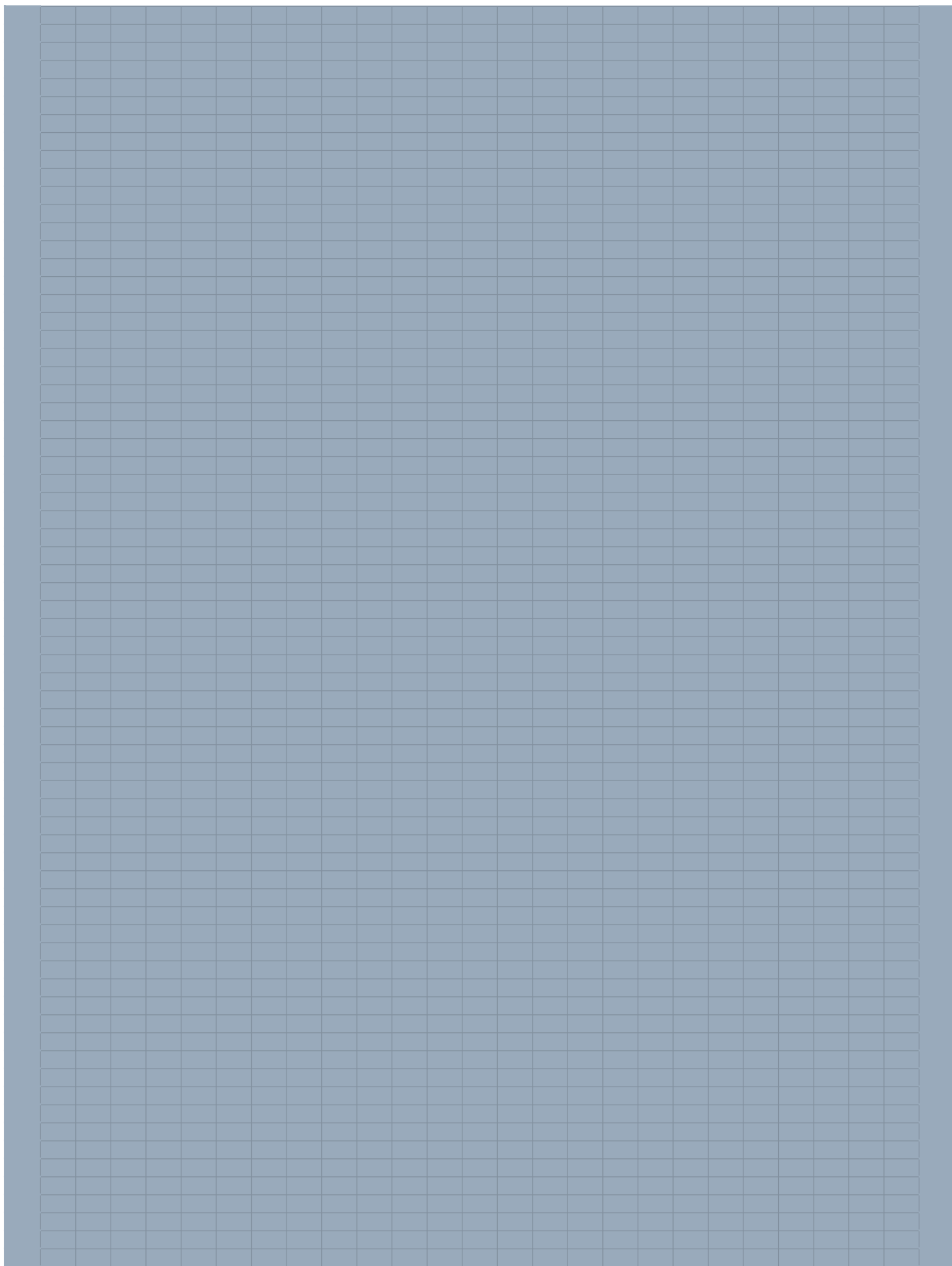
Skill **Name** CD SLVL

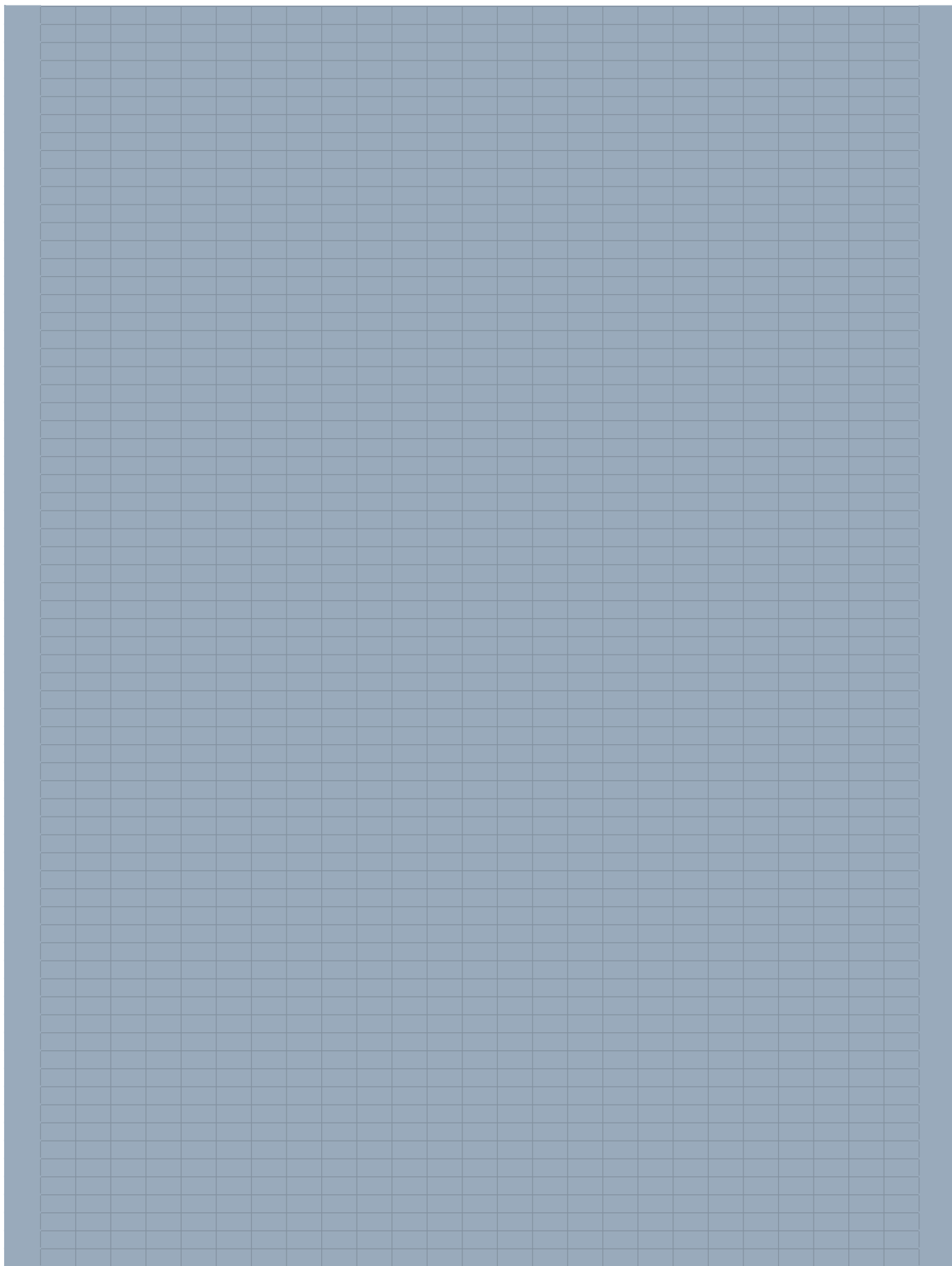
Lvl 1		Lvl 6	
Lvl 2		Lvl 7	
Lvl 3		Lvl 8	
Lvl 4		Lvl 9	
Lvl 5		Lvl 10	

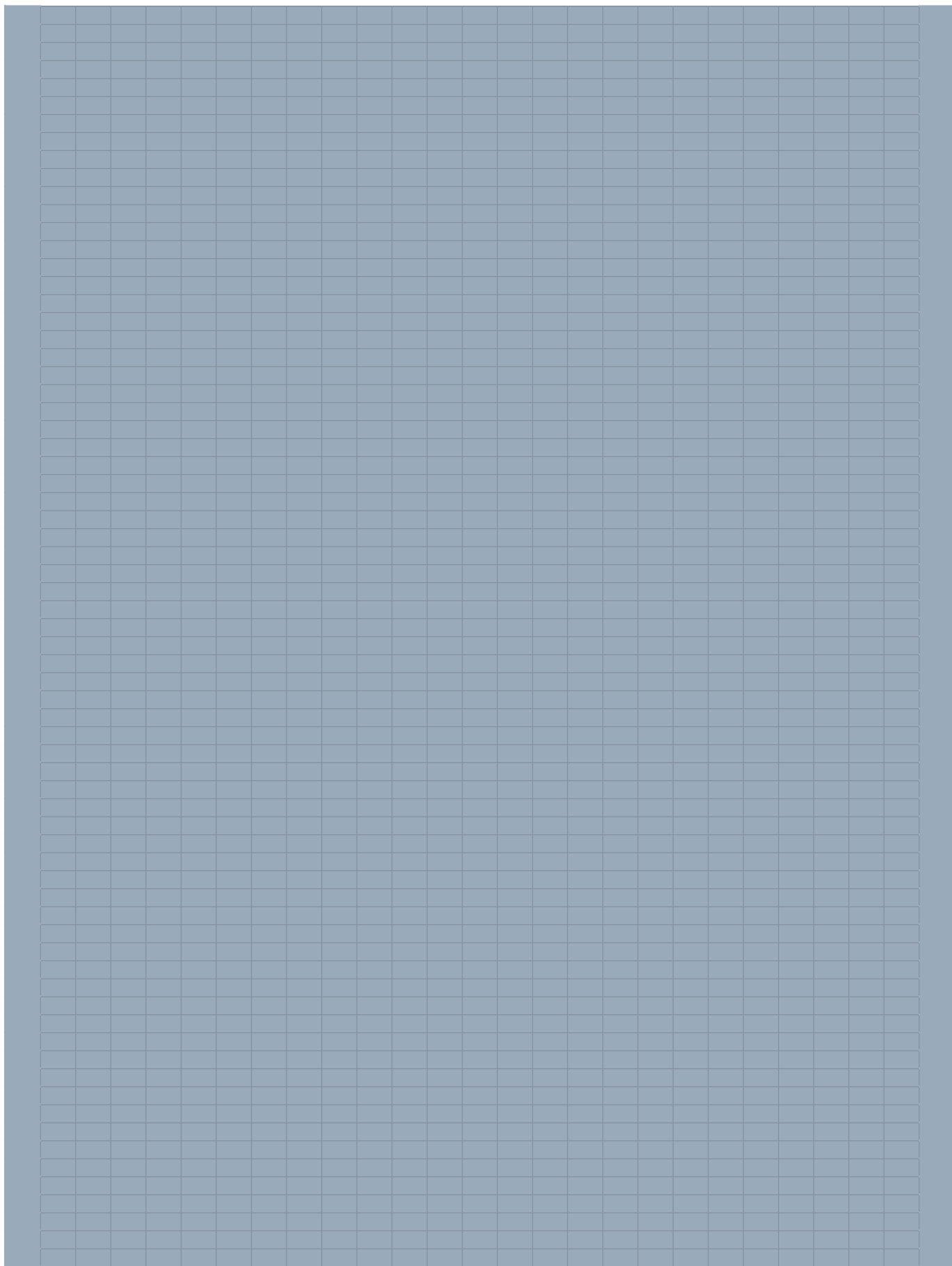
Skill **Name** CD SLVL

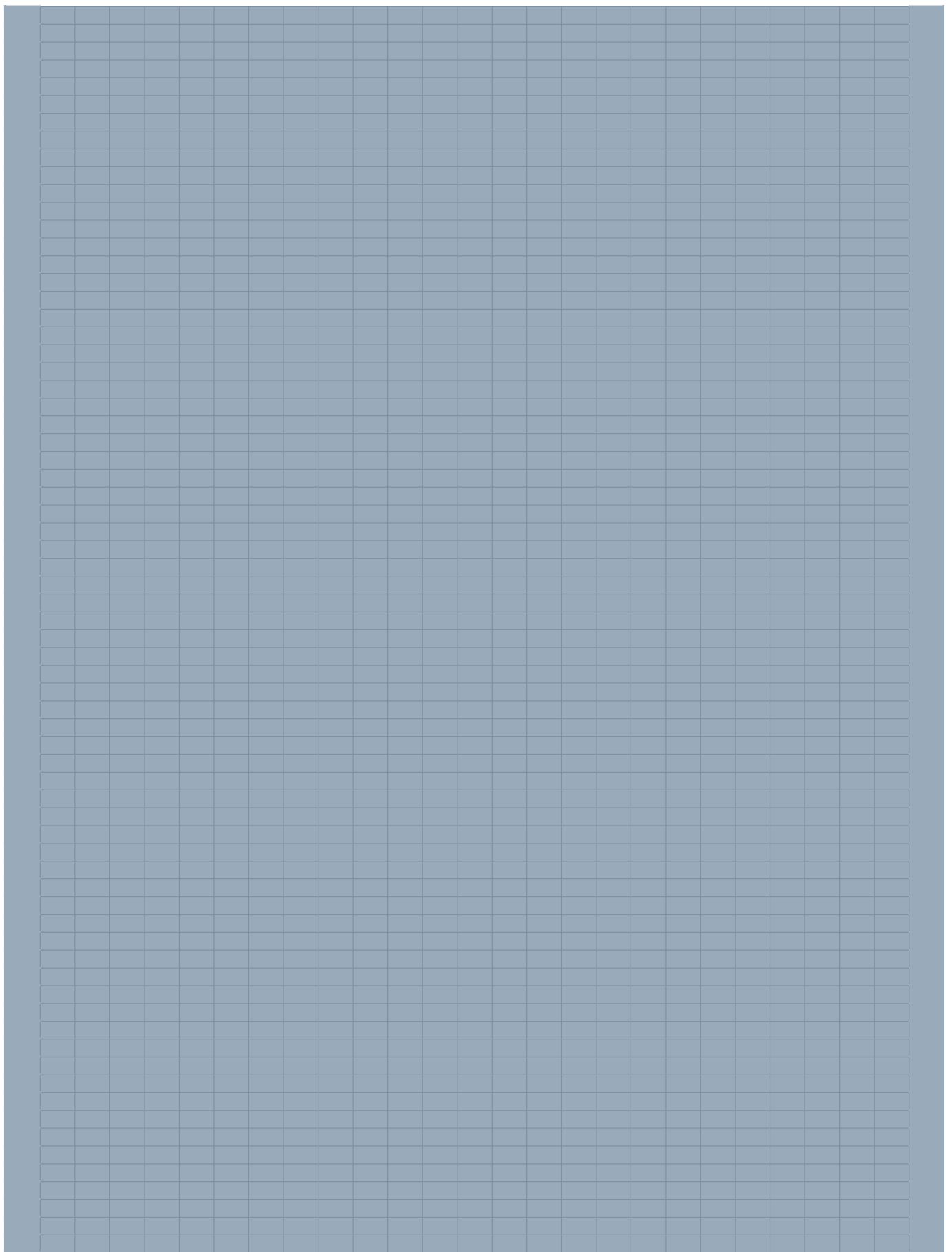
Lvl 1		Lvl 6	
Lvl 2		Lvl 7	
Lvl 3		Lvl 8	
Lvl 4		Lvl 9	
Lvl 5		Lvl 10	

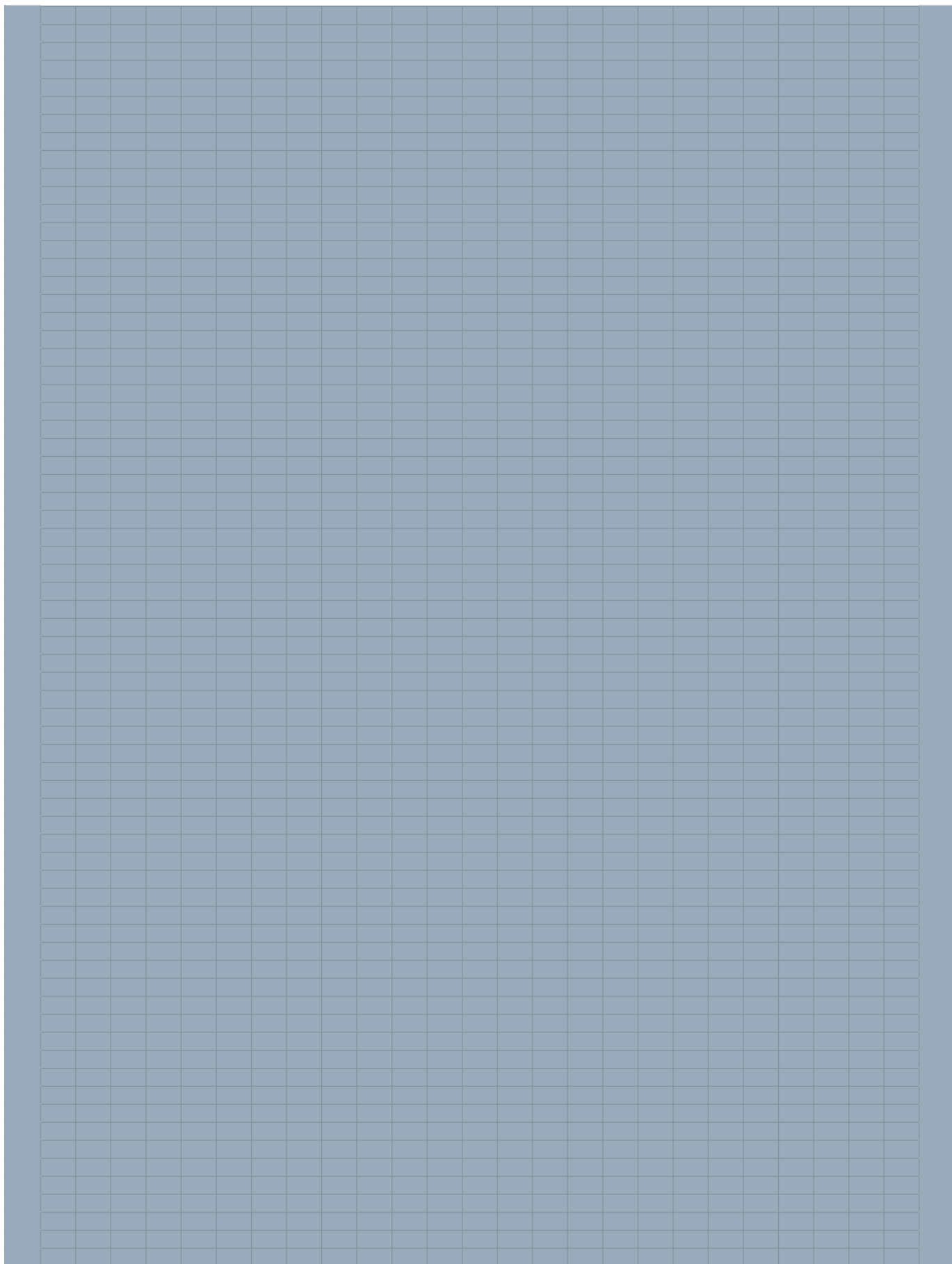


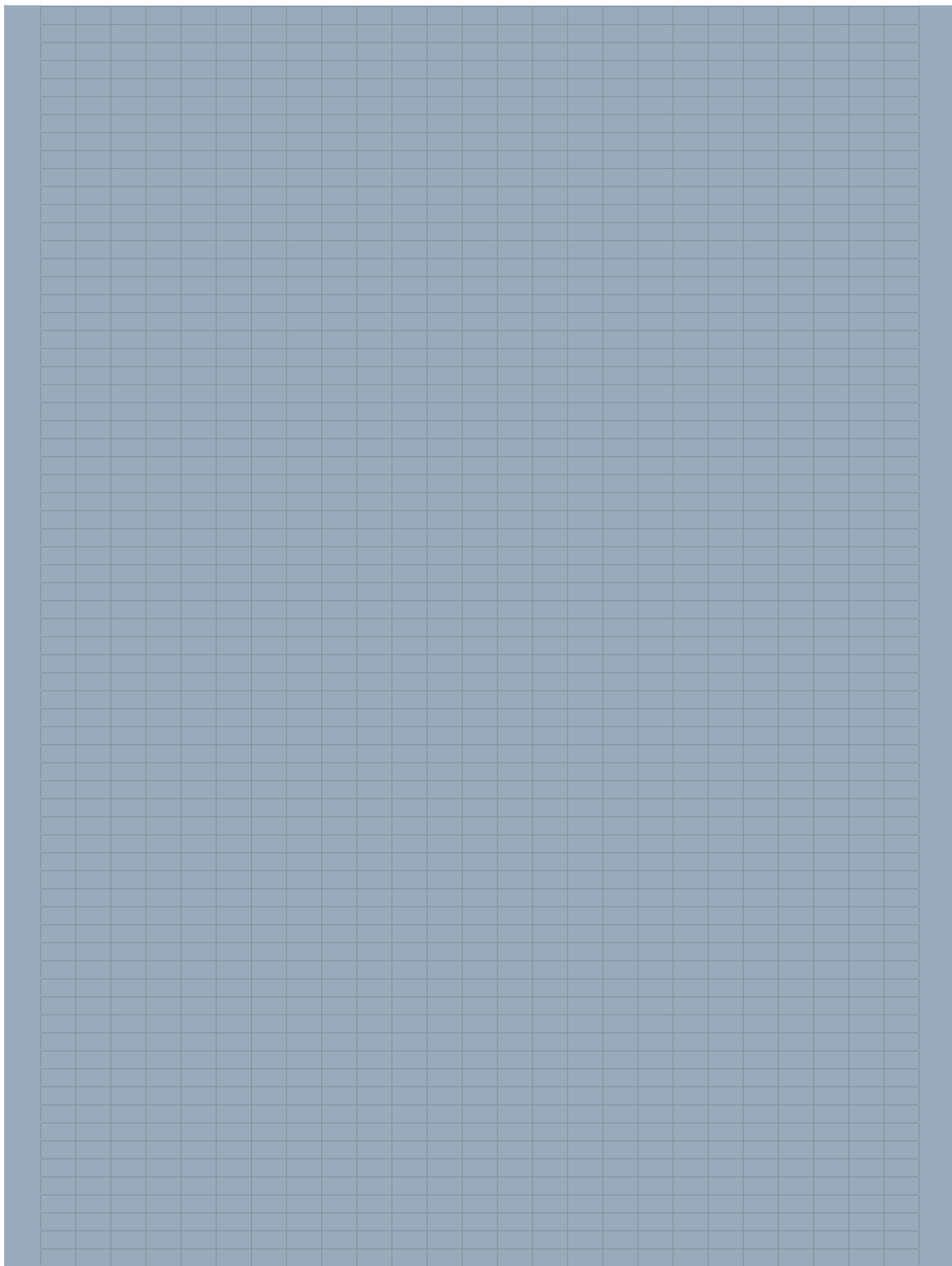


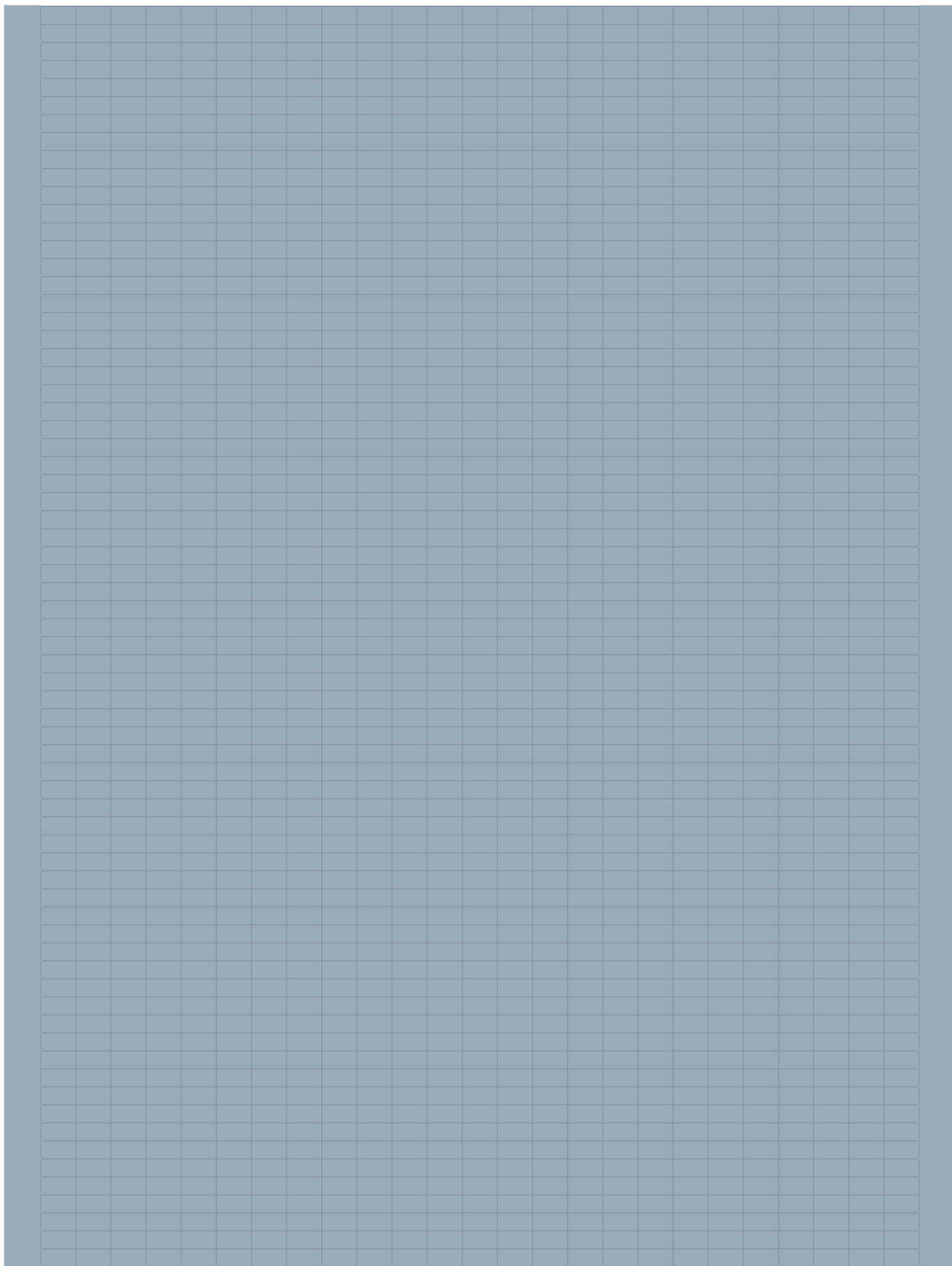


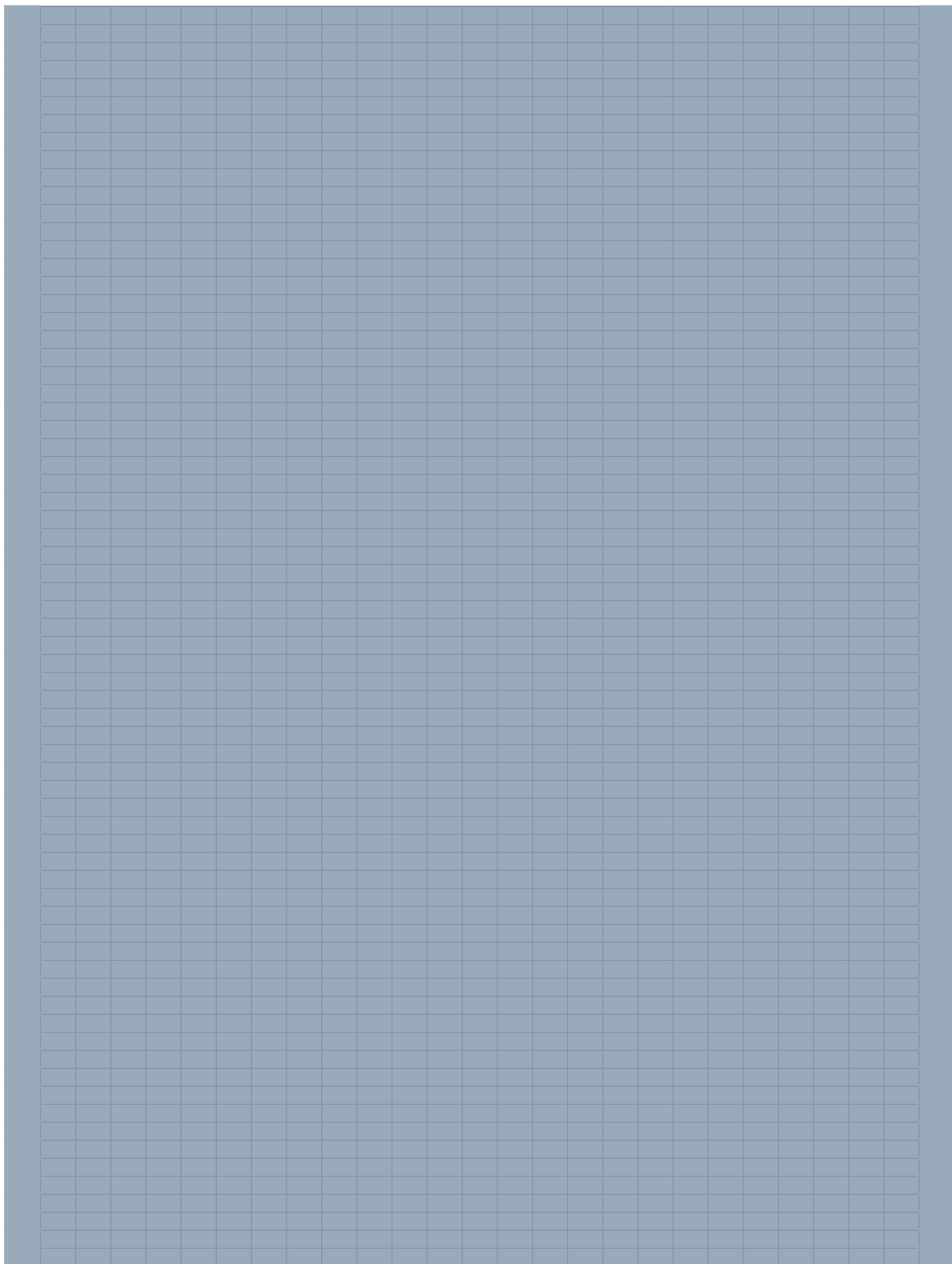


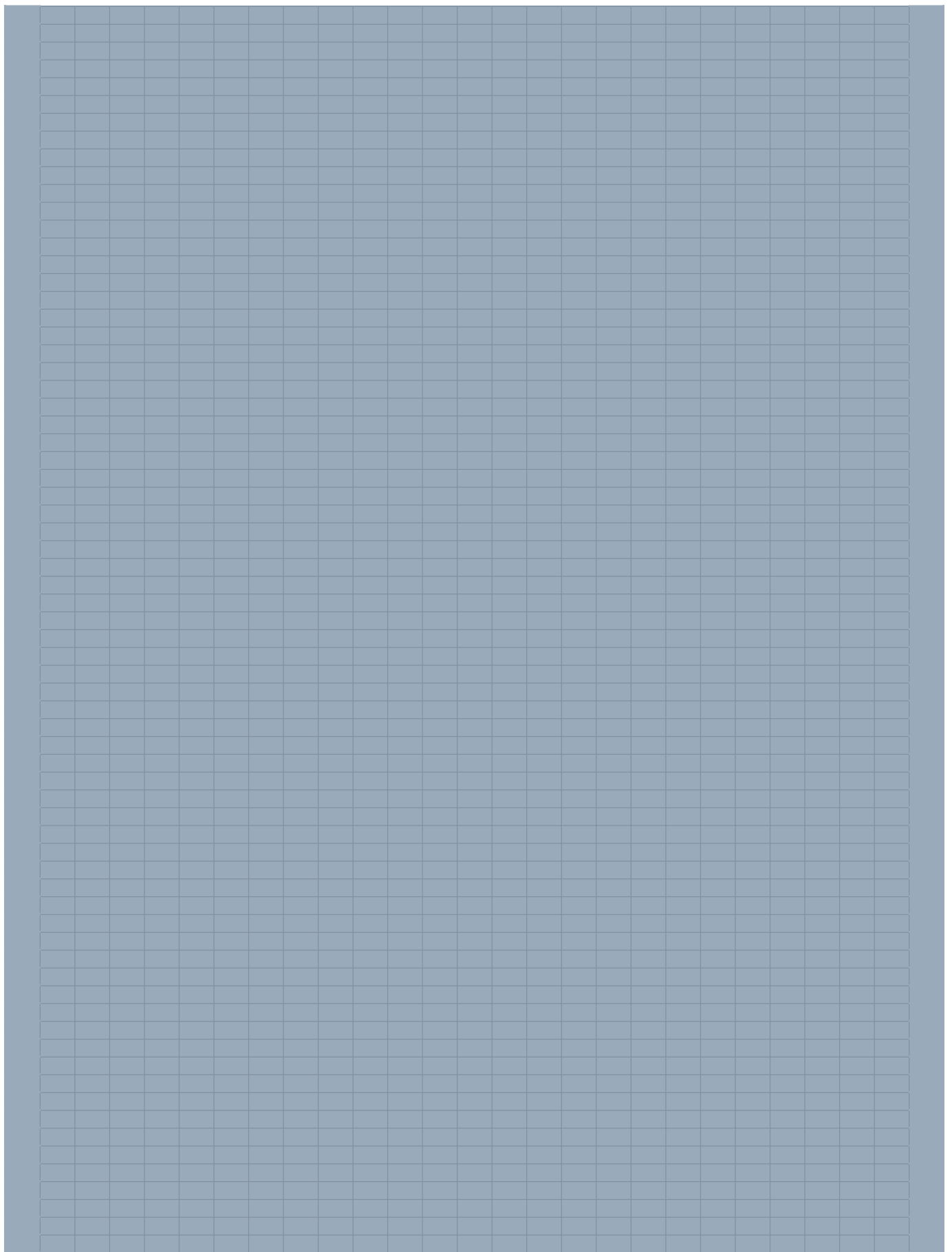


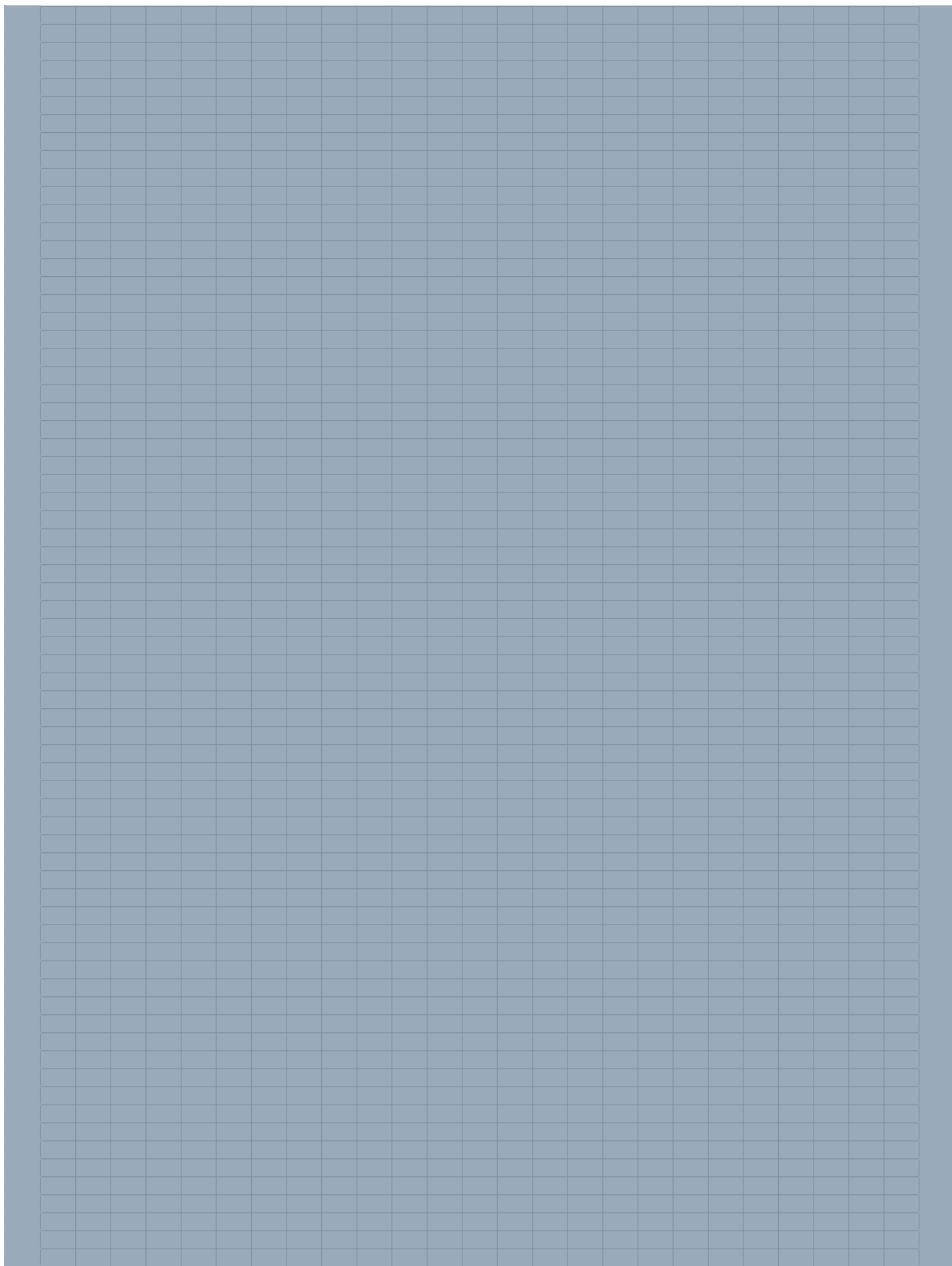


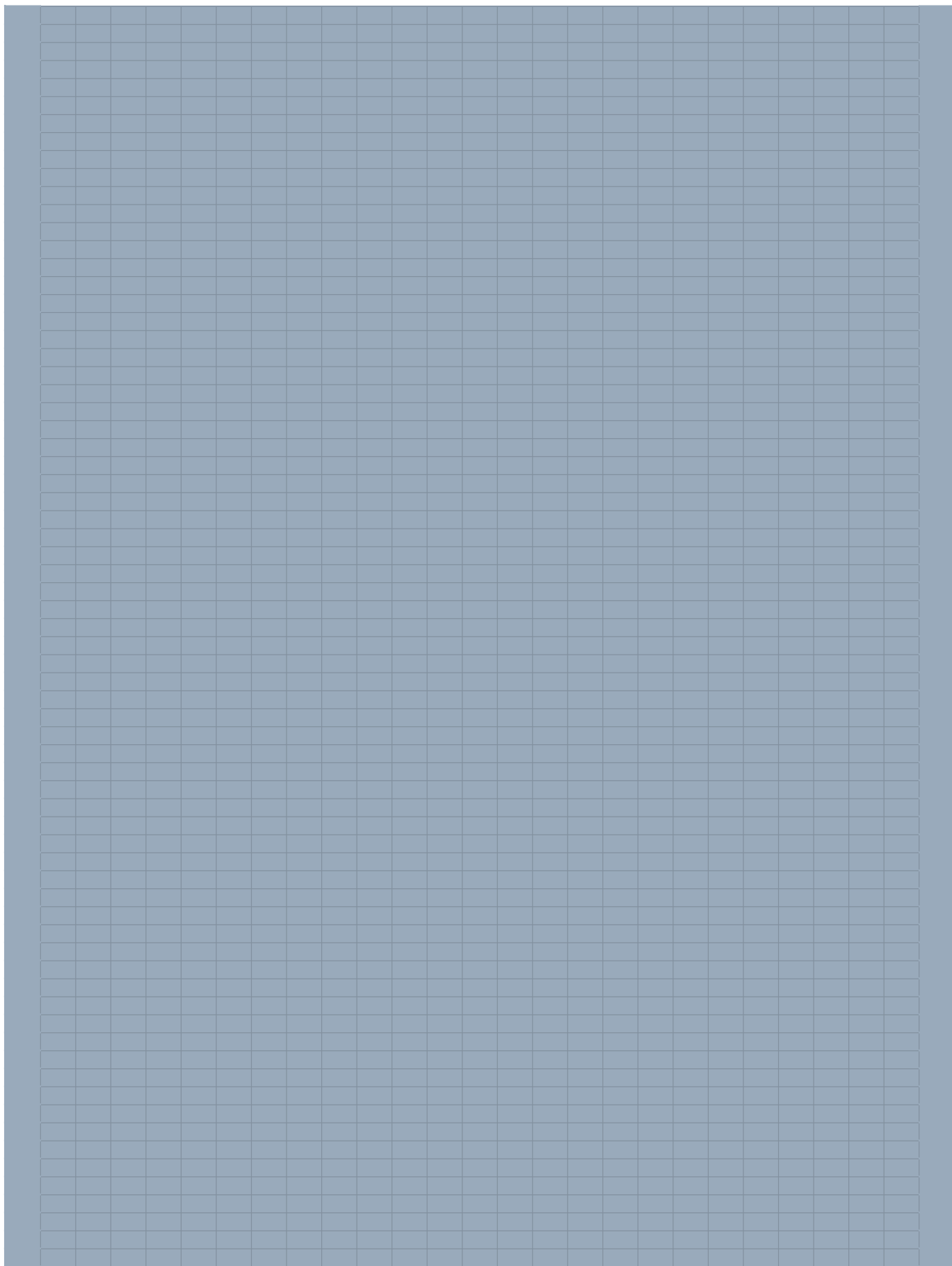


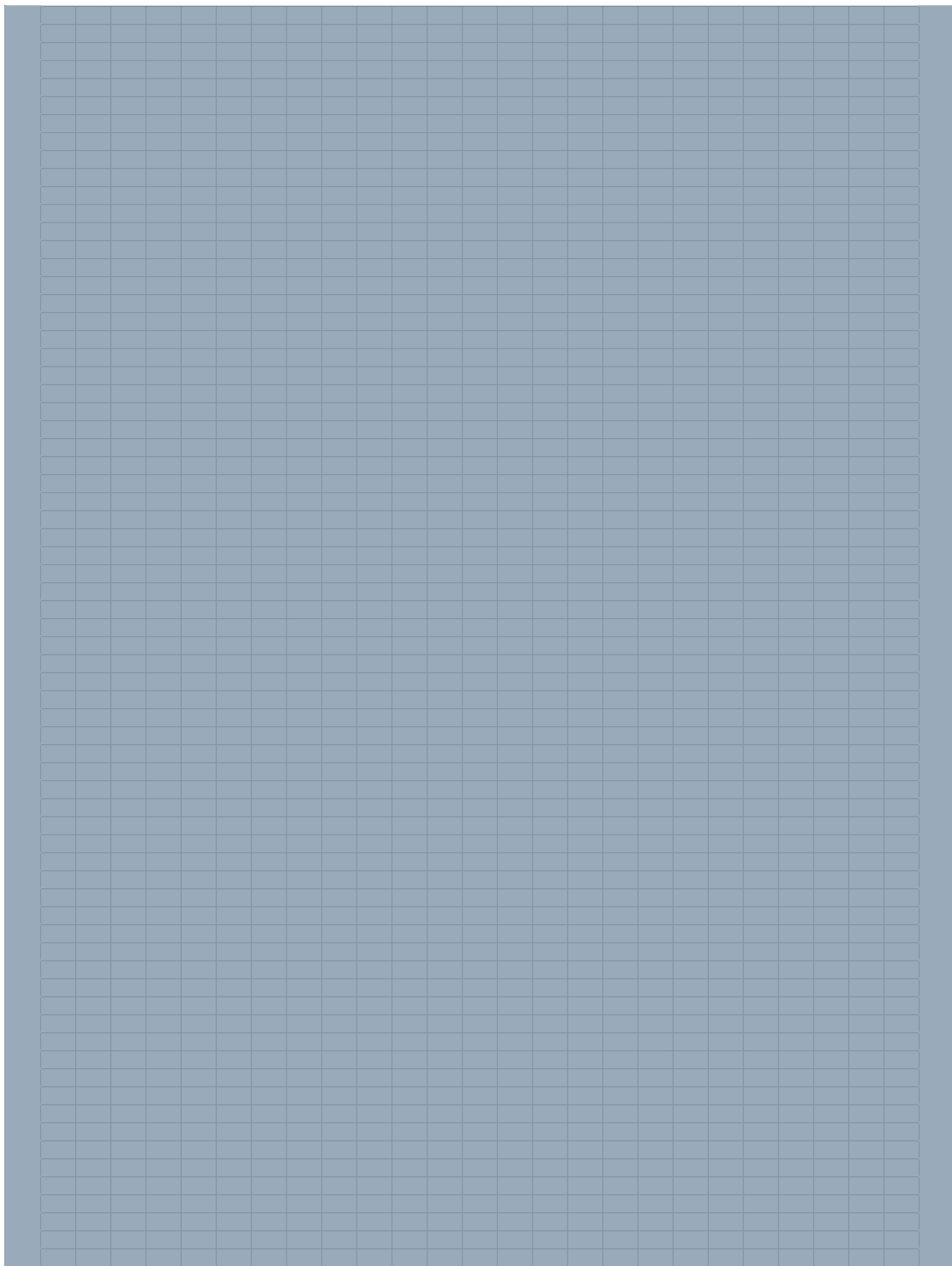


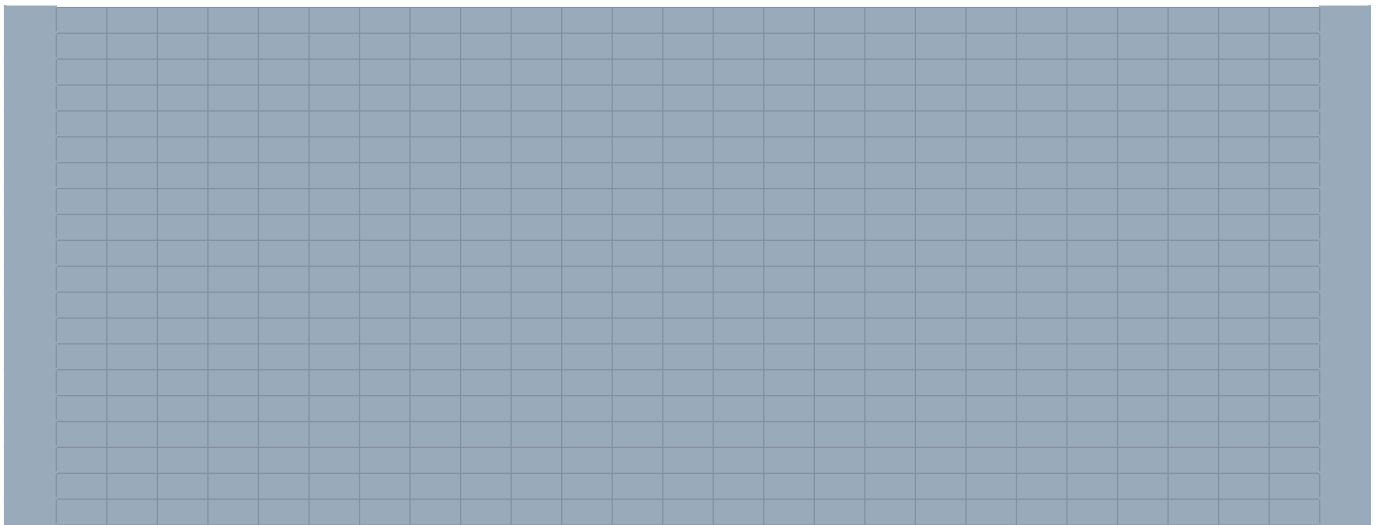












Weapon	Name	WT	0	ELVL	1
Damage	Healing				
Ability					

Shield	Name	WT	0	ELVL	1
DEF					
Ability					

Armor	Name	WT	0	ELVL	1
DR					
Ability					

Accessory	Name	WT	0	ELVL	1
Ability					

Class	HP%	Range	Ability
Defenc	1.2	0	Provok Defenc
Jugger	1.5	0	March Jugger
Brawle	1.2	0	Combr Brawle
Assas	1	0	Skilled Assas
Gatling	1	1	Barrag Gatling
Tactici	0.8	2	Diseng Once p
Suppo	1	1	Gener: Suppo
Healer	0.8	1	Triage Healer