

Jaune Roma Arc

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History

Growing up in a small town in Vale, Jaune had a quite boring life. Until one day, riding his bike home from school, he was startled by a bright flash of light. He looked up to see a meteor fall from the sky, Jaune cycled his bike as fast as he could to the area it had landed, when suddenly, the alien rock gave an immense blast of radiation, knocking Ryan flying back unconscious. Waking up a few hours later, he headed home, but on his way home Jaune was surprised to learn that his physical abilities has increased. Spending the next few weeks learning more about his skills and researching Hunters, he discovered that somehow he has had his Aura released and increased to exponential amount. During his practices, he also came upon abilities that were not covered under Auras or Semblances, but instead could be something considered "Magic".

Powers and Abilities

Powers

Aura: Light of the Soul

- Passively increases strength, speed, durability, agility, reflexes, and endurance. It also grants an heightened perception and awareness of the environment as well as a regenerative healing factor.
- Can be used actively to amplify physical abilities further as well as to create a protective barrier around the user and to enhance the user's weapons and equipment.

The Hunter



Gallery

Real Name	Jaune Roma
Current Alias	The Hunter
Identity	Secret
Alignment	Good
Affiliation	Ultimate Avengers, S.H.I.E.L.D. Trainee Program
Universe	Earth 2210
Base Of Operations	Avengers Mansion
Characteristics	
Gender	Male
Height	5' 3"
Weight	195 lbs (89 kg)
Eyes	Green
Hair	Brown
Status	
Citizenship	American
Marital Status	Single
Occupation	Office Worker
Education	Computer Specialist
Origin	
Origin	Altered Human
Place of Birth	Kansas
Creators	The Amazing Mal-Man
First appearance	TBA

- Gained an extremely high telepathic defense preventing others from influencing or reading his mind. As a consequence he has in turned gained an slight telepathic and empathic reading ability as well as a great resistance to illusions.

Semblance: Psychokinesis/Telekinesis

- the ability to manipulate objects by focusing ones Aura to the point it has a physical reality to exert upon the world. And while his nature as a swordsman limits some of it's applications, he can still freely use it's more personal applications, such as telekinetically enhancing himself, creating Aura Weapons, and Reinforcing even mundane weapons to the point they could match powerful Nobel Phantasms.
- Special Applications: He is able to accelerate (heat up), decelerate (cool down), and oscillate (phasing) molecules in the environment around him. He can also channel raw TK energy in the forms of energy blasts, forcefields, and even to heal others.
- Spatial Sense: His psionic powers gives him the ability to perceive world differently than normal humans do. He is able to see, smell or taste things that normal humans can't. Also by using his telekinesis, he is able to "scan" things and people and learn everything there is to know about that scanned target.
- Superhuman Intelligence: He is able to absorb vast amounts of information in a small amount of time. By the time he activated his semblance, he was already imbued with a high level of intelligence.

Fourth Magic: Grand Aura, the Light of Existence

- The Traveler's Light: Manifestations of the Light of Existence and can be transformed into three forms. Arc Light is derived from the deep forces that bind together complex matter and can be seen as an effect of Electromagnetism [Electricity/Magnetism]. Solar Light is derived from the energy produced by quantum forces and can be seen as an effect of Strong Nuclear Force [Pyrokinesis]. Void Light is derived from the dark energy of the vacuum 'beneath' matter and can be seen as an effect of Gravity/Dark-Energy [Biotics]
- Mana Burst (Light): Hunter's ability with the light is impressive his main combat style with this is using this to increase his speed to the point of gliding at fast speeds or to empower his strikes with his blades to the create beams of light with them. Even without his blades, he can still use this ability. Becoming a phenomenally dangerous foe. He can glide at fast speeds, so fast in fact that he leaves behind a lens flare, and control thirteen sword-shaped shields of light energy which can connect to form a laser array. He can levitate his blades in the air and whirl and spin them rapidly, showing a great deal of proficiency and skill with the blades, and can also counter any extended combo with a more powerful one of his own, even creating a ring of damage just by twirling them in a circle. His special attack involves him floating in the air and shooting his thirteen light shields around the arena, which then light it up in a thick twilight mist as Hunter begins shooting blue spheres of light at his opponent from energy gathered in his hands. He often attacks rapidly side-to-side, leaving a trail of light behind him. He can also perform the Duel Bout technique in which he rushes at his opponent and slashes at them repeatedly, causing intense damage if not repelled.
- Symbology: A unique art where certain phenomena can be induced through the combination of the three aspects of invocation, marking, and mental power near an inscription of a special type of design called a symbol. Many of it's resulting effects can be seen as used runological forces acting upon the universe.

Abilities

- Master Swordsman and Marksman**
- Master Strategist and Tactician**
- Computer Genius**
- Skilled Acrobat and Hand to Hand Combatant**
- Experienced Pilot**

Strength level



Energy Projection	7
Fighting Skills	7

Weaknesses

His Aura Shield can be overcome and broken, though given a few minutes of rest it can easily be restored.

Paraphernalia

Equipment: Advanced Runic Forged N7 "Artemis" Armor

Transportation: Teleportation Device, Battlestar Galactica, Viper Mk-II, Super Cobra Stealth Viper, Mk-II Raptor "Assault Gunship"

Weapons: Laser Sword, Light Forged Katana, Dual Sidewinder Pistols, Custom M-96c "Harrier" Mattock

Notes

- No special notes.
- 1. ↑ 3

Trivia

- No trivia.

See Also

- [Appearances of Ryan Marek](#)
- [Character Gallery: Ryan Marek](#)
- [Quotations by Ryan Marek](#)

Discover and Discuss

- Search News for: [The Jedi](#) · [Ryan Marek](#) · [Ryan Marek](#)

Links and References

- None.

Categories: Power Grid Added | Power Grid Reference Needed | Genius Intelligence | Incalculable Strength | Speed of sound Speed | Normal Durability | Virtually unlimited command of all forms of Energy Projection | Fighting Ability - Master of all forms of combat | Characters | Templated Articles | Secret Identity | Good Characters | Male Characters | Height | Weight | Green Eyes | Brown Hair | American | Single Characters | Earth 2210 | Living Characters | Appearances Category Needed | Gallery Page Needed | Quotes Page Needed | Telepathy | Telekinesis | Electrokinesis | Super Speed | Super Leaping | Camouflage | Combat Masters | Healing Factor | Weapons Experts | Geniuses | Agility | Advanced Technology Wielder | Armor Users | Teleportation | Blade Wielders | Mal-man | Psychometry | Lasers | [Add category](#)