

Name: Derreth Lamia

Alias: DismaL

Age: 34

Personality: A heartless brute who mercilessly crushes his foes into complete despair, or so he'd like you to believe. DismaL is an actor above all else, and his antics in the arena are those of a character. His true personality is still rather intense and competitive, but far from heartless. He even regularly checks up on his opponents after matches to ensure he didn't go too far in his act.

Appearance: A tall man with pale skin and short, dark blue hair. His face is chiseled into the perfect visage of masculinity, complete with a closely trimmed beard and mustache. He has bright orange eyes, the right of which has a scar next to it and is a tad lazy, the result of an unfortunate accident with a stage light. Although he was once in excellent shape, back troubles have caused his muscles to atrophy a bit, although he is still far from out of shape.

He usually dresses in blue jeans, a grey hoodie, and sunglasses. Largely with the intent to avoid fans approaching him on the street.

Mech Appearance: A bulky, very vaguely humanoid mech with gigantic arms and huge wheels in place of legs. The cockpit is set deep into the torso, leaving it apparently headless. It is colored primarily in blue and black, with the hands and the center of the wheels being grey.

Mech (Divination)

- Speed: 3 - DismaL has good max speed and can maintain momentum well through turns, but its initial acceleration is absolutely awful.
- Melee: 6 - DismaL's arms are extremely flexible and strong, and its reach can be deceptively large. It is very easy for it to grab and entrap opponents that make the mistake of getting too close. However, DismaL's true potential is actually contained within its torso, which can alter its weight to allow it to crush even the toughest of foes underneath its bulk.
- Firepower: 1 - DismaL has a small grenade launcher embedded in its chest. Although not very powerful on its own, when used point blank in conjunction with his Spark it can often completely obliterate an opponent.
- Armor: 5 - DismaL has tough, adaptive armor. It shifts effectiveness towards whatever type of damage it takes, increasing more and more as it takes more damage of that type.
- Signature: Tolling the Bell of Despair - "My opponent no longer believes they can win." DismaL gains an aura of black flames across its surface that deals damage to anything that gets too close. Once the condition has been fulfilled for even a moment, this signature will remain active until a victor is declared.
- Spark: Final Count - Any time DismaL's opponent is pinned to the ground under his weight for three seconds, their standard defenses (both speed and armor based) will be totally nullified until the next time he lands an attack.

Personal Skill: Kayfabe - DimaL is compelling to such a degree that even when an audience is fully aware of his act, he can still rile them up as though it were real.