

MAD SCIENTIST KID MINT HAIR MINT:

(pulled from child, mad scientist, mint milkshake, pinstripes, excited, ice cream)

Mint Shupe (she/her) stands at a whopping 4'4", with hair resembling mint leaves and often seen wearing lab goggles.

Shupe is perhaps best known for her exceptional career as a mad scientist. Inventions that range from a peppermint milkshake that allows landfolk to breathe underwater to a fifty-story hydraulic drill meant to dig, quote, "I dunno, somewhere cool, hopefully!", Shupe has a storied history of debately evil creations.

When not performing incredibly diabolical acts of near-impossible science, Shupe is known to run an ice cream stand just outside of the Bubble, with far more storage space than is reasonable for a stand of such a size. Shupe has reportedly attempted to make a custom flavor for every single one of her teammates, though the recipes of the flavors is a well-kept secret.

On the team, Mint is known for her energetic, go-getter attitude. On several occasions she has been seen placing [REDACTED] in the opposing team's dugout for unknown purposes.

RETIRED MAD SCIENTIST ADULT MERFOLK MINT:

(pulled from merfolk, gremlin, sharp teeth, short, retired supervillain, owns an ice cream shop, wears fancy dresses, cleanliness)

Mint Shupe (She/him) is a rather short merfolk, with teal skin and sharklike teeth. Often, he wears haute couture gowns to bat, though she tries to incorporate either the Georgias colors or a part of the uniform somewhere in the ensemble.

During her youth, Shupe was widely known as a mad scientist, who created inventions that ranged from a peppermint milkshake that allows landfolk to breathe underwater to a fifty-story hydraulic drill meant to dig somewhere cool, which ended up collapsing part of the way through it's ignition. Also prevalent to his supervillain persona was a constant and over-the-top commitment to high fashion, which resulted in the Stiletto Incident of '09.

During those years, not a day went by in Atlantis without hearing word about his antics, until on the 19th of [REDACTED], [REDACTED], Mint launched an extremely impressive lawsuit that ended in not only the pardoning of all past supervillainous crimes, but also placed in her ownership a commercial plot in downtown Atlantis. Shortly after the lawsuit's

closing, Shupe opened an ice cream parlor there, where he now works happily even after having signed on to the Georgias.

Nowadays, her villainous origins manifest in far more socially acceptable fashion, experimenting with ice cream flavors instead of chemical compounds, wearing gowns onto the Blaseball field instead of to the faceoff with local heroes, and [REDACTED] [REDACTED] [REDACTED]. However, it is noted that before games, Shupe seems to hype themselves up by laughing to themselves behind the bleachers at increasing levels of evilness.

Despite no longer being a supervillain, Mint is still quite energetic and enthusiastic about their various jobs and hobbies much in the way he had been during her villain years. She can often be found monologuing away about new flavor combinations in his shop in the dugout, or cackling animatedly at a joke told by one of her teammates.