

Creeper Gangers Profile



THE CREEPER GANGERS

Also Known As: *The Doopey Team*

Classification: Villain Trio

Alignment: Evil

Base of Operations: The Nega-World, a nearby parallel dimension

Status: Active

Known For: Mad science, brute-force chaos, organized crime syndicate, and rivalry with heroic counterparts

Team Overview

The **Creeper Gangers** are a trio of villainesses who operate as twisted reflections of **The Stupid Team** from across parallel worlds. Though each member brings a very different kind of danger to the team, together they form a highly effective threat: **Reagan Friz Bear** supplies the brains and leadership, **Danny Doope Moose** brings overwhelming destructive force, and **Madame None-Feets** handles intimidation, criminal cunning, and ruthless close-quarters menace.

Team Roles

- **Reagan Friz Bear** — Mastermind / Mad Scientist / Team Leader
- **Danny Doope Moose** — Powerhouse / Chaos Brute / Wild Card
- **Madame None-Feets** — Mobster / Enforcer / Criminal Schemer

REAGAN FRIZ BEAR

Alias(es): The Mad Scientist, The Great Leader

Affiliation: The Creeper Gangers

Counterpart: Ralph Bear

Species: Grizzly Bear

Gender: Female

Age: Adult

Alignment: Evil

Role: Mastermind, supreme leader

Occupation: Villain, scientist

Base of Operations: Nega-World

Character Profile

Reagan Friz Bear is the coldly intelligent leader of the Creeper Gangers and the dark counterpart to Ralph Bear. A brilliant but deeply arrogant scientific mind, Reagan combines refined intelligence with a cruel and shameless villainous streak. She prefers to dominate through superior planning, technology, and manipulation, but she is more than capable of handling herself physically when necessary.

Personality

Reagan is **cold, calculating, skeptical, and highly intellectual**, with a polished exterior that barely conceals her vanity and contempt for others. She is ambitious, conceited, and fiercely self-assured, viewing herself as the natural superior in nearly every situation. Though disciplined and refined, she also has a vulgar, sassy, and openly shameless side that makes her presence as theatrical as it is dangerous.

Powers & Skills

- Genius-level intelligence
- Advanced tactical and technical knowledge
- Extraordinary inventor
- Expert surgeon
- Robotics engineering

- Computer hacking and systems infiltration •
- Skilled in judo and karate
- Strong leadership and strategic planning abilities

Weaknesses

- Inflated ego
- Obsessive-compulsive tendencies •
- Myopia (nearsightedness)
- Poor tolerance for criticism

Notable Traits

- Reagan's greatest strength is her intellect, but her arrogance often causes her to underestimate others. •
- She is known for carrying herself with a bizarre mix of scientific professionalism and shameless villainy.

Trivia

- Reagan is notoriously unconcerned with convention and is rumored to wear **nothing beneath her lab coat**.

DANNY "DOOPE" MOOSE

Alias(es): The Super-Doooper Villain

Affiliation: The Creeper Gangsters

Counterpart: Stuart Moose

Species: Moose-Cow

Gender: Female

Age: Adult

Alignment: Evil

Role: Powerhouse, wrecking ball, unpredictable muscle

Occupation: A Troublemaking-SuperVillain

Base of Operations: Nega-World

Character Profile

Doope Moose is the raw power of the Creeper Gangsters: a wildly destructive, dim-witted villainess whose immense strength is matched only by her chaotic unpredictability. Though often dismissed as foolish, Danny is extremely dangerous due to her combination of brute force, erratic behavior, and bizarre special abilities.

Personality

Doope is **airheaded, clumsy, impulsive, and adorably bizarre**, with a spoiled streak and a tendency to act before thinking. She can be sensitive and absent-minded one moment, then chaotically destructive the next. Her incoherent, unpredictable behavior makes her difficult to control, even for her own teammates.

Powers & Skills

- • • Super speed
- Super strength Flight
- Elastic body
- Extremely strong bite force
- Laser vision
- Surprisingly skilled at carnival games •
- High capacity for chaotic destruction

Weaknesses

- Profound lack of intelligence
- Extreme clumsiness
- Poor judgment and impulse control •
- Unusual vulnerability to **cheese skewers**

Notable Traits

- Danny often causes as much trouble for allies as she does for enemies.
- Her strange combination of power and stupidity makes her one of the most unpredictable members of the team.

Trivia

- Danny can gain even greater power and additional abilities by consuming **Health foods and vegan meals**. Sugary sweets shut off that power.

MADAME NONE-FEETS

Alias(es): The Mobster Dollster
Affiliation: The Creeper Gangers
Counterpart: Mr. Hand
Species: Hand Puppet
Gender: Female
Age: Adult
Alignment: Evil
Role: Mob enforcer, slasher threat, criminal tactician & organizer
Occupation: mobster
Base of Operations: Negaverse, Shadow World, Parallel Zone

Character Profile

Madame None-Feets is the third core member of the Creeper Gangers and easily the most overtly sinister of the trio. A floating, sharp-tongued criminal menace with a talent for intimidation, she blends mobster swagger with sadistic creativity. Though smaller in stature than many villains, she is exceptionally dangerous thanks to her resilience, weapon

handling, and unnerving ability to produce deadly tools from within herself.

Personality

Madame None-Feets is **sinister, hateful, sarcastic, and ruthlessly talkative**. She is greedy, sharp-witted, aggressive, and stubborn, often mocking enemies even while attacking them. Her satirical commentary and cruel sense of humor make her especially unnerving in combat.

Powers & Skills

- Floating and levitation
- Telekinesis
- High physical resistance
- Skilled use of a heavy club
- Saw handling
- Card-game proficiency
- Cunning criminal intelligence
- Mystic luck
- Cruel psychological intimidation through taunts and commentary

Weaknesses

- Greed can cloud her judgment.
- Stubbornness often escalates conflicts

unnecessarily. •

Aggressive temperament makes her prone to overcommitting. •

Relies heavily on access to her hidden arsenal

Notable Traits

- Madame None-Feets combines mobster theatrics with sadistic precision. •
She is especially effective at intimidation, ambushes, and psychological harassment.
- She helps organize plans and the team's financial advisor and other legal means.

Trivia

- Despite having no legs or feet, she contains a **pocket-sized micro-dimension** inside herself and can pull dangerous, bizarre instruments from the depths of her **zippered mouth**, functioning much like a living magic bag.

