

[\(Link to Character Primer\)](#)

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**Name:** TEXAS ACO

**Age:** 17

**Gender:** Female

**Species:** Human (Sort Of)



**Occupation:** Current Leader of  
VULTURE

**Physical Description:** [see image]

**Personality:** Cynical to a fault, Texas Aco is a fairly unpleasant person to be around. It's very clear from the moment you meet her that she is *extremely* jaded. She struggles to motivate herself to do simple things, often cracks inappropriate jokes at the expense of others, and tends to self-deprecate almost instinctually. She doesn't think highly of most people she meets, and she'll make that clear as soon as possible. Despite that, she isn't necessarily an unkind person-far from it. Texas wants the best for the people she cares about, and she'll put her life on the line in a heartbeat if it means defending the people she surrounds herself with. This has become an even more prevalent trait now that she's taken over VULTURE. Texas, for all her bleakness, wants to believe in a better world. It'd be more accurate to say that she has to. That delusion that things could become better by her own hand is very clearly the only thing keeping her going.

**Personality Traits(Recommended):**

- **Belief: UNDER THE ELEPHANT'S FOOT [5]:** Texas refers to herself and others around her as 'insects'. Smaller beings, who're ultimately unable to make much of an impact on the larger world around them. It's something of a hopeless philosophy, and it's one burned into her by the aftermath of her mother's death. But, at the same time, it's a sort of justification. If nothing she does matters, then there's nothing stopping her from doing

her best anyway. Even if she can't have an impact, maybe she can help someone who can. She's hanging on to hope by a thread, but that thread is tougher than it looks.

- **Passion: RAKIN [5]:** Paris Aco loved her city, and instilled that same love onto her daughter. Texas loves the city. She loves (almost) everyone in it, regardless of how much she insists otherwise. She wants the best for this place. It's why she's gone as far as she has, despite herself, and why she'll keep going further and further.
- **Fury: A QUICK DEATH [5]:** Texas has had enough time to grieve. She hasn't moved on. Rather, all that sadness has turned into a deep, unstoppable anger that drives her forward. She wants revenge. She wants blood. She wants the heads of those responsible. And she wants it *now*.
- **Likes:** Butterflies, noodles, stuffed animals, cheesy shonen manga, being with others.
- **Dislikes:** Bad smells, a weirdly specific amount of foods, centipedes, being alone.
- **Hobbies:** Has recently taken up music production (Rasna showed her how to pirate FL Studio). Likes to play video games in her free time. Big on parkour (though she's been getting out of shape lately).
- **Short Term Goal:** Prove to VULTURE she's a capable leader.
- **Medium Term Goal:** Avenge her mother.
- **Long Term Goal:** Move to a cabin in the mountains with a hot girl (preferable blonde) and settle down with three cats and a lizard (she tends to plan far ahead for things that aren't important).

**Bio:** You know the score by now. A young girl whose life as your average hooky-playing troublemaker was rudely interrupted by the death of her mother. It happens to plenty, but what made this one in particular so rough was the fact that the aforementioned death was an *assassination* - leaving someone to blame. That was something Texas Aco could never fully get over, try as she might.

Texas seemed to go through the stages of grief completely out of order. She started with acceptance (or at least, tried to), only to fall into a deep depressive spiral, and only break out of it due to a boiling rage that she hasn't shaken off since. That rage tore apart her flesh, quite literally, letting horrific insectoid limbs protrude from her body, that seemed to grow larger with every passing day. She used that to inspire fear and awe, to force her way into the ranks of VULTURE, to try and grasp at any sort of power, just for a chance at revenge.

This failed, of course. She was driven back into hiding, and a confrontation with the very ex-leader of the gang she was trying so hard to infiltrate drove her into madness. It was only thanks to the efforts of a very determined detective and a deeply caring lawyer that she managed to calm down - and examine the path forward rationally.

Texas confronted Rasna Kaliya once more, and accepted the power she'd been offered. It was fairly easy to get to VULTURE's head thanks to the instructions of her newfound mentor, and now Texas sits at the top of VULTURE. She has a ways to go before she can properly fill the vacuum of power Rasna left behind, sure. But she's determined, and angry, and wants this done more than anything else in the world.

She spends her days training with Rasna, and goes home to the apartment of one Brighid Rhodes to sleep. She finds more and more people to surround herself with, day in, day out. She feels a little more alive with every passing moment, despite herself.

She doesn't particularly mind that, either.

## User Stats

**Strength:** 2 (A fairly average girl, through and through. She was just a high schooler before everything happened! Give her a break!)

**Agility:** 2 (Still out of shape.)

**Endurance:** 2 (Would be a bit more resilient if she ate properly.)

**MAD!!!!:** 4 (She's mad!!! She's really mad!!! While her pain tolerance is fairly average, Texas has an *immense* amount of stamina. She can keep fighting for a *while*, and can easily withstand the wear and tear of using her Stand on herself. Exhaustion is practically a non factor.)

**BUGS!!!:** 2 (Well, when this is what your Stand does, you probably pick up a few things. Texas knows a lot about bugs, and this gives her a keen insight on how to cleverly utilize her Stand power.)

**Equipment:** Her phone and wallet, a fidget toy for stress relief, a half eaten bag of potato chips, and a megaphone (so these people will listen to her!!!)

Stand Name: 「RED HAND AKIMBO」

**Stand Type:** Integrated

**Stand Appearance:** Passively appears as a gnarled, twisted bug limb poking out of where her arm should be. It's kind of a pain, honestly, but she doesn't know how to get rid of it (or if she even *can*).

**Stand Ability:** 「RED HAND AKIMBO」 makes bugs. This manifests in a few ways.

Firstly, Texas is capable of growing "generic" insect limbs out of any (consenting) living thing she touches, including herself. She's capable of controlling these, though she can hand over control

to the host organism to to lessen her own mental load. This process is often fairly painful, but the pain is relatively easy to get used to—she would know.

These insectoid limbs can grow to a size of up to two meters and will retain functionality provided they're within her range. Insect parts behave like normal limbs, meaning they draw on the stamina and strength of those using them (Texas is the notable exception, as any limbs sprouting from her utilize the Stand's full A POW).

In addition, she can also grow wings, like on a fly. These wings *do* allow flight, but take a few minutes for people that aren't her to get used to.

Secondly, Texas can create Insects. These will crawl out from somewhere underneath her coat (it's unclear exactly where, only that they can only manifest from her person). These insects can range from their real life size to the size of medium-sized-dogs. As of now, Texas can create several specific kinds of insects, which behave like larger versions of their real life counterparts, with the exception of Texas's mental control over them. The specific breed of these insects that is summoned is up to her discretion and bug knowledge, but she can summon four particular units:

- **Flies (Tabanidae/Muscomorpha):** Flies vary in flight ability, senses, and biting ability, according to species.
- **Fireflies (Lampyridae):** Fireflies are capable of producing light.
- **Ants (Formicidae):** Ants vary in head and jaw shape, climbing ability, and senses according to species.
- **Cicadas (Cicadoidea):** Cicadas are able to make noise.

**Power:** A (This rank refers to the physical power of limbs created on Texas's person and the broad, aggregate power of the swarm. However, this does not mean that every possible instance of the Stand is at A POW. The largest insects operate at C POW and their power scales with their size: the bite of a normal-sized Stand horsefly is as effective as that of a normal horsefly. Secondary, non-physical traits (such as light and sound production) may be disorienting at their strongest, but not damaging.)

**Speed:** C (Bugs is bugs! Constructs move and winged-persons fly at a pretty decent speed. One large insect can be made every five seconds, while smaller insects take less time, with a minimum of one construct a second.)

**Durability:** D (Bugs is bugs. Regardless of size, they're relatively easy to squish.)

**Range:** A (200 meters of bugs. That's a lot of bugs.)

**Precision:** C (The Stand can overwhelm Texas fairly quickly if she creates too many minions. She can circumvent straining herself by creating insect minions with specific 'programming' built into them, which provide no strain on her mental, but the behavior of these insects is unable to be altered.)

**Potential:** A (Still a ways to go...)

**Fighting Style:** Doesn't usually go for the front lines. Prefers to slowly build up her forces and

support those fighting for her until she can fully overwhelm the battlefield. Far more of a commander than a warrior, like Rasna was. Perhaps this is for the best...

## Player Info:

**Reddit Handle:**

**Age Group:** Below 18/Above 18

**Team Preferences:**

**Timezone:**