

**Giant Disclaimer:** This character grew up reading Marvel and DC Comics (Old Books from a time before Quirks) and is fully aware that his clothing/costume/gadgets are replicas or similar to those of Hawkeye and Nightwing. A huge part of him is fanboying about them and crediting their writers. I want to avoid plagiarism and and plagiarism claims. He is designed to be a 'The Cosplay Hero' because I based it on the fact that I cosplay Nightwing IRL.

### **School registration/ character creation**

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**Name:** Makoto Hino

**Age:** 15

**Gender:** Male

**Country of Origin:** USA

**Department:** Hero Department

**Class:** 1A

**Personality:** Makoto is friendly, outgoing and kind. He is an absolute comic book nerd but that doesn't keep him trapped in doors. He genuinely wants to help people no matter the cost.

**Strengths:** Makoto is cunning, smart, and compassionate. He is a quick thinker and has contingency plans for a ton of situations.

**Weaknesses:** He is often viewed as quirkless. He trusts others far too easily. Makoto can only become as strong as a human without super powers.

**Likes:** Comic books featuring protagonists without powers, sweet food, pizza, video games, anime

**Dislikes:** People who look down on the quirkless. Injustice.

### **Physical appearance:**

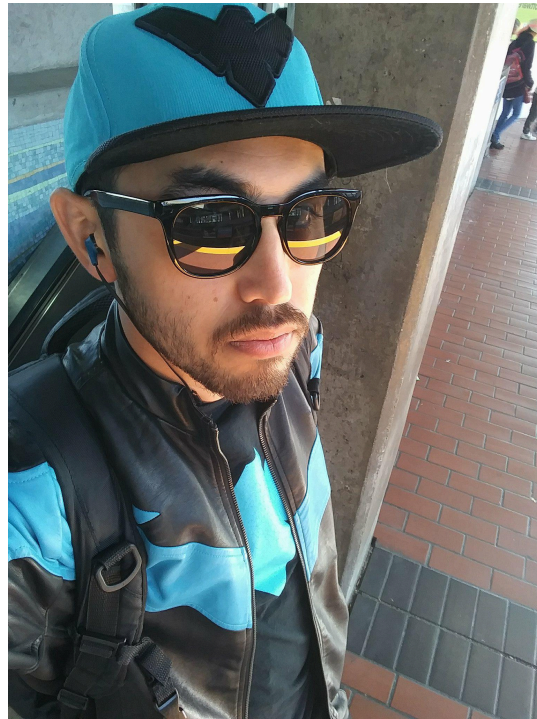
**Hair Color:** Black Hair

**Eye Color:** Hazel

**Height:** 5'7"

**Weight:** 160lbs

**Casual Clothing:**



**Hero/Supporter Costume:** A Hybrid Suit that mixes his two favorite heroes.



**Uniform Tweaks:** Makoto works a ton of Nightwing Blue into his outfits even in uniform. He has swapped the red tie for a blue one.



**Quirk/ Mutant Type:** Aspire - Makoto's quirk was a hyper development of his body and mind. When Makoto trains and studies his body and mind attune itself to make improvements faster than the human body. (1 year of bodybuilding in 3 months, 4 years of study in 6 months). Makoto has all of the abilities to be a great hero... as long as the hero doesn't have any superpowers. **(Nothing on this list is superhuman)**

Peak Human Conditioning (Enhanced speed, reflexes, stamina, strength)

Genius Intellect (Multilingual, Master Tactician, Master Detective, Master Hacker, Expert Escapologist, Expert Pilot, Genius Level Engineer)

Master Combatant (Martial Arts, Weapons, Acrobatic, Stealth)

Peak Human Eyesight (Marksmanship)

### **Techniques:**

Hunting Maneuver Series - Makoto usually quietly announces what kind of weapons he is using in typical anime fashion (just like his mother).

Languages: English, Japanese, Chinese, Russian, Italian, Learning Sign Language

**Backstory:** Growing up in the Silicon Valley, Makoto was always interested in comic books and superheroes. His father works for an Agency in San Jose, California in the Support

department (Shadolak Agency). His mother was a hero with an Owl mutation and extreme wisdom. He was believed to be quirkless even though his foot was built correctly to have a Quirk. But he was so inspired by the Quirkless Humans he read about in DC and Marvel comics that he made up his mind to become a 'Quirkless hero.' His body responded by taking extremely well to all of the study and training he put in. It was then that the doctor's realized their mistake. He wasn't quirkless, his body adapts to the hard work he puts in, making training and study easy.

Prior to moving to Japan on his parent's dime Makoto would often spend time in his father's lab at Shadolak or out patrolling with his mother before sunset. As such he thinks he knows what it's like to be out on the streets doing Hero work. He will most likely discover he is sorely mistaken.

**Hero Name:** Chimera Strix the Cosplay Hero

**Hero Emblem:** Makoto works this emblem into everything in a similar way to how Batman would. He wears a compression shirt with this emblem underneath his Tracksuit for PE courses. Usually he has it in Sky Blue but he has been known to use any of the below colors as well.



**Gadgets:** Makoto's equipment and gear come straight out of the very comics he grew up reading.

**Chimera Strix Cowl:** Chimera Strix's current suit was built by Makoto himself and specifically designed for his abilities. It appears to be colored for dark camouflage in order to utilize his mastery of stealth. It is made out of hard and soft kevlar to allow nightwing complete mobility and protection against advanced weaponry.

- **Mask:** Strix's domino mask grants the ability to focus on points farther than the naked eye as well as night vision.
- **Holographic Computer:** Strix has a holographic computer interface and hacking cable attached to his glove which gives him easy access to building schematics and data files. There is a USB-cable that he can hook up to larger systems that allowed him complete access through his advanced hacking programs.

**Utility Belt:** Chimera Strix carries a utility belt which has several pockets around his waist for instant access to his several gadgets including his:

- **Escrima Sticks:** Nightwing's signature weapons are his close combat twin fighting sticks. They are expandable metal bars that Chimera Strix utilizes to maximize his close quarters fighting ability by striking quickly and powerfully. They are stored on his right thigh in their retracted form for instant access.
- **Wing Dings:** Nightwing's custom variants of Batarangs. They are boomerang like shurikens that can knock out most people with a direct hit to the head (in the right spot). They also possess several abilities such as having a electric and explosive effect. Makoto uses them as an homage to his favorite hero.
- **Wrist Darts:** Hidden darts inside Makoto's gloves that he can fire from his wrist. These darts can also have several effects such as connecting to a rope and possess an electric charge.
- **Brass Knuckles:** A single metal knuckle that grants Nightwing greater punching power against opponents.
- **Rebreather:** A small device that allows Nightwing to breathe underwater or filter out harmful gases in the air.
- **Grappling Gun:** A Hand-held devices that fires a grappling hook across far distances giving Chimera Strix the window to make hasty escapes and climb high objects and buildings. The grapple lines can be lengthened and pulled back utilizing the buttons on the gun.
- **Handcuffs:** Makoto is equipped with custom handcuffs that hook and lock much faster than average, though this may be due to his skills.
- **Explosive Pellets:** Tiny marble like devices that can utilize various effects such as explosion, gas release and a tripwire element.
- **Sunglasses/Shades:** These shades grant the ability to focus on points farther than the naked eye as well as night vision.

**Utility Quiver:** Like his utility belt, Makoto's Quiver comes equipped with a modular set of arrow tips that create a ton of [trick arrows](#) for Makoto to use. .

Makoto is working on a Tony Stark/Iron Man portion of his tech but needs to still acquire the technology and read through the latest Iron Man comics.

**Capture Tape:** A carbon fiber wire used by many heroes to capture other superpowered people.

**Trivia:** Makoto wears a pair of glasses that serve a similar function to his mask when he is not in costume. This is a reference to Clark Kent/Superman due to Superman's role in inspiring Nightwing in the comics.

Theme Song: [Peace Sign](#) by Natewantstobattle (There is an ongoing joke that Makoto is a lot like Midoriya and Caleb's English version hits the nail on the head with Makoto for a theme song)