

Name: Ryoko Kagunomiya

Hero Name: Ryuukishi (Reptile Hero)

Age: 20

Birthday: 10/25

Gender: Female (pronouns she, her)



Hair: dark chocolate brown, almost black, with the tips being a bright, vibrant teal

Eyes: A startlingly bright shade of teal

Skin Tone: light olive

Height: 5'7 (165 cm.)

Health Concerns to Note: has an allergy to Latex. It's mild enough that she can still use it, but it's severe enough that she can't let it get past her skin layer if she doesn't want to have a reaction (she normally gets a rash. On rare occasions she'll get really itchy at the same time, but it's mostly just a rash.). She also has a dangerously high tolerance to pain, so she will try to walk off any injury she acquires, including severe ones like broken bones or an extremely deep cut. (she literally won't stop until she passes out on the floor from exhaustion and/or pain from injuries, causing some people mass anxiety while others just get annoyed with it.)

Quirk Name: Wyrmsshift

Basic Overview: can shift into different types of dragon, from a classic or european dragon to a hydra to a coatl and a bunch of others. can also mix traits of dragons with both full-dragon form, and with human form as well. (Known forms include: European-style dragon, Chinese-style dragon, tiny dragon, butterfly dragon, ice dragon, wyvern, coatl, hydra, and sea serpent.)

Advantages: Extremely versatile and adaptable. Can adjust to any situation in an instant and keep momentum in combat while in use. Both practical in combat and can create a

positive effect visually, which can help to calm or comfort hurt or scared civilians in an emergency. Can also use some of the powers that come with each form. (i.e. ice dragon frost breath, sea serpent gills, etc.)

Disadvantages: makes her extremely vulnerable to the cold. She's basically cold-blooded, in a sense, and when she gets too cold, her body goes into a form of hibernation sleep, and doesn't wake up for hours, or even days, after getting back to normal temperatures. She can withstand it for a while, but it builds overtime, and she struggles to regain heat after a while of being chilled, so she tends to try and keep warm as much as possible (normally via baggy clothing and avoiding exposed skin where heat can escape out of. Her normal street outfit is slightly baggy jeans and a slightly oversized hoodie.

Distinguishing Features: has a birthmark on her lower leg that vaguely resembles a dragon tail, has a scar over her right eye that looks like a claw slash mark from some sort of animal, has several scars on her back that seem like they came from being whipped, and has scars along her arms that look like knife scars.

Personality:

- Outside Appearance:
 - Shy
 - Quiet
 - Agreeable
 - Hardworking
- Actual Self:
 - Not wanting to cause conflict, she has the habit of any and all of her needs, wants, and opinions out the window, just to make everyone happy, even if it means getting hurt in the process.
 - Full of the fear of losing friends, having felt alone all her life and it being drilled into her head that all she'll ever be is a soulless monster that no one truly wants around, which causes her a bit of anxiety when people treat her like a person instead of the foul, twisted creature she was told she was from a young age.
- Habits:
 - Every choice she makes is based on fear and logic, thinking through each option before deciding, which makes her anxious when she has to make a choice that no one else has an opinion, thoughts, or weight on.
 - Constantly picking up on social cues to make sure that she does the right thing and gives the right response, but she still has a bit of anxiety over if

she did the right thing or response. This also means that large crowds give her migraines from just the sheer amount of people, and from an overload of information about her surroundings, and it only gets worse the bigger or more mutual the emotion.

Favorite Things: Water, swimming, orange chicken, anything ridiculously soft and fluffy to the touch, and being accepted as a person and as who she is in the moment.

Preferences: prefers to keep the area she's in warm so she doesn't end up going into hibernation sleep. She also hates it when someone's unhappy in any way, and will do almost anything to make them happy. Doesn't like making any choices that'll affect others, even when they don't have an opinion on the matter, mainly because she doesn't want to do something that'll make them upset later or do something harmful to them.

- **Costume (inner base layer):** t-shirt made from sturdy material, and has a matching set of pants to go with it. It is almost skintight, but is still loose enough to be comfortable and to be slightly baggy on Ryoko.
- **Costume (outer removable/optional layer):** oversize hoodie type of top with a baggy pair of pants similar to jeans on bottom, looking really casual and like street clothes, but ornate enough to still look like a hero costume. Has a bunch of japanese style dragon patterns all over it, but they're subtle enough to be easily hidden or go unnoticed.
- **Costume (accessories):** has a mask that covers the upper half of her face, especially her scar over her eye. Has a pair of shoes that look like a hybrid of sneakers and combat boots, built for mobility and sturdiness. The tool belt is made to look streamlined against her body, but also built to have a large amount of pocket space. Her gloves are made to keep her hands warm, but have the fingers open for fine motoring and mobility with her hands, and are designed to also help with support of her wrists and hands and reinforces and armors her knuckles during combat.
- **Costume (winter):** base layer becomes thicker and gets heat pads put in throughout the costume that Ryoko can turn on when she needs to. Her outer layer also becomes a little thicker, and gains a small lining of short fur. She also gains a hood and face mask to help keep her face warm. She also has an optional cloak, but she often doesn't use it because she doesn't feel like she needs it.

Cautions and Warnings: has self-harm tendencies, and isn't afraid of death or pain. Could be potentially suicidal, and enjoys pain if self-inflicted. Is scary good at hiding and

suppressing emotions and reactions, so don't even bother trying to read her during a conversation. Is a people-pleaser to a fault. Is always willing to help out someone at any cost, including her own well-being. Has a history of getting sick to varying degrees from overworking herself and from malnourishment. Has been starved in the past and has gotten used to not needing food as often as others, so she will always be willing to starve herself to feed another.

Skills and Proficiencies: slight of hand, deception, acting, keeping calm under pressure, fluid adaptability, good at reading people (both emotions and possible next moves), highly sensitive to the slightest changes in a person (with both their moods and possible moves), scary good at figuring out how someone works and thinks.

Backstory Highlights: both parents were druggies, alcoholics, and heavy gamblers (they were part of an illegal underground gambling ring when Ryoko was born.). When Ryoko was born, they became abusive and neglectful of her. Her mother died from being stabbed to death, and Ryoko both witnessed it and was forced to clean up the mess left behind. (she can remember the feeling of her fingers sticking together with half-dried blood.) her father became more abusive after that, and even started whipping her, giving her the whip scars on her back that she carries to this day. Her Quirk manifested when she was four, and she almost killed someone by accident when it manifested. She also accidentally slashed her own eye in the process, giving her the scar over her eye that she still carries to this day. Her father only saw her as a monster, something dangerous, after that. She was ousted from the only home she ever knew after that, forcing her to live on the streets for two years (until she was six years old). She learned to lie and steal to get what she needed to survive, but even then, she often didn't get enough. There were a few weeks where she only got about three meals over the entire week. She was eventually found by the leader of the Shie Hassaikai group, Overhaul (Kai Chisaki). He found that her blood contains a rare property that can be manipulated to erase Quirks or boost them. She was abducted by him, and taken back to one of his hideouts. She was in his captivity for eight years, where he would strap her to a chair, and cut her arms to extract blood to use in experiments and drugs, giving her the scars on her arms that she has now. She eventually got away, but was later found by some pro heroes and put in a mental institute. After a year and a half, she was released. Not because she got better and recovered from what she went through, but because she learned how to act like she was fine and how to answer all their questions correctly. She later got into the U.A. High School, and managed to get through there while dealing with her trauma and anxiety. She graduated from U.A., but is still struggling with her past.