

Zander Cosmos' Information.

Name: Zander Cosmos.

Species: Nephilim; a Hybrid of Angel and Demon. As such, Zander is a part of a race that is quite rare. Nephilim are powerful creatures with insane combat potential and as such are hated and hunted, few are accepted by Heaven or Hell and find few allies from either side of the two warring races.

Date of birth: February 18, 1995.

Age: 30.

Zander ages, but his body does not show the effects of time like it would for a mortal. He will appear to be a young man for the duration of his life no matter how long or short it might be. The oldest Zander will ever appear will be in his early twenties.

Appearance: Raven black hair that goes down past his hips, alabaster skin and shimmering silver eyes. He's often dressed in a long black coat that he wears open, white undershirt, blue jeans, black boots. Zander also has wings (only when mentioned they are 'out' of his person, please don't assume they always are) on his back that measure at five feet long each, due to his mother's aid the wings look as though they were tattoos when not being used. They fold off from his back, not affecting clothing as they 'appear' when in use. The right wing is black, the left is white, they signify his duality and mixed blood as a Nephilim. The wings themselves are angelic-looking in nature, countless feathers that are both beautiful and ominous. Zander's mother was well trained in energy usage and was able to break down Zander's fully formed baby wings down into energy particles. At the time of his birth his mother used her abilities to manipulate the aforementioned particles to hide his wings within his body. The 'sigil' as Serenity calls it, is the appearance of his wings, as mentioned they appear to be a tattoo, the image of his wings starting at his shoulders and going down to the lower portion of his back.

In addition to Zander's appearance he has grown a tail (please don't assume he's showing it off like the wings) measuring at four feet long, black in color, thicker at the base that protrudes from his tailbone region and becomes thinner as it reaches the end to the point it's whip-like, the tip being an arrowhead shape and has as much strength as Zander's other limbs.

Important note about Zander's appearance: Unless stated otherwise, his wings and tail are not out meaning they aren't seen until shown.

Height: 6'5".

Weight: 220 lbs.

Body type: A warrior's body through and through. Strong, athletic build, toned, but not overly muscular. His legs and limbs are long due to his height.

Accessories: A silver pendant in the shape of a heart being held by a pair of angelic wings. This was a final present from Zander's mother before her passing.

Personality: Zander is the kind of man that wears his heart on his sleeve, he doesn't hide much from others and is far from hesitant to speak his mind or say what he feels. He'll let people in, he just has to know you're not going to be the wrong type of person. He would risk his life to save others if it ever came to it. At times he can be very sarcastic, normally when annoyed by someone, something or a non-favorable situation. His sense of humor tends to cheer himself up for a moment with a little sarcastic or sardonic comment when in negative situations. Zander often responds to people how they treat him so if you're nice, he'll be nice, if you're rude, he'll be rude right back. With everything that has happened to Zander he has never been one to back down or run away from anything, he is very brave but not foolish. He has a strong sense of what he believes to be right and wrong and is willing to stand up for such beliefs. Some might describe Zander as heroic but he would never make such a claim.

Back story: His father, named Alastor, was feared and respected among Demons, and other dark beings. He met an angel after a long battle with several other demons that had attacked him while he was off guard. Upon meeting the Angel Alastor collapsed due to injuries he had sustained in the fierce battle beforehand. By the time he had awoken his wounds were healed, the Angel was named Serenity. She had taken him to her home, she told him of her life and he listened. She told him about how she wasn't accepted by other Angels. Alastor thanked her for her help and asked if there was anything he could do to repay her. She asked him to come by and see her every now and then just to check on her, but she hid the real reason behind her request. That reason being alone, she wanted someone to care for and someone to care for her. Alastor came to visit her everyday, they talked, he would help her with things around her home, even keep her safe when danger would appear despite the Angel being able to fight just as well as Alastor if not better.

After spending much time together Alastor told Serenity that he loved her, and he wanted to spend the rest of his life with her, he told her that he had never felt love's touch until he met her. She told him that his love was returned. They wed, and had a son named Zander. After a few hundred years of being together, and having their son, Angels and Demons learned of their union, but not of their son. The Angels and Demons would threaten them for their "unholy union" giving them little choice in the matter of their bond. Fight or run. They disguised themselves as humans to hide from the Angels and Demons. Both Alastor and Serenity were still able to use their abilities, but would have to cast aside their disguises to do as much.

Knowing they would have to teach their son how to defend himself from their foes, they did not tell him of their past until he was age fifteen, the day their home was found and attacked. Alastor and Serenity trained their son well in fighting both Demons, Angels, and any other foe Zander may face as best as they could. In two years, what was taught to Zander would have to be enough. When Zander reached age seventeen both his mother and father were slain by Angels, Zander was away from home at the time of the attack. Upon his return he found his mother embracing his fallen father. This was the first time Zander had ever felt a loss this great. In the coming days after the attack an ally of Alastor's came to Zander. After the fateful event, Zander thought living among humans would give him a better chance to hide from whatever enemies may seek him. If he was right or not is to be determined. If ever found by the Angels that killed his family...Only fate knows the outcome.

Abilities.

Otherworldly senses: As a Nephilim his senses are much higher than that of a human; sight, hearing, smell are up and beyond that of a Human. He also has the ability to sense and track energy. His senses are used in his day to day life as well as in his duties. They can be used to find friend and foe alike and will clue him into being stalked or snuck up on. Zander can change the "potency" of his senses at will. The more he focuses the better his sense could be for that given in that moment to the point he could hear, see, smell and sense a person's presence from miles away.

In addition to his senses Zander is a medium by nature of birth, he can see sense and communicate with spirits and even see into the souls of living people. Unlike his other senses these can not be adjusted by his own means. Zander is, somewhat, able to 'see'

the sins of others though this is an ability he stifles feeling it's invasive and feeds into his the less than kind instincts of his Angelic heritage and would rather not invade someone's personal space by looking into their soul.

Otherworldly strength and speed: Zander is able to control his strength to varying degrees of power "output" such as if Zander were to shake someone's hand he would crush the bones if he didn't have great control of his strength. Zander's touch can be as gentle as possible or as harsh as he needs to be within the limit of his level of physical might. Given his race, training and raw strength Zander is able to tear through raw steel with ease like such from armored military vehicles and other such things of the sort but not limited to only these feats but this is the baseline of his raw physical strength. Something closer to Zander's higher limit would be 200 tons of weight he can handle in terms of lifting strength and as one can imagine, that same strength can be similarly applied to striking power. In terms of speed, Zander is able to catch bullets from common firearms right out of the air like swatting a fly, he can run or move faster than most normal people can properly perceive and thus appears to be a blur of color, that being the various clothes of his outfits and that isn't the limit either, as with strength, but it does leave a good idea of what he is capable of. As stated above in the appearance section, Zander's wings and tail are as powerful as his arms and legs which means his strength is shared all over his body and the aforementioned features are forces to be reckoned with as well. His running and flying speeds are comparable but flight will also be faster.

Flight: With the use of his wings. His speed when flying is timed at 1500 MPH when pushing himself at his hardest. His flight is affected by strong winds, storms, damage, ect. If his wings are wounded he won't attempt to fly but he is very protective of them for good reason.

Energy Manipulation: Being a Nephilim Zander has mastered the Demonic and Angelic energy within his body. These energies are able to do many things that shall be listed in a more cohesive manner below. Most of these abilities can be used through either energy or a combination of both. Angelic appearing in white, Demonic in black and the combination in gray.

Barriers: A shield made from Zander's energies, they can take many shapes and are able to appear around Zander, other people he can see or otherwise able to sense them. The barriers' strength vary depending on the amount of energy Zander pours into creating them in the first place. The barriers themselves are typically semi-translucent and colored by the aforementioned energies.

Energy blasts: Zander is able to channel his power through his body to project force and destructive energy out of his palms or any part of his body but it's much easier to do so through an appendage or an extremity. Like mentioned above, the blast's destructive power relies on the amount of energy put into each attack.

Portals: Zander is able to focus his power into multiple points in space and open rifts that forge a gateway between the points. More often than not, Zander will only make two but he is able to make many more than just those two. The placement of the portals is limited to where Zander can see, feel and roughly estimate where he's creating them. This method of travel is what Zander prefers over an ability listed below. Using his portals is deemed 'safer' in Zander's mind and has more uses than just traveling such as transporting items and for other means. Zander is able to make portals to any location he has visited before as long as he can remember it and focus long enough to create a portal in that location.

Teleportation: Zander uses this ability to break himself down into energy particles and assumable all over again in a different location within an instant. Much like his ability to create portals, Zander is able to teleport to any location he has been to once before, but unlike his portals, Zander's method of teleportation requires greater amounts of energy and has much higher risk. If Zander were to assemble inside of an object or such, it could cost him life and limb alike and thus he doesn't use it too often. Plus he doesn't like the feeling in his stomach after he's whole again but that's neither here nor there. Over time his proficiency with this ability will increase if he overcomes his reluctance to use it.

Energy constructs in the form of weapons or tools: Much like his barriers, Zander is able to form objects with his energies. This isn't an ability that will be used often as Zander already has a fair amount of weapons but if the circumstances ever called for it, then it's an ability he can rely on. In most cases, Zander usually shapes his energy into a net of some kind to capture his prey or opponents.

Energy Charging: When holding an object, Zander can pour energy into the object to later be thrown and detonated like a bomb. In addition to making things explode, Zander is also able to teleport objects away when charging them with energy, however doing so is a one time use. As an example, if Zander is fighting someone with a weapon and wishes to remove the weapon from the equation, if he managed to get ahold of the weapon he could charge it and teleport it away. (however, this won't be forced on

anyone in combat) the ability is used more for Zander's convenience when transporting people and things across the world or other places he's managed to visit.

Elemental Manipulation: Zander is able to use his energies to conjure or manipulate the elements that resemble those found in nature but are born from his energy entirely. However, they do share qualities of elements found in nature itself such as Zander being able to use his fire to cook or lightning to power devices.

Fire: Zander is able to create fire using either form of his energy, anger is the source of his flames and burns with the same fury felt inside his heart.

Lightning: By using his righteousness and sense of justice, Zander is able to form bolts of lightning and blasts full of electrical power to stun and slay alike.

Light: Zander, with the use of his Angelic power, is able to project light to illuminate dark areas as one might expect and banish darkness used against him.

Darkness: Much like light, Zander is able to cast shadows with his Demonic power. If forced to, he can overtake light sources with his ability to generate darkness and will do so against harmful forms of light.

Healing: His body will heal quickly after taking damage, small to large wounds will heal quickly after taking damage, even broken bones will mend within little time in comparison to a mortal. Broken bones may take days to weeks rather than months. In the event an entire limb is removed it will regenerate but that will take months at a time and longer depending on the level of overall damage done to his body. If he's covered in cuts each cut needs its proper amount of time to heal and thus if he has multiple broken bones and missing limbs then those wounds will take even longer than if it was just a single wound. Each wound he sustains will heal at an even rate with the others. This ability to heal quickly and such drastic damage is a gift Zander has had since his birth and a by-product of his race. Zander's body can only hold so much blood at one time, however, and thus is far from undying or unkillable. Despite having an advanced regeneration and healing rate, Zander can die.

Stormcaller: Zander being born partially Angel, he was graced with many gifts by having Celestial blood and like other Angel's Zander can manipulate the weather. As this is a newer ability to Zander, he has yet to learn to spread his energy effectively through the atmosphere to conserve energy and as such, changing the weather can take a lot out of him. Zander can create rain storms and banish them, the same can be

said for lightning, wind and snow. This ability can extend to tornadoes and hurricanes as well as dust storms but that will depend heavily on the area Zander is in when using the ability.

Voice of an Angel: Angels are inherently amazing singers, able to project well and have perfect pitch. Zander is an incredible singer but aside from bragging about that, this ability allows Angels, who are taught, to open the gateways to various forms of "Heaven" as they know them. Zander, however, is only able to open them a crack and open the door slightly enough for wandering souls to pass on into a peaceful afterlife.

Voice of a Demon: As above, so below. Any skill that Zander possesses that can be done with one of his Angelic or Demonic energies can be done with its twin energy. Where Voice of an Angel would sound like a hymn then Voice of a Demon would sound like wailing of the damned or metal scream given Zander's taste in music.

Mythology and folklore knowledge: Growing up, before his truth was revealed Zander's mother taught him much about the world's "fictitious" stories. It was her subtle way of arming Zander with knowledge about potential threats he could encounter in life. Thanks to the Angel, her son is well versed when it comes to identifying monsters and attacking their weaknesses. The same can be said for mythology, if he were to ever encounter a being from myth he would be armed with information about them and possibly potential weaknesses.

Transcendence: When Zander 'Transcends' two horns, a foot in length each, will grow and rise from beneath the skin on his forehead, a ring of energy will form above his head that will grow to become a golden halo, his teeth will sharpen to become fangs, Zander's eyes will gain a dull glow and his wings gain a coating akin to the metal of his halo. Transcending is the raging power of both his Angelic and Demonic energies aligning and joining as long as Zander can keep his power under control during this change. This will only happen when enraged beyond words when he or someone he cares for is in danger, or if it was deemed necessary for battle he finds himself inside at the time of use and when in this state/form his power is tripled and thus all of his attacks and feats listed above become more potent and deadly as well as his healing/regeneration becoming quicker. Zander does not enjoy relying on this transformation as he finds it more difficult to control himself in this state of being. In his Transcended state Zander is only able to control himself for twenty four hours, less if his situation is desperate or the situation of another party he is protecting or is equally as desperate.

Multiverses and verse traveling: First and foremost how Zander manages to travel between different worlds and verses, being a Nephilim Zander and others like him have no home. Demons come from Hell, Angels come from Heaven but where do the Nephilim dwell? They have no home to return or that they came from originally. Many things in the Universe are cruel but this sad fact gives way to an incredible gift to the scattered and small population of the Half-Breeds which would be the ability to see the "cracks" between different planes and realities. Sometimes it's a visual rip or tear that Zander can see, other times it comes in the form of a wavelength he can feel. Either method allows Zander to open these tears or synergize his energy with these wavelengths to match the frequency and open a portal between the two worlds which allows him to cross the threshold he created. As stated before in the ability section Zander can create portals, anywhere he has been before he can return to again.

Reviving: This is an ability that may be rarely utilized and can only be used in the right circumstances. Zander is able to revive the dead within a short window of opportunity. The party in question would have to have died recently, a matter of minutes to a full day. If advanced decay has set in then Zander will not be able to revive the dead, the dead party will need to be restored first. If Zander attempts to revive the dead party in question, their body must be recovered to the point their body is able to medically function to enable their soul to return to their body. Zander accomplishes this by forming a connection with the body and soul of the person who has passed via a tether of energy that breaks beyond transdimensional boundaries. Zander is able to latch onto the soul and drag it back from wherever it may have gone in the time since the aforementioned party's death. This process causes Zander great strain and may drain him completely of all energy in his body. He is unable to revive himself, only other beings such as people, animals, planets and other living beings.

Mortality: Zander's body is much more durable than that of a mortal body, highly dense and powerful muscle, tungsten-like bone, but his skin isn't as durable but still more dense than that of a human being, so he can be damaged and bleed or have his bones broken but it won't be easy to achieve. Zander can take very powerful hits before taking too much damage that he would have to stop the battle. Things like venom and poison of mundane animals, plants and insects won't harm him due to his body's ability to filter the toxins. Like toxins, drugs have little to no effect such as tranquilizers or paralytics, they will also be filtered through his body and have little to no chance to slow him down or cause any harmful effects. It will take some great force to actually warrant caution in Zander's mind, he can die, Zander is not a God but he isn't an easy mark either. Years

of fighting and training make him a very deadly opponent but beatable depending on the battle.

Special attacks.

As trite as it may be, Zander has a particular sense of style. At least he doesn't yell the names when he uses them, that's just silly in his opinion.

ECLIPSE METEOR KICK: As the name implies this attack is a kick, such an attack is usually infused with both types of Zander's energy hence the "eclipse" naming motif. Zander's mastery over the forces of Angelic Light and Demonic Darkness. These are typically done in the form of a dive kick but he will perform any kind of kick when doing this particular attack but dive kicks are seen most often since they can be utilized well on the ground or the air. The impact of the attack would see the target taking the explosive force of the mixture of Angelic and Demon power wielded by Zander and felled by all his physical and spiritual might as a Nephilim.

ECLIPSE METEOR PUNCH: As above so below, Zander's punch is just that and is the twin of the attack mentioned above as such they are largely the same only done with a fist rather than a foot. The nature of the attack is the same, the combination of Zander's body strength and the power inside pouring his might both physical and energy into one powerful punch with all the force of Heaven and Hell.

SUPERNOVA: From Zander's person a gigantic wave of fire will begin and grow from an aura to sizes that could overtake mountains and even continents but doing so will not only burn everything caught within the blast it will drain Zander to the point all of his energy-based attacks will become nearly impossible to use however, this depends on the amount of energy Zander pours into his Supernova and the size he allows it to grow into it could take very little of Zander's power or all of it. This attack can be difficult for Zander to utilize not only due to the energy consumption but also the damage it can do on such a scale and the fact it's not a "control" or "area/alley safe" his Supernova is often treated as a last resort.

SUN KILLER: This attack is a more extreme version of the "Supernova" used only when Zander is certain the only way to deal with an enemy is if they're totally annihilated and reduced to nothing, not even ash, not even molecules. This more potent version of Zander's attack is all or nothing, Zander pours all of his power into this last

ditch effort. Like the “Supernova” the “Sun Killer” is a wave or dome of fire that builds from Zander's location and grows to monstrous, disastrous sizes and leaves nothing behind in its path of overwhelming destruction. The heat from this attack in the rare times Zander has used it burns hot enough to melt anything in its path down to molten metals, glass and ash. When Zander makes the decision to use this attack he does so knowing it may be the only way to stop his enemy and knowing it might even take his own life to defeat them.

ECLIPSE CANNON: Zander will gather energy in either hand, both Angelic and Demonic, and bring them together with joined palms before launching the aforementioned gathered power forward in a torrent or beam of focused power. This attack has incredible destructive power, like his “Supernova”, but due to Zander's aversion to projecting his energy into ‘beam attacks’ after witnessing the devastation these attacks can have after fighting battles that implement the same or similar techniques as the “Eclipse Cannon.” The “Eclipse Cannon” may not be an often seen attack due to the amount of damage it may cause in its wake when used to destroy a target out of caution for what may be behind whatever Zander has set his sights upon.

ECLIPSE METEOR DROP: This attack can only be performed at a high height, whether he flies there or teleports, Zander most often does this attack while in his Transcendence state. From his position on high, Zander will bend his wings around his body as if he's using his wings as a shield or shell while falling from the aforementioned height. Once encased in his wings, Zander begins to spin on his descent downward to cut through the air like an arrow but also to deflect possible counter attacks while in this death spiral. Should Zander make contact with his target they will feel like they tried to catch a meteor.

NEBULA CHAINS: Zander forms chains, which can number from one to many more, out of his energy around the limbs, center mass and other extremities or appendages of a target to subdue them. Each chain comes at a cost of energy and thus he can't make an infinite amount. The more power he pours into each link the more durable said chain will be and have more power to be able to hold a target in place to be subdued or trapped into an attack. However, the more powerful the chain, the cost will be greater on Zander the more powerful he makes each singular link and each subsequent chain forged from those links.

ECLIPSING ONSLAUGHT: This attack isn't so much as one, but rather a combination of all the attacks seen above. Zander may begin by using Nebula Chains to lock an opponent down then once held in place unleash the full might of a Eclipse Meteor Punch/Eclipse Meteor Punch, or both, then will continue onto a more powerful attack like his Eclipse Meteor Drop or Supernova/Sun Killer to finish whatever target Zander seeks to eliminate. The combination of attacks will cost Zander great amounts of energy to use devastating skills back to back for this all out offensive.

STORMCALLER: Zander being born partially Angel, he was graced with many gifts by having Celestial blood and like other Angel's Zander can manipulate the weather. As this is a newer ability to Zander, he has yet to learn to spread his energy effectively through the atmosphere to conserve energy and as such, changing the weather can take a lot out of him. Zander can create rain storms and banish them, the same can be said for lightning, wind and snow. This ability can extend to tornadoes and hurricanes as well as dust storms but that will depend heavily on the area Zander is in when using the ability.

Weapons.

Arc: The weapon Zander wields most often is a scythe, Arc. It was his father's scythe. It was made to respond to its Master, being Zander. The weapon was forged by Zander's father, its metal made with the finest metals Heaven and Hell had to offer but that's not all that went into the making of Arc, old arcane arts played a part as well. The weapon was given life and sentience, thus it is able to tell its Master from another hand. Being able to think on its own, Arc has a mental link with its Master, Zander, and all Zander deem worthy of holding his weapon. Aside from the mental link Arc holds the ability to teleport to the hand of its Master at any time as well as the ability to fly.

Moonlight: The weapon in question is a long greatsword (ultra you might even say) with an overall length of five feet and two feet width that also bears a weight of 300 lbs. The sword itself is made from ores from both Heaven and Hell which gives the weapon an ethereal appearance and unbelievable strength and durability. The heavy sword is a great means of offense and defense for Zander being its edge will rarely dull and it

won't need repairs often. Due to the materials used, Moonlight is able to channel Zander's unique energies through its body like a conduit for his vast reserves of power.

Balance: Zander uses a custom made revolver that was forged by a close friend that he usually gets his other hunting supplies from. The firearm is based off the 500 Smith & Wesson magnum. Unlike the standard model, Zander's revolver has ten chambers. The firearm has glossy black long barrel with silver and gold runes running down the barrel for design while the body is made from metals mined from various regions in both Heaven and Hell to withstand the power Zander channels into his bullets. After the near decade of fighting, hunting and training, Zander's abilities have push him to a point where Balance has become redundant to use, however, Zander still carries the weapon because of the fond memories he has from using the weapon and only sees himself using it in situations when using his otherworldly abilities would be a risk to himself and others associated with him.

Magic: Zander has studied a number of magic but one he favors is summoning and of the decent amount of creatures he could call to his aid only one will be common or perhaps one type would be a better way to put it. The creature Zander will summon are Hellhounds. Any manner of canine may appear but they will all share some common characteristics which would be black fur, glowing red eyes and the ability to breathe and wreath themselves in flame or smoke. Said Hellhounds could be common dogs or wolves and their sizes may differ but will generally be the proper size depending on the breed of Hellhound summoned.

Magic Item Crafting: Zander, in the past, has had instances of needing to disguise himself and others and as such, has spent a great amount of time learning the art of witchcraft, alchemy, sorcery and other fields of magic to imbue and create certain magical items. One such instance he used his own feathers, cast in silver, stamped with Odin's Illusionary Rune and empowered by the Nephilim's own energy, Zander was able to create a set of necklaces that when worn would disguise the wearer's appearance for a handful of hours.

Other gear and weapons: Being a Hunter and Protector, Zander carries many items in his coat that aid with certain Creatures these being silver throwing knives in the shape of crosses as well as ankh crosses and Holy Water kept in a silver flask.

Armor.

The Coat: Zander isn't caught wearing much armor, trying to blend in makes wearing full plate armor and chainmail is quite counterintuitive. Luckily, before the passing of Zander's father the great Demon Alastor gave Zander the coat is almost always seen with. The hide of the coat was made from belonging to a powerful Demon and thus most forms of mundane weapons have a difficult time piercing the leather of Zander's beloved coat. Most bullets and arrows won't break the hide, nor will blades and other edges unless significant force is behind the attacks or they are 'special' in some way such as magical, or imbued with energy. This does not mean Zander is invincible nor his coat, it means his opponents will simply have to aim well or think about how they approach Zander when attacking.

(Yeah, I put a whole section on one piece of armor. I do updates to this bio a fair bit. Give it time.)

Additional Abilities, Skills, Gear and Techniques.

Spiral Power: Becoming "adopted" by @PIERCINGHEAVENS , Zander's soul sister trained him in the ways of spiral power (https://gurrenlagannextended.fandom.com/wiki/Spiral_Power) Normally Zander wouldn't rely on a power or skill taught to him but Spiral comes from his own being and can only output as much power that dwells within his soul and as such it is his own and will use only in situations Zander deems necessary since Spiral Power is power, should be wielded responsibly and will wear Zander out if he overuses Spiral Power due to Zander channeling the energy through his body rather than a Gunman mech like other Spiral users.

Spiraling Transcendence: By combining the aligned might of his Angelic and Demonic heritage and the power of Spiral taught to him by Kami above, Zander cloaks his body

in Spiral Energy while in his Transcended form. The combination of different energies are fairly difficult to manage and causes Zander's body to overwork itself due to the overwhelming energy running through his body. In this state, Zander's strength and speed are drastically increased but such a boon of power comes at the cost of Zander's body being overworked. The longer he stays in this form the more damage it will do to his body until he masters this new balance of power. As of 11/30/2020 Zander has only used this form twice and still has quite a ways to go until he can live up to Kamina's legacy.

Doppelgänger: This was a skill Zander learned from @FemaleNephilimV, the ability in question is as the name implies. The user, in this case, Zander, focuses his energy outside of his body to construct a copy of himself out of the aforementioned energy. The Doppelgänger is created, using one of the two types of energy within Zander's body, which is either Angelic or Demonic or the combination of both. The Doppelgänger will be either fashioned in white, black, or gray. The downside to conjuring the Doppelgänger is Zander will have to control his own actions and that of his Doppelgänger in unison, it requires great energy control and focus which can be broken given a number of circumstances.

Nevan: After a duel to the death with Dante, one of the two Sons of Sparda (I can't remember the @ but I do think it was @"Something"SSSparda, sorry) Zander emerged the victor and took a trophy in the form of a Devil Arm by the name of Nevan (<https://devilmaycry.fandom.com/wiki/Nevan>) the Lightning Witch. Imagine his surprise when the particular guitar was actually a Demon temptress with electrifying power and imagine his dismay when he realized he would have to keep his guard up around his new shocking guitar scythe for its true form hungered for his vast life force. In time Zander's prowess with the Devil Arm had grown in leaps and bounds but he has yet to master the weapon entirely. It is another living being after all, and has her own demands as well as secrets but Zander has taught Nevan he wasn't going to be as easy a mark like her previous Master.

Stark's Grimoire: Another gift given to Zander was a Grimoire given by Stark (@BeholdDamnation) which Stark described as "The sum total of my knowledge. A bestiary, spell book, historical accounts, every morsel of knowledge I have attained throughout my life, recorded within its pages." As for what that entails entirely, can't be shared or rather summed up well in a way that could give it justice. I suggest visiting the aforementioned account and reading the biography there. It's worth the read and can give more insight into the scale of Stark's knowledge than I could give here.

(10/22/2020) Stark has since then deactivated but this section of the bio shall remain as a memorial of sorts to the wonderful time I had writing with the man. However, that means the Grimoire is null and void and will never be brought up in terms of combat ability since I can no longer prove Zander had access to something so powerful to begin with.

Martial Arts: After knowing @PrudentPugilist for a long time, and at Zander's request, Tifa taught him the same techniques that were taught to her by a traveling martial arts master by the name of Zangan (no relation) who taught many students in his lifetime. Tifa showed Zander great kindness in teaching her this style and her techniques also known as 'Limit Breaks.'

Blue Lantern Ring: After the death (suspension) of @LeaderOfHope Zander received Saint Walker AKA Bro'Dee Walker's Blue Lantern Ring and all the power (https://dc.fandom.com/wiki/Blue_Lantern_Ring) that it brought as well as responsibility. I'll let the link speak for itself on this one, but I will say the Ring is used more for the defense of others than Zander himself but he may use it in a battle if the circumstances are right. Please note that not all the Blue Lantern Ring abilities, even after mastering it, will be accessible to Zander.

Red Lantern Ring: After winning the Trail of Actuality tournament hosted by the @TheOCPantheon Zander was offered a wish for a prize for his efforts and that wish was for a Red Lantern Ring. (https://dc.fandom.com/wiki/Red_Power_Ring) Like before, I'll let the link speak for itself just to know that not all the Red Lantern Ring abilities, even after mastering it, will be accessible to Zander.

Green Lantern Ring: After the death of @RadiantWill a bright green light soared across the sky and found its way back to sector 2814, back to earth where it would find another man willing to give it all for the sake of others. The words, "you have the abilities to overcome great fear. Welcome to the Green Lantern Corps" were spoken to Zander by the Ring itself. He could feel the weight of the responsibility that came with the ring and thus set off for the stars to report to Oa as it had instructed him to do as such.

For a list of abilities and more knowledge on the Lantern Rings, I will leave this here: https://dc.fandom.com/wiki/Green_Lantern_Ring

Star Sapphire Ring: One night alone Zander was lamenting the potential loss of something he loved greatly, his home, the world. The dread of losing the planet he

called his home resonated with the force of Love in the emotional spectrum and thus a Star Sapphire Ring (https://dc.fandom.com/wiki/Star_Sapphire_Ring) came to him as he stood on the moon to overlook the world he adored and everything on it he held dear. Now armed with the power of his Love with a new Lantern Ring, Zander feels he can protect the world he calls home with all his might of body and heart.

Indigo Tribe Ring.

During a mission with #GALAXEON under the leadership of @VariableSystem Zander earned the approval of an Indigo Ring ([https://dc.fandom.com/wiki/Indigo_Tribe_\(New_Earth\)](https://dc.fandom.com/wiki/Indigo_Tribe_(New_Earth))) by placing the importance of other lives ahead of his own in a battle with @POINTONEPERCENT. After the dust settled the light of Compassion joined with Zander to add another Ring and Emotion to his arsenal.

Cavaliere: After a hard fought battle with @TripleExceed that was born of a misunderstanding and nearly killed both Hunters, the Son of (a son of) Sparda gifted Zander with a special Devil Arm, Cavaliere. The Devil Arm in question takes the shape of a motorcycle with bat-like wings making the general shape of the body, the bike itself is a living weapon much like Nevan mentioned above. Unlike with Nevan, Zander will typically wield Cavaliere in one form. Cavaliere can take the form of dual swords with buzzsaw-like blades that spin thanks to the motorcycle form's wheels. Zander opts to use Cavaliere in its motorcycle form as a means of travel and as a weapon in the motorcycle form. However, he may use Cavaliere's second form but its not as likely as the first.

("Cavaliere | Devil May Cry Wiki | Fandom"
<https://devilmaycry.fandom.com/wiki/Cavaliere>)

Beowulf: After a deadly duel with @SinOfTheDivide that was decided by one last clash of swords, Zander was the victor by a hair and took the gauntlet and greave combination of the Devil Arm Beowulf as his prize. Beowulf's gauntlets reach over the first of the wearer and bare four fang-like blades as well as a wolf-like snout in shape hence the name, one can suppose. The greaves of the set bare three clawed toes to the, well, toe of the boot. Both sets of armored-weapons are a dark, almost charcoal gray and bare lines of a dim yellow that appear to be like cooled magma or vines of ore but when used in combat the once faded lines begin to glow a bright white worthy of the "Lightbeast" Demon they once were before becoming a Devil Arm.

Wonder Sword: A gift from @TheWonderOfWar who gave Zander a sword that she pulled from one of her gauntlets. Wonder Woman explained to Zander that the sword's edge would never dull and the blade was unbreakable due to the mastery of metalwork by the God of Fire and the Forge Hephaestus himself. The sword was a symbolic gift of their newly forged siblinghood as brother and sister in the name of protecting the innocent and upholding truth. As for the appearance of the "Wonder Sword" as Zander has dubbed it, it's a silver xiphos sword, the guard of the sword has a ruby star in the center similar to the tiara that Wonder Woman herself wears.

Stardust Breaker: Zander after taking employment under @ToTheDemonRealm was allowed access to Towa's simulation chamber that allows those who enter the room to battle against the data collected on certain warriors throughout history and after succeeding in completing a job for the Demon, Towa gave Zander free reign of her simulation room as payment for a job well done. Inside the chamber Zander fought the fusion known as Gogeta until he learned how to conjure a prismatic orb of energy meant to destroy evil entities. The energy is summoned above a raised hand which is held above the user's head, once the rainbow orb forms the user closes their hand around the energy ball only to 'crush' it into a fine mist to throw towards their opponent to deal massive damage and potentially purify any evil within them. Due to Zander's dual nature, he is able to make multiple versions of the Stardust Breaker that can purge evil and good should he so desire.

(Additional information can be found here: "Stardust Breaker | Dragon Ball Wiki | Fandom" https://dragonball.fandom.com/wiki/Stardust_Breaker)

Writer Information/Additional Information/Rules.

Writer Information: I'm Jex, age 31, my schedule is chaotic but I almost never drop a thread or other interactions, it just might take me a week or more to get back to something but that's rare. I'm pretty friendly, happy to talk at length about writing, gaming, art, anything really and my DMs are open for idle chats and plotting. I'm taken IRL and am not looking for that type of companionship but I would love to have more friends, you can never have enough friends.

Past/history/origin: Zander is from a comic book that I've made, well, working on really. This comic is ongoing but what happens in the comic after the making of this account does not carry over. At times Zander may reference something that did not happen on the account, the only time I see this happening is when Zander is telling a story about his past. The dream is to make it big someday, I'd love it if you would join us on the journey.

Disclaimer: Just because my OC may say something you don't like doesn't mean the writer feels that way. If you think I have a problem with you, come speak to me and we'll clear it up. My DM's and mentions are always open but keep in mind I am not always online.

Art credits: My avi was a commission from <https://x.com/gaaebolq> and the header was found here: <https://www.deviantart.com/nethskie/art/High-Altitude-Eclipse-177573920>

Music: If Zander were to have a "theme" it would be:

🔴 Nothing More - Face It (Lyric Video) as it's such a "him" song. Struggling with the conflict inside and being alone but using the strength inside to face whatever may come his way and overcome it.

Shipping Information: This account is multiship, there is no cap on ship slots but that doesn't mean Zander will ship with anyone. Chemistry is a must, I don't need a terrible amount but enough to get a feel for the energy and vibe between the characters. Please don't try to force a ship on me or my muse, please be respectful. All ships are **separate** unless otherwise stated. While I'm open to ships on Zander, and many of them, please don't try to flirt with me, I'm happily taken, I'm saying it again here because it's worth saying twice.

Art credits: My avi was a commission from <https://x.com/gaaebolq> and the header was found here: <https://www.deviantart.com/nethskie/art/High-Altitude-Eclipse-177573920>

Rules: Don't rush me for replies, I don't rush others and expect the same courtesy from others.

Please be respectful, I'm not asking anyone to drop to their knees and bow to me but we're all people and we all have been through some rough stuff, let's not give each other a hard time, yeah? I'm an adult, you should be an adult if you're reading this.

If are not an adult and you're reading this, **kindly, respectfully, GTFO**, I have Zander say all sorts of crazy things, I write about combat and sometimes that involves blood and gore, there's **sometimes** risque language and sexual references on this account but I don't write smut/lewd on the TL, that's DMs only. Minors are **not** welcome here.

Do not steal from me: Don't take my **COMMISSIONED** art off of my account without asking me, I've had people do it before and I don't like it. **Don't** take elements of Zander. I've had him copied before and I had to fight tooth and nail over it. Please don't make me do that again, don't steal from me or **ANY OC** for any reason ever.

Thanks!

If you have read up to this point I would like to thank you for taking the time to read this bio on my beloved Zander and hoped this read was helpful, insightful and didn't take up too much of your time. I know this is quite the lengthy read but felt it necessary to include as much as possible out of fairness and in the spirit of showing what Zander is about. Please have a lovely day!