

Name: Ray Marks

Color: Any (Named after the entire spectrum)

Species: Human

Gender: Male

Age: 17

Height: 5'0"

Eye Color: Brown

Hair Color: Red

Hair Style: [1]

Symbol: [2]

Home: Atlas

Team: SOLR (Solar)

Personality: A playful joker with a flair for the theatrical, Ray is determined to get the respect he thinks he deserves. Ray rarely thinks about strategy, instead preferring to wing it. This can sometimes come back to bite him, as lack of forethought can leave him at a disadvantage in combat. He enjoys building weapons, and spends much of free time coming up with concepts, many of which are unfeasible for various reasons, mostly due to Ray's lack of concern for such things as 'logic' and 'physics'.

Weapon: Ray wields the **BFG**, the Bionic Fisticuffing Gear, consisting of two interchangeable components: the gun and the bomb. Each component has numerous variants, each of different functions. Only one can be equipped at a time however, requiring Ray to plan ahead. The gun is a standard projectile weapon. The gun variants include mid range gatling gun [3][4], the long range sniper [5][6], and the close range shotgun [7][8]. The bomb is an explosive projectile that flies in an arc. The bomb variants include the freeze bomb which immobilizes foes, but deals almost no damage [9][10], and the direct bomb, which flies directly at targets [11][12]. Both the gun and the bomb are capable of folding up, rendering them inoperable while freeing up Ray's hands for other tasks. Ray also wears a back-mounted thruster [13][14] that while incapable of providing sustained flight, can provide quick bursts of thrust that can increase Ray's movement speed and jump height. The thruster can also fold up when not in combat [15][16]. The BFG is currently mark IX, as Ray continuously works on his weapon, always looking for ways to improve it.

Armor Design: Ray's armor design is the chest piece of Ray [17] from the Custom Robo series, but the head and legs of Ray Mk II [1]. The armor has a retractable mouthplate that Ray deploys in battle, also giving him a vocoder. He also wears a pair of goggles [18], normally on his forehead, only using them when using his semblance for "dramatic effect"

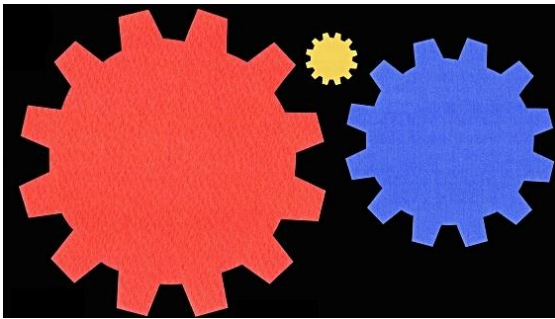
Semblance: Soulboost. Ray can increase his striking power, land speed, and reaction time in exchange for his Aura steadily decreasing. His Aura still absorbs damage while this is active, but the Soulboost ends when his Aura is depleted. He can manually end his semblance early, however. Ray appears golden when his semblance is active.

Behind the Scenes: Ray is based off the Ray series of Robos from *Custom Robo*, used by the protagonist of each game.

References:



[1]



[2]



[3]



[4]



[5]



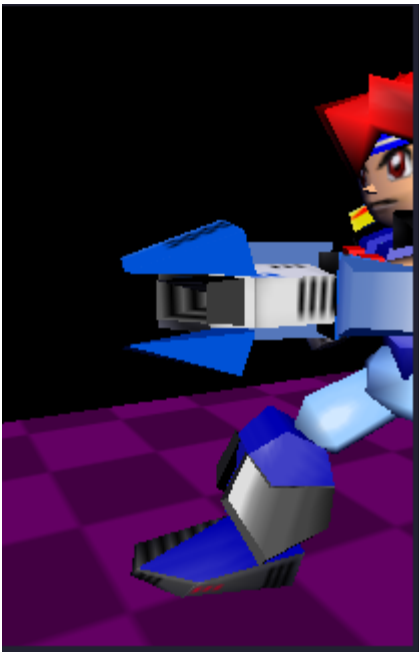
[6]



[7]



[8]



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[11]



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[16]



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