

Bio

Name: Surge

AKA: Sparky

FKA: [REDACTED]

Pronouns: He/She

Age: 23

Species: Tenrec

Birthdate: Dec 25th

Zodiac:

Height: 3'11"

Weight: 150 lb.

Orientation: Unlabeled.

Residence: Restoration Lodgings

Occupation: Vigilante

Alignment: Chaotic Good

Voice Claim:

Notes: Notably canon-divergent. Fuck it.

Likes:

Dislikes: Being manipulated,

Personality Traits:

Fears: Loss of Control, Loss of Time,

Tropes:

Muse Inspo Playlist(s):



Skills & Abilities

❖ **Cyber-Prodigy:** Surge has been given the copied bio-data of both Sonic and Shadow from Neo Metal Sonic's archives into herself, effectively making her a prodigy in everything they could possibly do without the need of having learned it herself. This extends to most everything the two were skilled at, thanks to the complexity of the bio-data used.

➤ **Accelerated Development:** Thanks to the Bio-Data of two incredibly skilled and adaptive individuals, Surge is capable of rapidly learning many skills and information that she didn't already have access to thanks to her unnatural creation. This allows her to

pick up on things exponentially quicker than any inexperienced individual should.

- **Spin Dash:** A signature technique of many Sonic characters, Surge curls up into a ball and rockets forward at heightened speeds. Due to her sharpened quills, she rockets through like a buzzsaw. Thanks to her scarf, there is a streak of sky blue in her green ball of electrokinetic energy.

- **Homing Attack:** A subtechnique of the Spin Dash, it allows the user to rocket towards a target through the air; even going so far as to swerve in order to hit their mark. This can even be used in rapid succession, allowing one weave through a swarm of midair targets.

- **Chaos Sensitivity/Manipulation:** Thanks to the combination of biodata, along with some further tampering from Starline, Surge is incredibly sensitive to Chaos Energy as a result. Capable of using Chaos Energy for a wide variety of techniques, this also allows usage of the fabled Chaos Emeralds for a variety of additional techniques. Some of which will be listed below.

- **Chaos Control:** The basis of all Chaos Techniques, Chaos Control is the power to use the titular Chaos Energy in order to bend reality to one's will; primarily, through usage of the Chaos Emeralds or equivalent to work as either a catalyst or the main source of the Energy itself. The power of Chaos energy can even go so far as to bend space and time itself should there be sufficient power behind it. The usage of which is too vast to cover the entirety of, though some key examples will be listed below.

- **Teleportation:** The most utilized technique permitted by Chaos Control, it allows the user to teleport anywhere they can focus on. Whether that is short distances through being able to see the destination, or across vast distances should they be able to visualize their destination- albeit, at the cost of more energy as a result. Because of its versatility, it is a technique that is favored by many capable of using Chaos Control.
 - **Time Manipulation:** Arguably the most powerful of the abilities under the Chaos Control umbrella. With a

Chaos Emerald, one can even harness the power of time itself. Capable of slowing or stopping time outright save for the user themselves, allowing the user to move in stopped time and even strike foes; the blows colliding as soon as time resumes. Theoretically, this could even be used to speed-up time, though the usage of that is questionable.

- **Reality Manipulation:** With enough energy, the Chaos Emeralds can even manipulate reality itself. Often used in an almost cleansing/holy manner, this effect can purge corruption from the world. Returning ravaged industrialized worlds back to their natural splendor. Anything is theoretically plausible, though is dependent on the power of the wielder themselves and the amount of Emeralds current at hand.
- **Object Creation:** A technical sub-power of the previous, with the power of the Chaos Emeralds, a person could create outright objects into reality itself. Ranging from weapons to flora and even storms. The power varies and strengthens based on the user, as some may find it limited while others are skilled in the usage.
- **Portal Creation:** The Chaos Emeralds, along with teleportation, are capable of ripping holes through the fabric of reality to open a portal between one location and another. Whether that be in the same dimension or otherwise. This can often be more volatile than simple teleportation, though theoretically allows more mass transport; or, potentially, more unwilling transportation.

These portals can even appear as blackhole-esque masses, fired off to suck an opponent into the vacuum of space or otherwise.

- **Barrier Creation:** Also capable of creating barriers, these chaos energy infused constructs can block a wide-array of attacks. Capable of being formed into

many shapes, from a wall to a tetrahedron surrounding the user.

- ❖ **Expert Close Quarters Combatant:** Thanks to rigorous combat training of hundreds of test battles along with the copied data, Surge has become an expert in close quarters scenarios. Able to take on dozens if not hundreds of badniks at once, Surge is more than capable of taking on most without breaking a sweat.
- ❖ **Superhuman (Cyborg) Physiology:** Thanks to both the genetic and cybernetic modifications done to Surge, he is an example beyond peak performance. Capable of achieving feats far beyond the limits of any normal mobian, Surge was designed for the sheer purpose of surpassing and replacing Sonic; and, it shows.

This, naturally, extends to the tenrec's senses as well, able to react to things with near zero delay and able to process stimuli at breakneck speeds; along with being notably more sensitive to said stimuli to boot.

- ❖ **Electrokinesis:** Surge's main distinctive ability, she is capable of harnessing her own electrical charge for a large variety of effects and attacks. The usage is too varied for complete coverage, though notable examples will be listed below.
 - **Electromagnetic Field:** Surge has a passive and always active field around herself that stretches out several meters, allowing herself a sixth sense. It, essentially, acts as a full radar around the tenrec that gives her a full 360 perspective of the area around herself. It allows her to detect danger before Surge herself is even consciously aware of the threat. Because of this, it's surprisingly hard to catch Surge unawares, though not impossible.
 - **Electrokinetic Amplification:** Surge is able to use her electrokinesis to amplify her attacks, whether that be her fists, her bat, or her entire body in relation to attacks such as the Spin Dash or Homing Attack. Because of this, already powerful attacks are made all the deadlier as volts of electricity rocket through her targets.
 - **"Lightning Bolt":** Surge is able to wield the electricity in ranged bolts of electricity like lightning, sending the strong current through them. These lightning bolts range in power, though Surge is often prone to using them at some of their strongest intensities.

- **Electro-Shield:** Surge has the capability of creating a barrier in front of her made of electromagnetic energy, capable of stopping people and projectiles alike; it cannot stop beams in and of themselves, though they are liable to bend around the barrier should they not be strong enough. This is an ability Surge herself is currently unaware of.
- **Electro-Whip:** Surge can create an electromagnetic tether resembling a whip, allowing her to use it offensively to attack her foes. Additionally, she is also capable of using it to lift and throw objects with the whip; whether it be vehicles, people, or manhole covers.

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- ❖ **Pseudo-Immortality/Healing Factor:** Surge, in theory, cannot die. Whenever the tenrec takes lethal injuries, her body regenerates in mere petaseconds back to a perfectly healthy state. This means that for all intents and purposes, Surge cannot be killed by any means. However, it does not heal her instantly regarding injuries that are non-lethal in nature; meaning, she can be rendered unconscious so long as nothing done would kill her.

Additionally, this gives her a passive healing factor that renders injuries healing in record-breaking time. Something that would heal in weeks being mended in only a day or two- and this can be supplemented with an intake of a large amount of electricity to heal in moments instead.

- **Reactive Evolution:** An unintentional addition to Surge's Healing Factor. Thanks to the Bio-Data of two highly adaptable individuals being used in her creation, Surge's body reacts strangely when it is forced to heal in order to prevent her death. Reacting to the stimuli that dealt the lethal blow, her body adapts in ways in order to help prevent a repeat offense. Usually, this results in merely tougher skin or a capacity to hold her breath notably longer, though it is entirely plausible for the tenrec to gain entirely new abilities should it be needed.

Truly her most impressive ability, even if it was entirely unintentional.

- ❖ **Destroy Mode:** Surge does not currently possess the capability of entering a traditional "Super Form". However, when overwhelmed with intense

emotion and having an extreme surplus of energy, Surge is capable of entering a state that Starline coined “Destroy Mode”. Technological aspects of Surge take on a pinkish-red glow, her eyes take on an electric-like glow and all of her characteristics boast an astronomical improvement. Additionally, she emits a constant powerful field that both acts as a barrier and an extension of herself.

However, perhaps a testament to the dangerous naming scheme, this comes with stark drawbacks. Unlike a traditional Super Form, Destroy Mode is constantly tearing Surge’s body apart as long as she has it active, only capable of utilizing it thanks to her healing factor going into overdrive. It also comes with an intense spike in adrenaline, effectively putting Surge into a frenzy. Only ending when her reserves of energy run out, leaving her incapable of remaining conscious any longer.

While in Destroy Mode, Surge gains access to the following abilities:

- **Flight:** In Destroy Mode, Surge gains access to flight, capable of flying at speeds equal to her base speeds. She has complete control over her flight in this form, capable of aerodynamic maneuvers and mid-air combat.
- **Plasma Manipulation:** Surge’s electrical powers are intensified in Destroy Mode, evolving to a degree where she can wield
- **Technology Assimilation:** In Destroy Mode, the Metal Virus sample used in her body goes into overdrive, assimilating nearby inorganic matter into the Tenrec. This can result in a multitude of changes based on what she assimilates, leaving this power hard to define. However, depending on the size and complexity, the technology will likely be destroyed by her overworked body by the time Destroy Mode runs out.

If not, it is theoretically possible for her to gain new cybernetics, though this is extremely rare.

- **Barrier Creation/Manipulation:** As stated in the initial description of Destroy Mode, Surge passively creates a barrier around herself of powerful energy capable of deflecting even powerful attacks. However, this passive ability can also be used actively for a multitude of different effects.



Core Concept: REBELLION

Rebellion. Defying one's own fate and the whims of others are what fuels this Core Concept. Surge's true power comes from defiance, whether that be defying the odds or standing up to oppressors. The act of rebellion or inciting such in others fuels the tenrec, ensuring Surge will grow all the stronger in her act of rebelling. Thanks to her circumstances, though, it is difficult for Surge to figure out what to rebel against. Leaving her struggling to utilize her own Core Concept for growth.

Inventory

- ❖ **Gigaton Bat:** A bat studded with conductive gold-like metal crafted with an unknown black metallic base, this heavy bat even sports a tesla coil as the pommel. It is an incredibly powerful weapon for Surge especially, and she uses the weapon to its fullest. However, it's shockingly heavy, and ergo most people will have a hard time wielding the bat like it's meant to be.
- ❖ **Spinal Rig:** One of the more complex cybernetics that were integrated into Surge, it is a versatile device that practically serves as a HUD at times. Capable of holographic projections with certain movements of the wrists to display data that she needs; varying in size depending on the information. This can also be used for the purpose of video calls, streaming, and further needs. Essentially a powerful computer on the tenrec's back, it is a versatile tool and one she begrudgingly enjoys quite heartily.

Being powered by Surge's own energy, it has an indefinite battery life so long as she is alive, though may enter low power mode if she is rendered unconscious from energy drain.

- ❖ **Lightning Guns:** Two laser pistols that have rechargeable energy magazines, allowing Surge to charge them himself even in the heat of battle. While these may seem redundant thanks to her own natural long range options, they allow her to still be combat ready in situations where her powers are dampened for whatever reason. Because of this, he reluctantly keeps them handy at all times.



History

██████████ was always a nice girl. That's what everyone who knew him would have told you. Growing up in a small farm town, all the young girl knew was her small idyllic world for the better part of her life. Tending to the farm with her family, ██████████ always had dreams of exploring the world despite her lot in life. Always outgoing, the people of the small town all had stories of their local star. Always shining, always smiling, and always the brightest in the room.

Yet, despite it all, ██████████ had her eyes set on that far-off horizon.

So, ██████████ was dead set on exploring the world and was searching for the opportunity to do just that. The opportunity that she found, unfortunately, was not what she dreamed of. Nor, for that matter, something anyone could have possibly imagined; save for the sick mind of one Dr. Starline. Accepting work in the big city was something many aspiring people did, so it wasn't unheard of or particularly strange. After a going-away party for the farm town's golden child, ██████████ left the next morning on a bus for the city.

██████████ had only come to the city in the rare times her parents brought her with them to deliver, so being there on her own was a new experience for her. On the bus ride to the city, she met another that had taken up the offer for work from the same employer. It was the first time that ██████████ had to interact with a stranger in excess, but her natural charisma coupled with her positive attitude seemed to leave a positive impression with the kitsune. Considering the two were heading for the same destination and purpose anyways, they decided to stick together for the second half of their journey.

The two had several days before meeting with their employer, though both had their hotel stays paid for in the meantime. Which meant the two had nothing to do but take in the sights together. Truthfully, ██████████ was relieved to not have to be lost in the big city all alone, her new friend well-versed in citylife meaning she wasn't thrown into the fire. They spent the better part of the week taking in the sights and exploring their supposedly new home city together. It was a bonding experience the two wouldn't soon forget.

At least, not naturally.

The day their new employer would meet them finally arrived, and with it, said employer. The two hardly had time to chat with the man before their minds grew hazy, and Starline's work began. With it, Surge was born, and ██████████ became just a fuzzy feeling in the back of the tenrec's head.

Now, Surge was created to be a "sponsored hero". Made to be Eggman Empire's very own version of Sonic the Hedgehog, his superior in every way but under the banner of Eggman. This meant she went through rigorous experiments to heighten her capabilities and countless simulations to ensure she was skilled enough to compete with Sonic and friends. Eggman Empire's own sanctioned hero, Surge was meant for greatness and it's something that has been ingrained into her mind. Unfortunately, said mind can barely keep itself together under the intense pressure, something that boiled over into such a vitriolic hatred of Sonic that it almost led to her own death from overexerting herself.

Now, this would-be hero has to find her place in the world, knowing her entire existence is a lie and not knowing the truth. Let alone how or who she should be.

Relationships

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