

**Name:** Kamara Paige Adams

**Gender/Pronouns:** Female (She/her)

**Race:** Mixed/Black + Caucasian

**Birthplace:** Nashville, Tennessee

**Nickname(s):**

**Kam:** This is how most of Kamara's friends and family address her, which she is perfectly fine with. She doesn't have any ill feelings towards her full name or anything, she just knows this can be a term of endearment to most.

**Adams:** Meanwhile, most students and staff call her by her surname. This did bug her a lot when first addressed this way, but she got used to it despite the stiffness of it all.

**Little Mouse:** This nickname was given solely by her mother, and her mother is the only one who knows about it. It was a cute term of endearment that her mom used ever since she was a baby, and it stuck through all her years.

**Alias (If applicable):** N/A

**Affiliation/Role:** Support Student/Aspiring Support Business Owner

**Moral Alignment:** Neutral Good

**Quirk:** Metal Manipulation

**Summary:** Kamara has the ability to manipulate any metal to her liking. Bending it, stretching it, moving it, etc. Most would assume that with this quirk she would decide to fight on the front lines, but that simply isn't where her heart lies. Instead she uses her quirk to easily make any kind of support gear she desires, often using it to the point of exhaustion.

**Strengths:** Kamara is able to manipulate any kind of metal within a yard or so. This proves to be quite useful with her inventions, as she doesn't have to rely on as much heavy machinery as the other students do. It also allows for much of the world to be an untapped resource. Also, there is no physical sign that she is using her power, so it could also be used without anyone knowing, if she decides to be careful about it.

**Weaknesses:** The more she uses her quirk, the more it tires her out physically and mentally. During her time in school, Kamara has definitely built up her longevity, but she can typically only use her quirk nonstop for about three hours. She also has a hard time letting her emotions be separate from her quirk, and has sometimes ruined her own projects because a particularly frustrating project led her to unintentionally crushing the metal she was using. Weight of the metal also impacts how much energy it takes to manipulate it.

**Body:**

**Figure:** Kamara has more of an hourglass shape, and does look like she has a softness to her. While this is true, she trains quite hard at the school gym, in order to defend herself. Because of this, she isn't toned when relaxed, but when she flexes her muscles become much clearer. However, due to her chubbier stomach and small stature, many still assume she is helpless. Kamara is fine with this, since she doesn't like being seen as a threat by any means. Plus, it gives a wonderful upper hand.

**Skin:** Kamara's skin is a warm tan color, covered head to toe in freckles that many have told her make her look "dirty". She often has small healing burn scars scattered along her hands and arms, and always has some kind of cut or scrape from getting too caught up in her inventions. Otherwise, she has no permanent scars.

**Hair:** Kamara's mousy brown hair is quite long, and tremendously wavy (bordering on curly, but she doesn't take good enough care of it for her curls to be defined), typically styled in some kind of unruly updo or messy braids. Kamara is very low maintenance, so her hair is usually always tangled. Otherwise, she'd be stuck in her dorm brushing her hair all day.

**Height:** Kamara stands at a might 4'11 tall. Because of her short stature, she is often the butt of many short jokes, but she's numb to it by now. If anything, she joins in on them. It's all good fun in her eyes.

**Eyes:** Kamara's most striking trait to her is, well, her eyes. They are a bright yellow-gold that is brighter around the pupil and fades into a warmer orange tone towards the edge. This is a striking trait that almost every single member of her family has, for reasons unknown to her. Kamara's eyes are typically framed by large, circular glasses that she wears often. And if it isn't her glasses, then she's wearing goggles (for schoolwork).

**Faceclaim/Voice Claim (If applicable):** N/A

**Background:**

Kamara's mother actually owns a repair shop in America that has been handed down through three generations, her great-grandfather starting it after discovering his ability to diagnose problems in machinery and how to solve them. It was an... interesting quirk to have, one that wouldn't exactly be flashy like shooting fire or super strength, but it gave his family a solid footing, and now Kamara's family is well off. Her family name is renowned for being a go-to repair shop for all kinds of vehicles and even support gear.

Needless to say, Kamara had a good life growing up, and still does. She plans on taking over the family business (being an only child), but wants to focus more on inventing support gear rather than repairing it. It is a topic of heated discussions between her and her mother, but in Kamara's eyes, the future will sort itself out.

**Personality:**

**Summary:** Despite being an only child, and having most things she wanted given to her (to an extent, she was only given things if her parents felt she deserved it), Kamara is still very competitive and always feeling like she has something to prove. Especially with other students in the Support Department. She definitely keeps her heart on her sleeve, and, even with her competitive nature, Kamara is very sympathetic with her friends and is typically the person they go to for advice or a shoulder to cry on. She is very passionate and has a habit of hyper fixating on new interests or projects in different cycles.

**Positive:** Friendly, empathetic, passionate

**Negative:** Sensitive, Easy to read (most times), impulsive