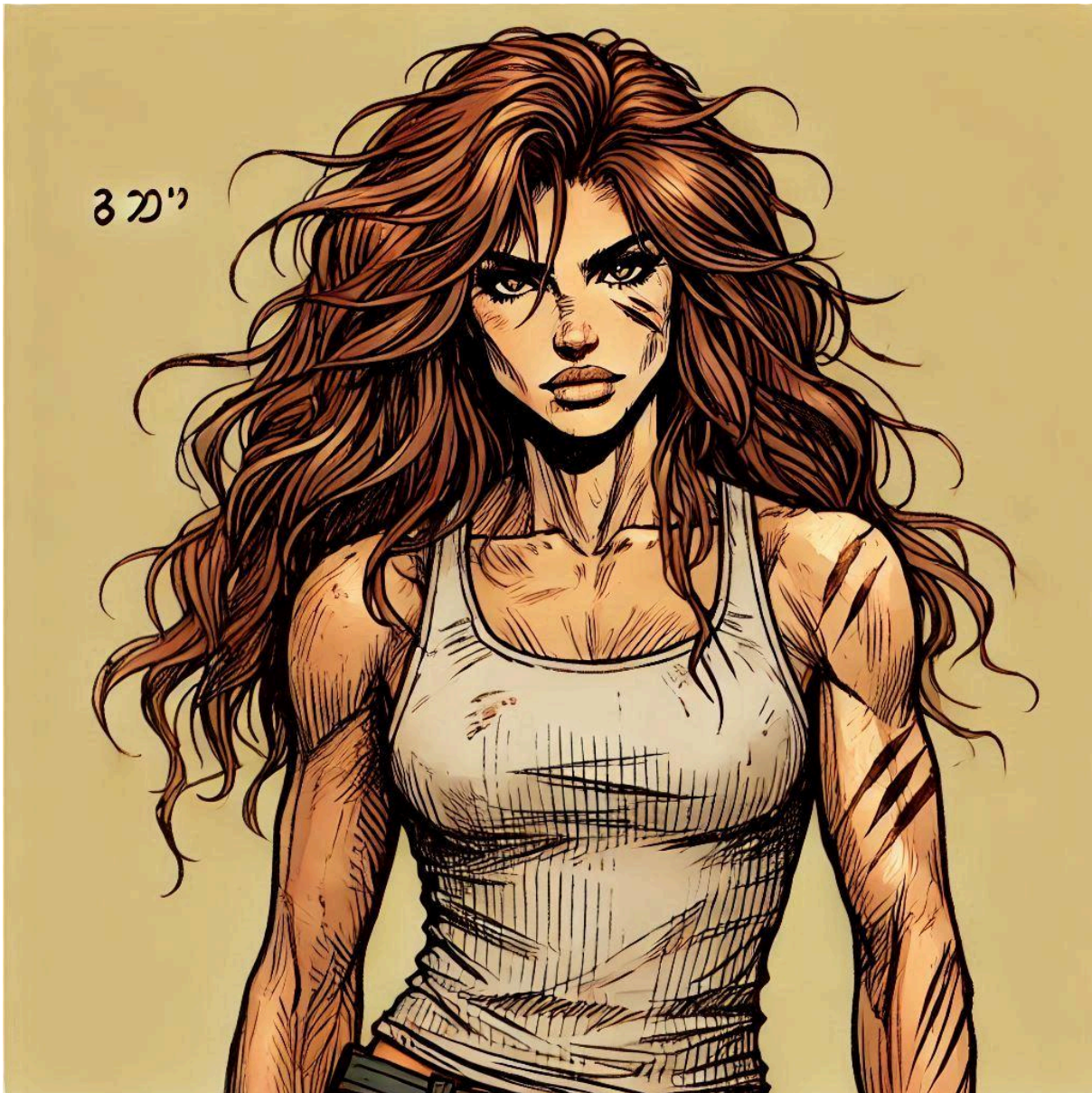


Chronicle Comics: Juno “Claw”

Ashridge



“Strength isn’t just about power; it’s about protecting what

matters, no matter the cost. And I've paid enough to know the difference."

Identity Profile

Name at Birth: Juniper "Juno" Ashrdige

Primary Moniker: Claw

Other Known Names: The Pinnacle of Strength, Ms. Muscle, The Bastion of NEST.

Visibility: Public

Chronological Age: 20

Species/Type: Beast Bloomer (Grizzly Bear)

Moral Stance: Neutral (Anti-Hero Tendencies)

Group Affiliations: Beast Bloomers

Family Ties: Deceased Father (Alvin Ashridge)

Operational Base: N.E.S.T (Network for Enhanced Survival and Tactics)

Nationality: Italian

Civil Status: Single

Day Job or Role: $\frac{1}{3}$ Leader of Nest, P.E Instructor

Birth Date: 19/03/2020

Hometown: ?, Italy

Creator(s): Gluttony

Physical Attributes

Sex/Gender Identity: Female

Sexual Preference: Heterosexual

Height: 6'5

Weight: 180lbs

Eyes: Caramel (Colour)

Hair: Toffee (Colour)

Defining Characteristics: (Wickedly sharp nails, borderline claws. Insanely long and thick hair)

Personality Profile: Direct, fearless, and driven by vengeance, Juno believes power is the ultimate solution to their problems, often advocating for violent, immediate action.

Fears: Never fulfilling her revenge on Jungle.

Backstory

Juno Ashridge was born in a secluded village deep in the Apennine Mountains of Italy. Her community was small, built on ancient traditions and a profound respect for nature, surrounded by dense forests and rugged terrain. The village had long lived in harmony with the wild, seeing the animals as sacred companions. Juno grew up immersed in this environment, inheriting her family's fierce independence and connection to the land.

From a young age, Juno exhibited a unique boldness, often wandering into the forests alone and observing the creatures that roamed them. She was particularly captivated by the local bears, which her elders revered as symbols of strength and resilience. Her father, a skilled

hunter and protector of the village, taught her to track, fight, and survive in the wild, skills that would later define her life.

When Juno was just a teenager, her village fell victim to an organized crime syndicate that sought to exploit the area's natural resources. She later came to find out that this syndicate was merely one of many working for the elusive organisation, known as Jungle. The syndicate's mercenaries descended on the village, burning homes, killing resisters, and enslaving survivors. Juno's parents were among those killed, and she barely escaped with her life, fleeing deep into the mountains with nothing but her father's hunting knife and a can of a mysterious spray, this group seemed to covet dearly.

Once in the wilderness, Juno didn't have to wait long to find an opportunity to use it. A couple nights after she'd left the village, a ferocious Grizzly Bear emerged from the brush, it had been watching her meagre campsite a couple nights prior, and had chosen now to strike. Juno wasn't perturbed, if anything she was suffused with sick glee, finally having the opportunity to vent all her anger, sadness and frustration at the world. She rushed at the bear, wielding her father's knife in hand as she hacked and sliced, it was hard to tell who was the predator and who was the prey. Eventually, the bear overpowered her and prepared to deliver a fatal strike with its colossal maw, however, just before it got the chance, Juno raised the can of "Beast Bloom" and used it to block the row of teeth, saving her skin but subjecting to her a different fate. The can burst, taking both the bear and the girl down to the floor, causing them to bond on a molecular level. When Juno awoke, everything was different.

Over the next year, Juno honed her new powers in the wild. She learned to control the surge of strength, sharpened her senses, and pushed her endurance to inhuman limits. Her bear-like physiology turned her into a force of nature, capable of crushing boulders and enduring punishing injuries. However, her isolation was disrupted when recruitment teams

from N.E.S.T. began to track her down, having detected her unusual abilities. One by one, Juno defeated three separate squads sent to bring her in, earning a reputation within the faction as a relentless and untamed powerhouse. Finally, intrigued by their persistence and seeing an opportunity to direct her vengeance against Jungle, she agreed to join N.E.S.T. Rising quickly through their ranks, she became one of their three leaders, representing strength and resilience. To this day, she carries the pain of her past as fuel for her fight, ensuring no one under her protection suffers the way her village once did.

Abilities and Skills

POWERS

- **Greatly Enhanced Attributes:** Grizzly Bears are known for their immense strength, durability and stamina. Juno is no different, possessing strength well beyond someone of her size should. Her enhanced physiology grants her physical attributes far beyond the means of normal humans, and all other known Bloomers. Able to toss aside cars, bend metal with her bare hands.
- **Heightened Senses:** Juno shares in the enhanced sense of an apex predator, these are:

- **Smell** - Juno can differentiate between the scents of different people, and detect them from up to 30 miles away, depending on wind conditions. Her Olfactory Bulb is also highly developed, allowing her to locate food, sense danger, and identify other Bloomers with incredible accuracy.
- **Hearing** - Juno has sharp hearing, capable of detecting high-frequency sounds beyond human auditory range.
- **Touch** - Grizzlies have sensitive paws, this quality has transferred to Juno's palms, and soles of her feet (she often goes barefoot). Possessing the pads of a bear, these help her gauge texture and temperature of objects with touch alone. It also makes her an excellent digger.
- **Sight** - Whilst not exceptional compared to her sense of smell or hearing, Juno still has great vision. Possessing sharp distant vision, helpful for spotting far off movements. She also has enhanced night vision, aiding her in low-light environments.
- **Superhuman Stamina**: Juno possesses an otherworldly level of stamina, able to fight, sustain strenuous activity or carry heavy objects for a prolonged period of time.
- **Predatory Aura**: Juno also exudes an overwhelming primal energy that triggers fear and submission in those around her, tapping into their deep, instinctual terror of an apex predator. Enemies find their movements faltering and their focus shattered, while allies feel bolstered by her dominance and unyielding presence.
- **Claws**: Juno's already sharp nails can extend at will, becoming vicious claws in a mere moment. Juno's claws are razor-sharp extensions of her grizzly bear bond, capable of

shredding through steel and stone with ease. They are dark, curved, and impossibly durable, emitting a faint, feral glint that strikes fear into her foes.

- Cloak of Hair: Juno's hair is a beautiful toffee brown, its dense, wild and untamed, resembling the thick coat of a Grizzly Bear. Juno's hair is unnaturally strong and durable, being resistant to heat, cold and physical damage. In battle, Juno often hides her frame beneath this wreath of hair, allowing it to mask her actions, and make her seem bigger, or possess a wider reach than she actually does. She has also been known to weaponise the strands themselves, turning them into a lasso or other instrument of death.
- Berserker Rage: Juno's *Berserker Rage* unleashes the full force of her bond with the grizzly bear, driving her into a state of primal fury. In this form, her strength, speed, and durability skyrocket, allowing her to overpower even the most formidable opponents. Pain becomes meaningless, and her relentless attacks are fueled by pure, untamed ferocity, making her an unstoppable force until her enemies are utterly defeated.

Learned Skills

Hand-to-Hand Combat:

Juno is a skilled martial artist, trained in multiple forms of hand-to-hand combat. Her technique is brutal and direct, utilizing her immense strength, speed, and knowledge of leverage to incapacitate opponents with devastating strikes, throws, and joint locks. She combines primal instincts with precise control, turning her body into a weapon in close-quarters combat.

Survival Tactics:

Having spent years honing her survival skills, Juno is an expert in tracking, foraging, and adapting to harsh environments. She can navigate through forests, mountains, and other wilderness areas with ease, using her senses and knowledge of the land to survive and outmaneuver foes.

Weapon Proficiency:

Juno is proficient in wielding a variety of weapons, including heavy blades, axes, and ranged weapons. Her strength and skill allow her to wield these tools with deadly precision, often using them to finish off opponents once her initial attacks have worn them down.

Intimidation & Psychological Warfare:

Leveraging her imposing presence and the predatory aura she exudes, Juno is a master of intimidation. She can unsettle and manipulate her enemies mentally, breaking their morale before engaging in physical combat, making her an effective force on the psychological battlefield.

Tactical Awareness:

Juno's heightened senses and combat experience have made her a tactician in the heat of battle. She can assess a situation quickly, identifying key weaknesses and opportunities to exploit in her opponents, allowing her to turn the tide of battle in her favor even when outnumbered.

Weaknesses

Recklessness in Rage:

- During her *Berserker Rage*, Juno's focus shifts entirely to offense, leaving her vulnerable to traps, distractions, or well-coordinated attacks. Her inability to distinguish friend from foe in this state can also pose a danger to allies.

Limited Long-Range Combat:

- Juno excels in close combat, but her abilities and skills are less effective against enemies who can maintain a significant distance or employ ranged tactics.
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Power Metrics

Rank the character's traits on a scale from 1–7:

- Intellect: 4/7
- Physical Power: 6/7 (7/7 Berserker Rage)
- Speed/Agility: 3/7

- Stamina/Endurance: 5/7 (6/7 Berserker Rage)
 - Energy Output: 0/7
 - Combat Skill: 5/7
-

Tools of the Trade

Gear and Utilities:

Battle Armor:

- Juno wears lightweight, durable armor made from a blend of high-grade metals and flexible material, designed to provide maximum protection without restricting her mobility.
- The design is utilitarian and intimidating, with a rugged, bear-themed motif: claw-shaped gauntlets, a fur-lined mantle over her shoulders, and a chest plate engraved with a grizzly bear emblem. The armor is resistant to most physical attacks and extreme weather conditions.

Weaponry:

Retractable Claws:

- Juno's primary weapons are her grizzly bear-inspired claws, which are natural extensions of her body, enhanced by her bond and battle training.

Throwing Axes:

- Compact and deadly, these axes are balanced for both melee use and throwing, designed with a bear motif. They can hit targets at mid-range with devastating impact and are ideal for enemies trying to keep their distance.

Father's Hunting Knife:

- More sentimental than a viable weapon, Juno carries her fathers knife with her at all times. The last memento of her long lost family, it got her through the toughest period of her life, and reminds her never to give in.

Mobility Options

- Juno sometimes uses a “Hornet” when necessary.

Fun Facts (Optional)

(Add quirks, hidden details, or cool Easter eggs that enhance the character's lore and uniqueness.)