

## Chronicle Comics: Character Dossier



“The world’s a cruel joke, but maybe the punchline’s not written yet.”

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### Identity Profile

**Name at Birth:**

Nathaniel Turner Robinson

**Primary Moniker:**

Edgelord

**Other Known Names:**

Gray Face, Troll

**Visibility:**

Obscured

**Chronological Age:**

28

**Species/Type:**

Human

**Moral Stance:**

Chaotic Neutral (Leaning toward Anti-Hero)

**Group Affiliations:**

None currently

**Family Ties:**

Living father (estranged); all other family deceased

**Operational Base:**

Small family farm, 11 acres

**Nationality:**

American

**Civil Status:**

Single

**Day Job or Role:**

Bank robber, amateur boxer, online troll (unpaid)

**Birth Date:**

April 7

**Hometown:**

Winston-Salem, North Carolina

**Creator(s):**

Black Occultist

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**Physical Attributes****Sex/Gender Identity:**

Male

**Sexual Preference:**

Heterosexual

**Height:**

6'2"

**Weight:**

180 lbs

**Eyes:**

Brown

**Hair:**

Black

**Defining Characteristics:**

Nathaniel's ears appear bruised and swollen from years of boxing, and his body is toned but lean from constant physical training. He often wears his signature clown costume, a symbol of the absurdity he sees in the world, but beneath it is tactical gear designed to protect him in combat.

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**Personality Profile:**

Nathaniel Robinson is a man defined by contradictions. Beneath his abrasive, trolling exterior lies a deeply hurt individual grappling with trauma and a world he sees as inherently broken. Nathaniel's anger toward authority and societal systems stems from personal betrayals and experiences with corruption. While his actions often seem selfish or petty, his core motivation is a yearning for justice in a world that rarely offers it.

Nathaniel lashes out because he feels unheard and abandoned. His trolling, vandalism, and petty crimes are his way of venting his frustration and highlighting what he perceives as societal hypocrisy. Yet, he is not devoid of compassion. On more than one occasion, Nathaniel has gone out of his way to help those he sees as victims of the same system that wronged him. Whether it's anonymously leaving money for a struggling family or standing up to a local gang threatening his neighborhood, he often performs acts of good that contradict his self-proclaimed nihilism.

His super-hearing has left him isolated from others, as he hears things most people aren't meant to—offhand comments, quiet betrayals, and the apathy of those around him. This has made him deeply mistrustful, but it has also honed his sense of morality. Nathaniel can't help but intervene when he hears someone in danger or when an injustice occurs right under his nose.

As Edgelord, Nathaniel exaggerates his chaotic nature, using his clown costume and over-the-top antics to mask his inner turmoil. But even in his darkest moments, there is a glimmer of hope that he can be more than a destructive force. His journey is one of balancing his anger and cynicism with his capacity for heroism, proving that even those on the fringes can make a difference.

**Fears:**

Nathaniel fears losing control of his anger and becoming the monster he pretends to be. He dreads the idea that his isolation may leave him truly alone, and he is haunted by the memory of

his mother's death, which drives much of his rage against authority figures. Flashbang grenades and loud explosions trigger intense flashbacks to his torture, leaving him vulnerable.

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## **Backstory**

Nathaniel Turner Robinson grew up in Winston-Salem, North Carolina, the son of two musicians. Ironically, his childhood was defined by silence, as his condition, hyperacusis, made even the smallest sounds overwhelming. Despite this, his parents nurtured his creativity, and he found solace in music and storytelling. However, his life took a dark turn when his mother was killed in a drive-by shooting, an event that shattered his trust in the world.

Boxing became an outlet for Nathaniel's grief and anger. Summers spent training with his uncle in Spartanburg, South Carolina, transformed him into a disciplined and skilled fighter. His natural talent and his super-hearing gave him an edge in the ring, allowing him to anticipate his opponents' moves with uncanny precision. By his early 20s, Nathaniel was a rising star in the heavyweight division, but his career was cut short when his ability was exposed. Branded a cheater, he was banned from the sport just weeks before a championship match.

The betrayal by his peers and the system that had once celebrated him pushed Nathaniel into a spiral of bitterness. His violent arrest following a confrontation with a former competitor only deepened his distrust of authority. Tortured with a flashbang grenade that rendered him incapacitated, Nathaniel was left physically and emotionally scarred. Returning to his family farm, he retreated into isolation, harboring a growing resentment toward the world.

Despite his anger, Nathaniel found moments of purpose in helping others. His first bank robbery wasn't for personal gain but to save the family farm from foreclosure. Over time, his heists became more about exposing the system's flaws than enriching himself. As Edgelord, he embraced a theatrical persona to draw attention to societal injustices, using humor and chaos as his tools. While his methods are unconventional, his actions often have unintended positive consequences, such as destabilizing corrupt institutions or redistributing stolen wealth to those in need.

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## **Abilities and Skills**

### **POWERS**

#### **Super Hearing**

Nathaniel's ability to hear is quite extensive. This ability started off as a medical condition known as Hyperacusis which is just excessively sensitive ears. Hyperacusis was painful for Nathaniel until he discovered this wasn't a disability at all when he was older. When he was younger, he had a lot more weaknesses than he does now. His ability to hear is not limited to just inter-personal space but can extend beyond walls and other surfaces. The ability is pretty straight forward, at least, to the naked eye. Some people don't think about what super hearing really means.

## **Passives**

- Hearing (Nathaniel can clearly hear sounds that are almost as high as 300,000 Hz which is similar to a greater wax moth. However, unlike a moth, Nathaniel's ears are much bigger and can perceive sounds more precisely. He can hear a conversation clearly up to 100 meters which is about nine tenths of an American Football field.)
- Sound Detection (Don't try to sneak up on him because it will almost never work, depending on the method of approach. His ears are more sensitive than a cat. Sound detection isn't an ability he can "turn off". Everything within 150 can be detected but can only hear things clearly within 100 meters.)
- Sound Analysis (Within 80 meters, Nathaniel can analyze a sound and distinguish between common conversation, normal sounds, or something out of the ordinary.)
- Heartbeat Detection (Not only can he hear someone's heartbeat, but he can hear any amount of heartbeats within his normal hearing range.)
- Vibration Detection (Even if he can't hear someone approaching, he can hear them step onto a blade of grass, a piece of glass cracking underneath their feet, wooden floors making sounds, or the slightest slip up in sound. Nathaniel has heard someone chatter their teeth together in the cold because that person had metal filings that not only made sound but metal vibrations.)
- Supersonic Hearing (Similar to the sound detection and hearing passives, this ability is the upper end of high frequencies that he can hear which, again, is near 300,000 Hz.)
- Infrasonic Hearing (He can detect hearing on the lower end of the spectrum. If a marksman tried to aim a rifle at Nathaniel, and he heard the chambering of a round from several blocks away, then he could react.
- Auditory Visualization (Nathaniel has the ability to describe an object based solely on how it sounds. This even works on people or animals. He has been able to walk outside of a building and almost perfectly describe every object inside based solely on how things sound outside. This was

how he robbed so many banks and knew the layout so well, along with how to open the safe.)

- Wind Detection (Ask any marksman why having the ability to instantly hear wind and wind direction and they'll tell you that's a ridiculous ability for a shooter.)
- Bullet and Projectile Tracking (This passive ability provides a lot of upsides. For example, he can hear the direction that a projectile came from. Also, when Nathaniel is firing a projectile, he can hear where the projectile landed such as a bullet which can massively improve someone's marksmanship. If a marksman can hear where their rounds are landing on a range, it makes aim adjustment in practice much easier to do.)
- Limited Firearm Identification by Sound (Since he is familiar with a wide array of weapons, he knows what many types of weapons sound like while firing, being loaded, or heavy metal sounds clicking in the inner components of a weapon. If someone were on the other side of a thick wall and they were armed, Nathaniel could tell if they were carrying a revolver or a rifle based solely on sound. This passive ability is only useful for the most common types of weapons. Exotic imports aren't known by Nathaniel and neither are historical or replica weapons. Created weapons and high tech weapons are also things Nathaniel has likely never heard before but once he does he can recognize the sound going forward.)
- Breath Pattern Recognition (Hiding from this guy can be very hard to do. He can sooner find you from sound alone due to instinctive human breathing than a bloodhound could find you from smell. Human breathing and breath patterns are hard for someone like him to ignore. The reason why he has mastered this is because he was a boxer who fought against serious professional boxers who were heavy breathers given 12 rounds of boxing. He knows the difference between a breeze and human breathing because he has heard all manners of human breathing from cardio training to actual fighting on a professional level.
- Audio Depth Mapping (This is similar to his ability to map out a room with sound alone. He can tell if there's a file cabinet in a room but that wouldn't necessarily explain how he is able to know how big or how small a room is. His audio depth mapping passive provides him the ability to hear vibrations and echoes and decipher the depth and size of any room, space or object.)
- Seismic Awareness (He knows when an earthquake and when most natural disasters are going to happen.)
- Acoustic Camouflage (He can rhythmically match his movements to the movements of others to seamlessly blend into any environment and be

nearly undetectable to the untrained eye. He can just casually walk at the same rhythmic pattern as someone else directly on a camera feed and psychologically people may just ignore it even when he's in plain view.)

- Structural Integrity Detection (Through the use of sound, Nathaniel can sense the integrity of any structure. He will know if the structure is about to collapse, if it's in good standing, if it's subtly shifting, or, sometimes, what the structure is made of.
  - Human Lie Detector (You can't lie to this guy. He will hear subtle shifts in tone, breathing patterns, sweat dripping down someone's face, and anything that points to deception. He used this same skill in boxing when people tried to throw feints or trick him.)
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## **Learned Skills:**

### **Boxing**

He was fascinated with boxing even as a child. He used to watch famous boxers on television and always wanted to become a boxer when he grew up. Nathaniel was placed in several boxing classes and boxed in several boxing gyms. He was trained as a counter puncher despite many mistaking him for a pure striker.

The coach's idea was to teach him simple counter punching techniques, and if Nathaniel could just get one opening, finish a fight with a single punch or flurry of strikes. The idea is to surprise the opponent with a surprisingly long wingspan, deceptively heavy hands, and manipulation of striking distance, as many counter punchers tend to do. His cardio is absurd thanks to boxing. A boxer's cardio is legendary as they have to survive more rounds on average than your average MMA fighter.

One of the first things someone would notice about his boxing ability is his footwork. Since he also likes to dance, and a fair amount of boxers are good dancers as well, his footwork has been described as beautiful. It may be difficult to catch him with any good striking while standing up. His favorite boxers weren't power punchers but the rope-a-dope specialists as they were always the most exciting to Nathaniel. He likes to showboat even in serious fights to display his foot placement and foot movements. Of course, a troll would pick a counter punching style and showboat.

His counter punching style revolves around either knocking someone out as soon as they slip up or using his favorite "pull counter" movement to get in a sneaky uppercut or right cross. Nathaniel also really enjoys baiting people into getting close to him or thinking that he can't reach them. The worst place to be with Nathaniel is a distance

where he knows his punches will land but he knows he's either too far away to avoid counter punching or too close enough to be a threat. His style of fighting has been described as the "punching spider" because he draws his opponents into traps or a web.

Some of the basics of boxing that appear common with any boxer are things that he excels at. Nathaniel excessively studied boxing because of the trickery and deception involved. He knows how to weave, duck, stick, and move. His anticipation is what allows him to dodge strikes at the very last moment and throw a counter punch combination. He knows almost every mainstream guard and blocking method, even if he can't necessarily copy the style effectively such as "The Philly Shell". As far as boxing is concerned, he's a student of that game. He knows boxing history and even most past champions.

### **Punching Power**

This is separate from just boxing. Many people are boxers but few have the ability to be a genuine "power punch" like Nathaniel is. His arms are long and his hands are like catcher's mitts. Combine those factors with near perfect foot placement and Nathaniel can generate a devastating punch. Even his jabs hurt which a jab doesn't traditionally do the kind of damage that Nathaniel can do but it certainly isn't unheard of. In fact, in some boxing gyms, one of the points of emphasis in a fight is to do as much damage as possible while the opponent doesn't necessarily realize it.

Nathaniel performs these power punches by using his butt. That sounds crazy but the gluteus maximus is the biggest muscle in the body. [There's even instructional videos discussing how to use the glutes to generate more knockout power.](#) This is why Nathaniel, if asked about how he punches so hard, he would probably say something like, "I put my ass into it" which would be scientifically accurate. However, his hip muscles are also well toned and partially explains how he generates this kind of power. [There's also instructional videos about using the hips to generate more punching power.](#) When a professional boxer throws a punch, they aren't just using their upper body or fists alone. A proper punch from a real deal boxer uses the entire body to generate knockout power.

Not all boxers have this power. In fact, depending on the weight class, the kind of power that Nathaniel has can become next to impossible to obtain. Nathaniel is in-between heavyweight and something a bit smaller given his 6 foot, 2 inch frame. That doesn't seem that big but his weight can fluctuate given that he has had to either gain weight very quickly or cut weight very quickly. But even at 180, Nathaniel can put a real beating



on someone. [A heavyweight boxer can start off at 180 pounds which means this guy is at the lower spectrum of heavyweight.](#) This means he can be really fast, and with good foot placement and mechanics, can generate about the same amount of punching power as someone who weighs more than 30 pounds than him.

Some may not realize it but if a boxer who is 180 pounds and knows how to punch actually punches them then there's no "shrugging it off" without some serious justifications. [Heavyweight boxers categorically have been scientifically proven to hit harder and with much more force than any current mainstream martial arts style.](#) In most combat sports scenarios, death isn't an inherent conclusion but boxing has certain rules like no hitting in the back of the head and/or more head protection rules than what someone would find in most other combat sports. One punch from a heavyweight boxer, on average, delivers 82,073.3 N of force and [studies have shown that heavyweight boxers actually throw more punches that are more powerful than a faster junior heavyweight.](#) If someone doesn't understand just how punishing a boxer can be then that person should allow Nathaniel to wait on them for a little bit and then they'll realize just how dangerous this sport truly can be.

This guy trained to be a legit professional boxer. He isn't going to make the same mistakes the average person is going to make. There is no "go for the chin" because he spent months using a tennis ball that he tucked underneath his chin and pressed into his upper chest to teach him to keep that chin tucked. A flurry of punches from anyone isn't going to automatically phase Nathaniel as he is trained to take punches and counter punches. He knows multiple styles and can change styles on a fly without much of a drawback because changing styles and changing stances is a part of modern day boxing.

Nathaniel will abuse what he believes to be the average person's mistakes in fighting. He was always taught that people instinctively protect their face during a fistfight but rarely protect their liver. A well placed liver shot from a heavyweight boxer can actually be lethal. A heavyweight boxer can deliver a punch that is more than enough to bruise a liver or completely rupture it which is very much lethal. But even getting hit in the liver has made 250+ pound boxers fall to their knees in defeat. This is just one example of the kinds of things Nathaniel knows that the average person may not be aware of.

He believes the average person just isn't ready for the kind of damage he can deliver. Given his deceptive personality, he will likely let someone get close to him or hide the fact that he was a professional boxer and pretend to not know how to fight. He will tuck his arms or take up a boxing stance that gives the optical illusion that his arms aren't as long as they actually are. In the heat of the moment, Nathaniel believes that a person

will quickly forget how quick he is, how long his arms are, and won't realize his punching power until it's entirely too late.

What sets up a lot of his knockouts are other body movements. His footwork has already been mentioned but his head movements are just as important. Nathaniel loves to give "head fakes", he will "slip" a punch or dodge a punch at the last possible moment, and sidestep an opponent so as to always be facing their unprotected side. Keeping up with his footwork can prove to be incredibly challenging and it was challenging for some heavyweight boxers to keep up with him. As someone on the lower end of the heavyweight boxer spectrum, Nathaniel has all the advantages of the heavyweight but none of the clunkiness.

### **Greco-Roman Wrestling**

As if boxing didn't give this guy enough core strength, Nathaniel has also dabbled in wrestling. He was on the wrestling team at his high school. Ironically, Nathaniel went into professional boxing and not wrestling despite him being a better talent in wrestling. His instincts on the mat were uncommon. Granted, Nathaniel has natural talents and physical advantages that would probably place him ahead of the average person from the jump.

Unlike boxing, Nathaniel couldn't just use his super hearing to excel at wrestling. He loved to read about boxing history but practiced wrestling for a good bit of his youth. Wrestling was something he was good at but not necessarily what he enjoyed. There was a lot of strength involved in wrestling just like there was in boxing, and yet, sometimes, being really strong just made everything else just not matter so much. The fact he wanted to be a boxer but was always better at wrestling was always a sick joke to him. The bigger joke to him is that he is clearly built for Mixed Martial Arts but he hates kicking.

His grip strength can be game changing. Greco-Roman Wrestlers tend to have great grip strength. If he were to grab someone and twist their arm, it would probably hurt a lot more than it would if he never wrestled before. He prefers to lure people in close and he hopes they assume that a takedown is the best way to defeat him for them to only learn that they would've potentially instigated their own mugging. That grip strength of his is why the "pull counter" is so effective. At least in a boxing ring he doesn't have the advantage of using his bare hands to grab anyone. Outside of a boxing ring, Nathaniel will literally pull people into punches or get them close to either use wrestling or boxing to finish them.

Over the years, he barely kept up with his wrestling. He isn't nearly as good as he was when he was in high school. Yet, instincts are still instincts. If someone tries to charge him straight forward with an attempt at a takedown, he would probably know exactly how to respond to try to prevent it. Wrestlers and those who have a background in Greco-Roman Wrestling have been known to exhibit good core strength, good endurance, and good instincts on the ground.

## **Ballet**

Nathaniel is a very good dancer. Ironically, his expertise in dancing is why his boxing footwork is so impeccable. Some of the best boxers who have ever lived were also pretty good dancers. Having good foot coordination was pivotal to him mastering difficult styles of boxing.

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## **Weaknesses**

1. **Flashbang Trauma:** Loud explosions incapacitate Nathaniel, triggering flashbacks to his torture and leaving him vulnerable.
  2. **Sensory Overload:** Environments with excessive noise can overwhelm his super-hearing, disrupting his focus and combat abilities.
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## **Power Metrics**

**Intellect:** 5/7

**Physical Power:** 3/7

**Speed/Agility:** 2/7

**Stamina/Endurance:** 3/7

**Energy Projection:** 0/7

**Combat Skill:** 6/7

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## **Tools of the Trade**

### **Gear and Utilities:**

**The Clown Carapace** - This is clown themed body armor that is designed with Nathaniel in mind. This body armor can stop most rounds from a rifle but only up to 6

shots like most body armor. What separates this plate carrier and armored plates apart from others is the sound dampening. Each plate has built in foam layers that dampen sound from most hits and impacts. The armor setup has reinforced boxing shoulder pads which allow him to throw punches at full force with all of this armor on without feeling the full reverberation in his ears.

**STFU Hood and Cloak** - Along with his body armor, Nathaniel usually shows up to a fight with his hood and cloak. This gear is intended for infiltration and/or marksmanship purposes. The reason why he calls it the STFU cloak is because it is a modified tactical cloak with sound dampening foam and plastics lined within the inner layer. If he covers himself with the cloak, he can become completely silent. The cloak is applied like a sniper's ghillie suit and comes with a built-in voice distortion device so that he can mask his voice.

**Ballistic Glass Arm Shield** - [Here is example](#) Nathaniel wanted a hard metal arm shield to protect himself from bullets while firing. However, he found that using metal for a ballistic shield was a terrible idea because once a volley of rounds hit that shield then it could be devastating for his hearing ability. He found that using a ballistic arm shield that was made of ballistic glass was more helpful. If a round hits metal then the dispersal of sound waves and vibrations wasn't exact enough to allow Nathaniel to find whoever was shooting at him. But bullets don't just bounce off of ballistic glass and make it easier to pinpoint where fire is coming from.

**WTF Gremlins (a twisted version of Cabbage Patch Kids dolls or Troll dolls)** -

These are tiny action figures that look like little orcs dressed in different types of clothing. Each of them have long hair that points to the sky and green skin. These are listening devices but, just like the Edgelord Cool Action Doll, they come with a twist. At the push of a button, Nathaniel can make these WTF Gremlins sing random songs. Nathaniel has carefully selected only the most annoying songs that are played on the radio at any given point in order to annoy his adversaries or whoever he is using these devices against. Once he turns them on, they will sing until they are destroyed. He places pretty good batteries in these things so their singing can become extremely annoying and unending, almost like a living nightmare. The longest one of these things has sung the "I Love You and You Can't Stop Me" song was about 7 hours, 32 minutes.

**Roach Snitch** - This is a tiny listening device that can transmit sound within 900 feet. The device is disguised as a common cockroach. These devices can transmit sound directly into his noise filtering earphones. This can be used against him if someone realizes what these are used for and were to try to overload his hearing through these devices. He can cut the sound feed from these devices but once the feed is cut

Nathaniel has to find the device and reset the connection manually. This sort of contraption can be made with products anyone can purchase from a hardware store or home security specialty store. All that's needed to complete the Roach Snitch is a plastic roach covering that can be ordered from the internet or brought from a hobby store.

**Kevlar Knuckle Gloves and Metal Fingertips/Palm** - These gloves are fingerless. The knuckle portions of the gloves are made of kevlar. Pretty obvious what these are used for. Sometimes, Nathaniel likes to punch to solve his problems. There are tiny metal plates embedded in the fingertips and palm portion of the gloves. He uses the metal in the gloves to tap on objects and listen to gather information. This can also help him gather information via vibration that is amplified to a tiny degree due to interactions on a minor scale with the metal.

**Silent Sole Boots** - These specialized boots can come in a variety of styles and colors. All of the boots are designed to create as little sound as possible so that Nathaniel can distinguish between his own footsteps and someone else's. These types of boots are commercially available. He just buys them and paints them in different styles.

**Noise Filtering Earphones** - These earphones can open and close the ear ports to allow him to block off sound or allow his super hearing to go wild.

**Noise Canceling Hair Extensions** - He usually has dreadlocks. Interwoven into his dreads are noise canceling strands of fabric.

#### **Weaponry:**

**Meme Grenade** - These grenades don't cause explosions but instead create random animal noises accompanied with a rainbow colored powder smoke cloud. The powder smoke has a suffocating effect on the lungs. One would think that this would be a disadvantage for Nathaniel. Actually, since the sounds of a random elephant or lion would probably be unusual to hear in a city then he could actually disorient an enemy while also blaring loud sounds that would confuse them but not confuse Nathaniel.

**Edgelord Cool Action Doll with Kung-Fu Grip and Self-Destruct Feature (Simply another version of the WTF Gremlins)** - Nathaniel created these child-like dolls that look like Edgelord in full costume. These dolls have similar listening capabilities with a similar range to the Roach Snitches but with the added benefit of being a distraction device. The Edgelord Doll can become a two-way radio and can modify Nathaniel's voice to that of a child. The dolls can also be remotely detonated in a small explosive

that has about a sixth of the shrapnel and explosive potential as the average fragmentation grenade.

**Ouch Tickle Grenade (Nitrous Gas based explosive)** - [Here is the Patent](#) - It wasn't until the early 2000s that a patent was obtained for a nitrous gas based explosive. Nathaniel became fascinated with such a weapon because he found the concept of the same stuff found in laughing gas also being used as a bomb was absolutely hilarious. Of course, these explosions are loud so he usually uses these as a last resort. These don't have the same power or shrapnel spread as a standard fragmentation grenade but are something close. The grenade contains Nitrous Oxide and different fuel sources from graphite to gasoline. What is considered "fuel" for these grenades doesn't always mean literal fuel as some powdered metals can provide a similar chemical reaction.

**Tactical Thumb Tacks** - Nathaniel has gone through the trouble of creating small thumb tacks that seem normal but are anything but normal. These thumb tacks are made from high durability steel. He sharpens some of these tacks. If someone who is barefoot or doesn't have footwear that can resist being poked through, then that person is likely to walk on sharpened steel. These tacks serve another purpose and that is whenever a person walks on them and gets them stuck to their footwear then, to Nathaniel, that person may as well be a tap dancer.

**Suppressed .300 AAC AR Pistol, Sawed off to illegal lengths** - This particular rifle, when suppressed, can produce a subsonic round with a seriously nasty impact. The .300 AAC cartridge isn't used by some rifle enthusiasts due to its overpenetration. Nathaniel doesn't care if his round goes through two homes. He's a villain and not the milkman. He sawed off the barrel to illegal lengths for better concealment. This is called a rifle but, technically, it would really be a pistol that just resembles a rifle which doesn't make any sense given that it looks like a rifle but that's just for accuracy's sake.

**Pepper Pie** - These are pies that are about the size of a small personal pan pizza. These pies are covered in a protective film that resembles bread crust. These pieces have OC Panic Powder inside which has similar effects to high grade pepper spray. The OC Panic Powder is commercially available. If he hits someone with this piece, even if it isn't a direct hit to the face, could experience a burning sensation to the eyes and nose, watery eyes, runny nose, and difficulty with breathing. These things are nasty and the OC Panic Powder makes the effects a lot worse than pepper spray or pepper gel as those products can be washed out much easier.

**Sleepy Time Boxing Gloves** - A pair of heavyweight boxing gloves designed to muffle sounds upon impact. Each punch creates a low-frequency shockwave that disperses

the sound to avoid auditory overload for Nathaniel. Despite him being a villain, Nathaniel didn't load these gloves with metal or anything that would give him an unfair advantage. To him, there should be some respect given to boxing once the gloves go on. The sound is muffled upon each punch but there is some sand underneath the business end of the gloves. If he hits someone then he can tell a lot about the damage they've taken or lack thereof once the sand shifts a certain way and vibrations from his opponent can be heard.

### **Mobility Options:**

**The Giggle Grinder:** A fortified, graffiti-covered van with soundproofing and smoke dispensers.

Nathaniel has installed thick armored plates on the side doors, hood, and the back latch area. He can open the side of the van to shoot from the sides but each window has a metal cage attached where windows can't be rolled down. It is painted with a grinning clown face on the hood, complete with piercing red eyes that glow menacingly at night. The vehicle's exterior is decorated with graffiti and smeared paint to look like clown makeup, and it has jagged spikes protruding from the fenders. It has smoke and confetti dispensers. The frame of the windows, parts of the dashboard and some of the fabric in the vehicle has been replaced with a sound dampening fabric.

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### **Fun Facts**

- Nathaniel anonymously donates stolen money to struggling families, seeing it as poetic justice.
- His clown costume's design is inspired by his late mother's love of carnival music.
- Despite his trolling nature, Nathaniel keeps a journal where he reflects on his actions, revealing his inner conflict and desire to be better.