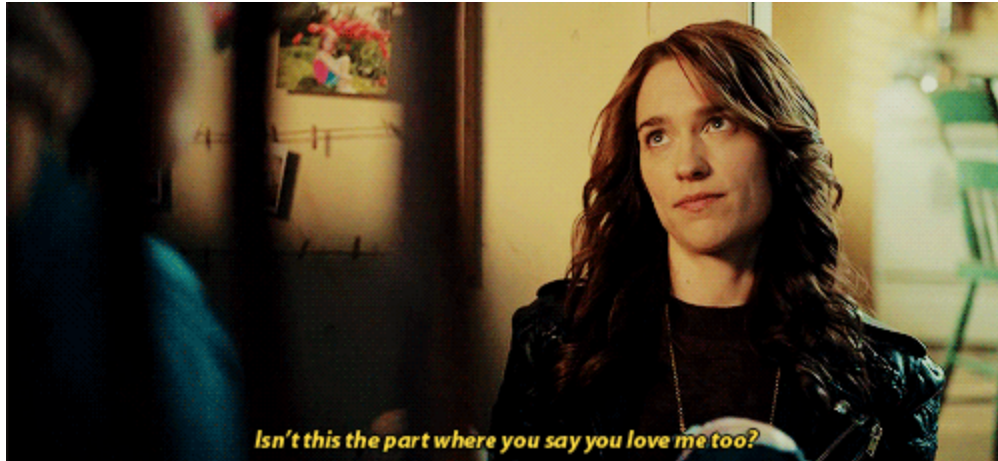


Nicole Sawyer



BASICS

Full Name: Nicole Amelia Sawyer

Age: 26

Birthday: June 17th (Gemini)

Gender: Cis Female

Height: 5'8

Sexual Orientation: Demiromantic Pansexual (closeted)

Residence: Her car and wherever it takes her.

Occupation: Smuggler (but only of things that aren't alive -- anything else is out of the question. Hey. Need to have some morals, right?)

Religion: Agnostic

Dominant Hand: Left

MBTI: INTP-T

Alignment: True Neutral

Scars/Tattoos/Piercings: Left arm, up to the elbow is discolored (skin is pink, almost like a sunburn) from the rest of the limb as it was severely injured in a deal gone wrong and therefore regenerated weaker than it was before. Same goes for a few patches on her back and right leg but they're not as noticeable/painful as they weren't cut clean off. No tattoos/piercings.

Personality: Nihilistic, observant, quiet, witty, careless, intelligent, reliable, touch-starved

FC: Melanie Scrofano

BIOGRAPHY (WIP):

TW FOR VIOLENCE/ABUSE Growing up in several foster homes and kicked out of all of them, Nicole isn't very used to seeing life as full of opportunities. Most of the time, she was told to shut up and don't be noticed otherwise trouble would surely follow. Sure, not all the families were like this but the ones that were left enough of an impression that she'd rather not deal with the faux pity that was dealt her way. She isolated herself. Barely looked anyone in the eye and it went on like that well into her young adulthood where once she turned eighteen, she could go off on her own. Be her own person....problem was, she didn't know who she was.

She knew what she *did*, however and that was smuggling. It wasn't supposed to be a real job, just something she picked up on and was pretty decent at. Transport one item from one place to the other and don't get caught. Easy. She was lithe and knew how to be invisible and what she considered as pretty decent, other clients saw as pretty damn good and soon, that was all she was doing and getting paid a good penny while doing it. Practically made a name for herself as the go-to for whatever you need done. Nicole wouldn't say she loved doing it but she didn't detest it either. It was just what her life was now and why quit something you were good at?

That's what she told herself until someone on top of the food chain heard of her expertises and hired her to transport some powerful goods. Nicole didn't know what it was, she didn't need to because all that mattered was that her destination was some chemical lab out west and....that other people really wanted what it was too. Maybe she wasn't as invisible as she liked to believe because they found her only moments AFTER the drop was made and once they realized they failed, a fight broke out and vials and tanks were smashed and Nicole found herself drenched in some weird, toxic liquid that gave birth to a nifty new ability. One she only became aware of when one of her attackers brought a knife down into her arm and started hacking. They left her to die and Nicole was more than happy too. She really believed she was dead because it was cold and it was painful and then her arm was growing back. Weak and disfigured but it was there. Almost like it never happened. Almost. Nicole was ready to quit right then and there but once you're in the smuggling business, you don't get out and when word gets around about the seemingly un-killable Nicole Sawyer? More and more clients signed right on. And Nicole found herself going through that experience more and even more.

POWERS/ABILITIES:

- **Mastery of Stealth:** Nicole can navigate an area without anyone noticing her, a useful talent for smuggling, but this is only when she bothers to care enough.
- **Regeneration Abilities:** Nicole is able to regenerate any body part after it's severely injured (meaning it needs to penetrate the skin so bruises/scratches don't really count) or even taken

clean off -- the exceptions to this being vital organs like her heart and brain, though 'able to' isn't quite the right word for it as it happens without Nicole doing anything at all. How long it takes an injury to regenerate depends on the severity of it as a gunshot wound could heal within minutes while a missing limb takes almost an hour or more. Downside is whenever a limb grows back, it comes back weaker than it was before as the body isn't used to that big of a healing process so fast so the muscles are strained and the coloring of the limb becomes discolored.

VERSES:

DC: A smuggler with the ability to heal almost any and every injury isn't exactly common...so it's only fitting that Nicole's line of work eventually leads her to places just as odd with people decked out in fancy costumes and above-average skill sets. Maybe it's a little out of Nicole's league since the only thing going for her is being a little too hard to kill and nothing more but she's good at staying unnoticed. Which is more that can be said for some of the freaks roaming the streets of places like Gotham and Metropolis. Heroes, villains, and those in-between always need something done and who better to get the things they need than a lone smuggler? It doesn't matter much to this neutral party. Personally, she's just in it for the interesting sights.

AHS: Asylum: [brief summary here until i get to writing it out.](#)

Avatar: The Last Airbender/Legend of Korra *WIP*: A smuggler for anyone that pays the most coin or gives her a better reason -- be it for a nation or a simple gang -- Nicole is largely a neutral party in terms of the Hundred Year War (or people like Amon/Kuvira etc in LoK) where with her, there is no side....only whatever gets her through the day. And in most cases, it's her bending that does the trick as she's a prodigy in terms of waterbending but even more so with the healing factor that comes with it, one she mastered with the use of bloodbending on herself, being able to heal the most severe of wounds as long as that body part is in the right place. A nifty trick that gets her a lot of jobs from different nations as they view her as practically unkillable and therefore theirs to use as they wish.

RULES

Name's Makenzie. She/her. 19y/o. I don't have much that can really be said. Just the standard stuff - play nice, I'm not fast as it interferes with me being slow (plus I'm a mess), no triggers of my own but all will be tagged, open to all ocs/crossovers/etc, mutuals only.