

Edwin B. Valero

Aliases: Steam Rider, The Hundred-Eyed Beast, Absorption Engineer

Age: 23

Race: Human

Gender: Male

Moral Alignment: Neutral Good

Faction: Black Eagles

Nationality: None

Background:

Edwin Blakely Valero hails from the now defunct nation of Valero that was a neighboring country of Reichstadt. His parents were immigrants to Valero and exceptionally poor with not even a surname to them. They just barely made a living as farmers. It was a hard life for young Edwin, but it was enjoyable regardless. As long as he had his mother and father and could eat enough to fill his stomach up occasionally, it was a good enough life for him for the most part. He did have one passion inside of him though that kept him from being content with just this. Ever since he saw his first automobile, Edwin had been fascinated by mechanics ever since. The way machinery could make inanimate objects come to life through its intricate design was a marvelous spectacle to Edwin. From then on, he spent as much time as he could outside of helping his parents with the farm, examining, working, and tinkering on automobiles or any other sort of machinery he could find and eventually he became an incredible good mechanic discovering he had a tremendous talent for it. He resolved that he would make a career out of his passion as a mechanic and make it so his parents wouldn't have to work as back breakingly hard as they did. However, life did not turn out like this for him. Reichstadt attacked and dismantled Valero and using scorched earth tactics burnt all of

the country's farms, including Edwin's, to the ground and captured the civilians to be taken back as prisoners and servants. Edwin's family was also captured, but his parents were able to create a distraction to allow him to escape and only him. The last words they told him was simply to live a good life. He ran until he eventually arrived in a Reichstadt city. With no money or family, he decided to join the Reichstadt army believing that even if it was wrong it was more important to follow his parent's words of living a good life whatever that meant. Fortunately, his mechanical talent translated well into combat. With his exceptional perception and dexterity along with the intense military training he was forced to undergo, he was able to excel astoundingly in battle which earned him the moniker "The Hundred-Eyed Beast". After four years in the Reichstadt army, he was allowed to live for some time in a city away from the warfare between deployments. There he met a humble mechanic named Henry Blakely who took him on as an apprentice allowing Edwin to continue to pursue his long lost passion. It was here that Edwin developed his prized invention the "Absorption Engine". This engine was able to absorb heat and moisture from the air in order to create steam power. Edwin hoped that his invention could help improve the world and make up somewhat for the violent acts he committed as part of the Reichstadt army. At the same time, the Reichstadt army decided to make an example out of both Edwin and Henry to instill fear into the populace in order to have greater control of them. By taking them down, they would show that even the most unassuming people could be persecuted and that even someone incredibly strong like Edwin could be dealt with using the might of the Reichstadt army. Without any evidence, they were sentenced to execution as traitors. Edwin was able to escape with his Absorption Engine but Henry had been fatally wounded in the process. As Henry Blakely died in his arms, Edwin was again told the simple words "live a good life" still not knowing what a "good life" was supposed to be. However, he understood one thing. It did not matter if you opposed them like Valero, assisted them like Edwin, or even did nothing at all either way like Henry. Reichstadt would trample upon them regardless as long as it could further their own selfish interests and he was *not* going to stand for it any longer. From that day onwards, he chose to live on as Edwin Blakely Valero and fight with the Black Eagles against the tyranny of Reichstadt.

Appearance:

Edwin stands 6'4" tall and has dark skin, black hair, dark brown eyes. His Steam Rider suit is dark bronze colored and resembles an aviator suit. His goggles are dark bronze colored as well.

Personality:

Edwin's personality is brazen and blunt. His harsh life has caused him not to care about politeness and sees it as a waste of time for the most part and prefers to be more straightforward when dealing with people. He's a big jokester and tries to make the most out of things even while seeking justice, vengeance, or anything in between. He may be fierce and relentless in battle but he's also a genius gadgeteer who's fascinated with machines. Edwin can be a bit stoic when it comes to the tragedies of the war but it isn't because he doesn't care. His main goal is to bring down Reichstadt, but he also wants to help people in general as well. He's simply used to them having spent many years on the battlefield even as a child and rather than dwelling on them, he chooses to put his full effort into making sure that these tragedies are put to an end.

Equipment:

Steam Rider Gear: A suit designed to accommodate his combat machinery. The suit is shock, heat, cold, and electricity resistant and fireproof. Aside from the absorption engine which is about twice the size of a large thermos, the suit is lightweight and compact enough to fit under normal clothes unnoticed. The absorption engine can fit under normal clothes as well when not in use by compressing itself into a thin sheet. The suit has a neuro connector that allows Edwin to control various functions of his suit with his thoughts alone. This neuro connector also has a Psyche Deflector able to prevent psychokinesis from being used directly on him and keep him from being mind controlled. The suit has a thin exoskeleton that can protect the wearer from damage and doubles their strength and speed.

Absorption Engine: The absorption engine lies on the back of the suit. The engine absorbs heat and moisture in the air in order to create steam power. The absorption engine utilizes maximum conversion efficiency to instantly absorb all the heat and moisture it releases back into itself allowing it to perpetually generate energy. Through a system of pipes, heat and moisture from the absorption engine is circulated throughout the entire suit. There are vents on the palms of the suit's gloves and the bottom of its boots that can be opened to release or absorb heat and moisture in the form of blasts of cold, heat, air, and water. The blasts of heat can be up to 100 degrees celsius and the blasts of cold can be as low as negative 100 degrees celsius. The engine is completely insulated aside from its vents that absorb the heat and moisture from the air. The engine

can hold up to ten minutes worth of oxygen which can be inhaled with a breathing mask the suit has.

Steam Pistols: These two pistols are each held in one of the suit's holsters and can be connected to the absorption engine through the holsters and are able to unleash the blasts that the gloves and boots can in a more concentrated form that resembles bullets being as fast, strong, and small as them.

Steam Sabers: These two swords are held in the suit's sheaths. They function like steam pistols unleashing blasts of heat, cold, air, and water from the edges of the blades and can be filled with ten blasts at a time with the sheaths. The swords are usually retracted into the hilt and extend with the trigger handles. There are smaller triggers on the hilt of the swords that release the blasts. The blades themselves are tougher than tank armors, in addition, due to the strength and speed of Edwin boosted by the Steam Rider Gear, are capable of cutting cleanly through iron plates. When propelled by steam power, they can cut through steel plates.

Steam Grenades: Six metallic spheres that can store and release blasts through the vents on them. They are also reusable and can be refilled by attaching them back to the belt of the suit.

Grappling Hooks: There are grappling hooks on the back of the suit and on the wrists. The direction they fire in can be controlled by the neuro connector.

Goggles: These goggles have telescopic, infrared, ultraviolet, and night vision capabilities. They can also be used to see radio waves and electrical signals.

Abilities:

He's a genius mechanic and engineer with a photographic memory. He can fix most machinery and is adept at working with steam, clockwork, and automaton technology. He has keen senses that enable him to discern the inner workings of a machine like an automobile just by touching it and is able to make out speck sized discrepancies with his eyes as well. He's ambidextrous and a master marksman. He can accurately shoot behind himself and ricochet bullets at his targets. His exceptional perception and visual acuity allows him shoot and aim at objects in a 360 degree field around him. Along with his superb reflexes, he's able to deal with multiple opponents at once coming from all around him(this is how he got the name "The Hundred-Eyed Beast"). He's also an

incredible acrobat allowing him to expertly maneuver himself with his Steam Rider Gear. Aside from his very quick reflexes, his physical stats aren't much higher than a normal humans. He has a strong willpower allowing him to resist mind control.

Kinesis:

Edwin holds the potential of **aerokinesis**, the manipulation of air, one of the most rare and desirable kinesis power in the history of Westermarck. Aerokinesis would allow him to weaponize the wind, controlling the air in his surroundings and altering its pressure. With this, he gains tremendous benefit from his steampunk creation that connects itself with air and temperature. The steam of his weapons now strengthened to a deadly level, and this is just the beginning.

Edwin can create a whirlwind of air and steam, controlling their temperature from scorching hot to freezing cold. Regardless of the temperature, his stormy wind can also shred his targets like slashing blades. Though this is weaker than his own swords, he can now cut everyone from every angle, taking advantage of his excellent vision and memory, to truly show the meaning of the moniker, The Hundred-Eyed Beast.

Even before the psychic awakening, Edwin is already twice stronger and faster than ordinary soldiers. With this and his psychic power combined, the speed and strength of Edwin may be increased twofold. However, when flying, he can further accelerate himself, cloaking at 200 km/h (which is still not as fast as arrows or most airplanes, but still very fast) and might be further accelerated if he can gather enough wind to rocket himself to his target.

As a finishing move, Edwin can unleash all the steam in his weapons and engine while he shroud himself in stormy whirlwind, before sending them into a sharp, destructive blast, reaching hundreds of meters and strong enough to destroy several small houses made of woods, such as cabins, and wrecking several vehicles on the road.

Fighting Style:

He's an acrobatic fighter that likes to rush in and attack from all directions using his quick wit and observation skills to assess the battlefield thoroughly.

Quotes:

Let me show you why I got the nickname "The Hundred-Eyed Beast".

There's no time for sentimentality right now, we've got people to save!

What's the point of living if you aren't trying to live a good life?

Vengeance. Justice. I don't care what you call it. I just want to see Reichstadt fall.