

TH3RE4LN4M3, The Container Project.

Description:

A robot built like floating black blocks connected by electromagnetism, made to contain an anomaly, the Demon of Corruption, The Blob.

Very advanced hardware and software, made by the 3 Creator Gods Of The Test Place, Eternus, Aerthes and Overflow (Overflow's name is wip still), to resist everything sent to it and retaliate with its arsenal. Has done calculations of power of Supreme Gods Of Existence with ease.

The arms and legs are completely separated from the body, floating like it's still, making him extremely fast (200km/h). The head, though, is connected to the body, a black, tilted and glowing blue head on top of a broken painting frame, which it has incorporated to itself as some kind of choker.

Abilities:

Electro Hit: TH3RE4LN4M3 attacks the target with electricity, sending a powerful electric discharge on the opponent. Will do a short circuit at even the most powerful robots.

Electro Shot: TH3RE4LN4M3 charges briefly and fires a ball of plasma with electric force, dealing good damage and paralyzing the opponent for 20-ish seconds.

Power Drift: an 93m^3 - 209m^3 area is filled with electricity, making TH3RE4LN4M3 move so fast inside it even reality benders couldn't see him, and boosting his electricity based attacks by 50,4%.

Psych Disable: TH3RE4LN4M3 sends a weak pulse of electricity directly to the brain, messing up neural systems of the target. Things that have no brains or similar things are immune (ex: a ghost).

Arsenal: TH3RE4LN4M3 has a very big arsenal of weapons to use, such as:

- Guns: Every type of one, minus plasma guns
- Rockets: Can be used for propulsion and damage. Are heat-seeking.
- Melee Weapons: Spears, swords, knives, hammers, ETC. Are made with The Blob's dead bodies or ejected from TH3RE4LN4M3 as the size of ants.
- Venoms: Mostly used for stalling the opponent out and disabling abilities with Emily's poison.
- Member Extensions: Using hidden extensions, TH3RE4LN4M3's members can come up to be 3 meters long. (10 feet)

The Blob: While TH3RE4LN4M3 was made to contain it, The Blob's dying parts can be ejected from him without corrupting the environment, making some cool constructs such as whips, spikes, balls, ETC. It's a very reliable ability because of its versatility.

Ray Of A Million Suns: His magnum opus. TH3RE4LN4M3 charges electricity for 1 minute, or by Hadron Engine, and unleashes a annihilating beam of Gamma Radiation, capable of destroying an area comparable to Switzerland.

Passives:

Electromagnetism: His body is separated from the rest and is controlled by electromagnetism, meaning he can dodge attacks more easily and hit very afar.

Hadron Engine: When hit with an attack on the soul or an electric attack, TH3RE4LN4M3 absorbs it and gains access to channel energy more greatly, granting it access to Ray Of A Million Suns.

Decontainment: If TH3RE4LN4M3 dies, The Blob corrupts him and uses his body.

General Stats:

Country Level Durability

Mountain Level Attack Potency

City Block Level Lifting Strength

Speed of Light Reaction Speed

200km/h Flight Speed (Sublight speed in Power Drift)

Supersonic Attack Speed

CONTAMINED TH3RE4LN4M3:

Description:

As TH3RE4LN4M3's power goes down, he has no more energy to contain The Blob, letting it take control over him.

As the demon gets out, it corrupts the robot's body, putting his damned parts on top of TH3RE4LN4M3's. A big horn in its head on one side, on the other multiple little ones. His arms now fused into his body, becoming blades, while the legs turn into impenetrable walls.

Abilities:

Corrupt Power: The Blob swings TH3RE4LN4M3's members to attack. Inflicts the Corrupted condition. A Corrupted opponent is getting corrupted by The Blob, taking residual damage until englobated, which makes the opponent be mind-controlled by The Blob. The Blob corrupts 2cm³/min. If an Anomaly is Corrupted, it will heal instead of taking damage, the mind control effect is untouched.

Enemy Of Light: The Blob corrupts the air around it, inflicting the Corrupted condition and marking the opponent to The Blob. A marked opponent will take double damage from Attacks from the marker.

Real Agent Of Chaos: The Blob goes berserk, marking everything in a 846km radius to it. Also makes it faster and self-inflicts both the Corrupted and Evil Heart conditions.

Demonic Constructs: The Blob uses parts of itself to create constructs like Spikes, Chains, Whips, Cages, Walls, ETC. Is totally controllable even after creation.

Parasitic Arsenal: The same thing as Arsenal but all items inflict Corrupted condition.

Earth's Parasitic Chaos Tree: The Blob transforms into a tree of itself, craving its roots in the ground and corrupting it. Makes everything touching the ground on a 100m² get inflicted with the Corrupted condition. Heals The Blob.

Genetic Chaos Ripoff: If The Blob kills an opponent, it corrupts the opponent and reanimates them as a puppet.

Burst Of The Abyss: The Blob repels anything in a 5m radius from it and disables abilities. Cannot be charged if Orichalchum Pulse did not give it a use.

Passives:

Enemy Of My Enemy: Opponents that hurt The Blob take more damage from external attacks (meaning attacks that are not made by The Blob).

Orichalchum Pulse: Corruption, Soul, Kindness and Energy-Based attacks deal 20% of its normal damage. Charges 1 use of Burst Of The Abyss.

Cursed Body: If The Blob is hurt by contact, inflicts the Corrupted condition.

General Stats:

Multiverse level Durability

Uni Attack Potency

Solar Lifting Strength

Hypersonic Attack Speed

FTL Reaction Speed

150km/h Travel Speed

That's All Folks! Hope you enjoyed it!