

The Dusde Relor Character Biographies:

By Stuffedcrust

With help from HazelBasil and artwork by Wach

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Dusde Relor



Age: 20

Dusde Relor is the titular protagonist of the series, and she's also the leader of the main four, keeping the other three in check while stopping at nothing to defeat any villainy that comes her way. Having grown up on a farm in her youth, she moved to Neonisa City with her mother after her father's mysterious death, though she still maintains a lot of her physical prowess and ability to think on the fly from what she learned. Her best friend is Berky, and she cares a lot for her, having been one of the few positive influences in the brown-haired girl's life early on after Dusde had moved to Neonisa, befriending the blue-haired tomboy almost instantly when they first met.

Dusde is a confident yet caring individual, and though she certainly dislikes certain people, she tries to see the best in people, and chooses to fight for what's right, though her reputation as a respected individual amongst the populous of Neonisa does take a toll on her, even if she won't show it. She's a very chill person for the most part, but she's also got quite a bit of sass in her and likes to show-off occasionally, enjoying sometimes just lightheartedly joking around with her friends. Her former rival is Dr. Catepsise, who was the individual Dusde fought frequently before greater evil revealed itself in the city, though now is somebody who Dusde especially cares about, seeing a lot in the green-haired scientist that's reflected in herself. Finally, for her choice of weapon, Dusde wields a sword, which she's quite proficient in utilising to its fullest advantage.

Berky Exe



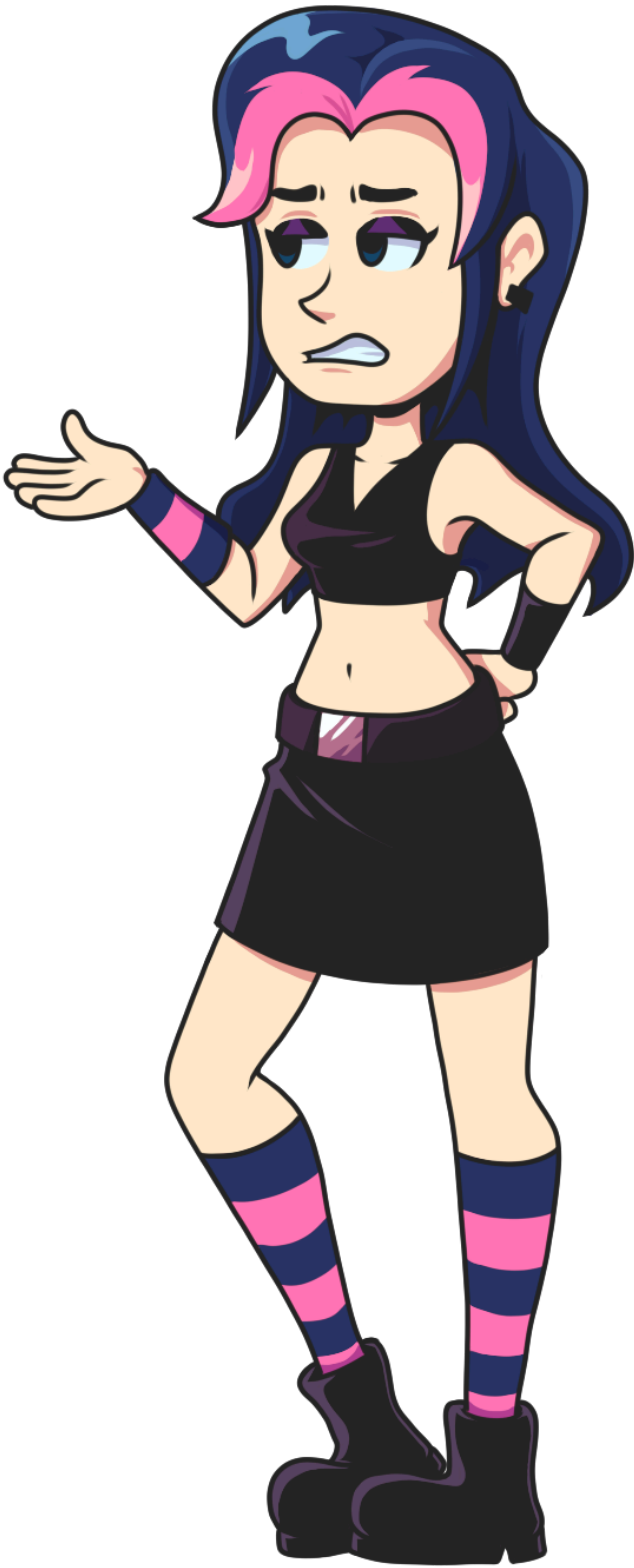
Age: 20

Berky Exe, is the shortest member of the main four, yet she's certainly not one to scoff at. She's very energetic and tries to spread positivity wherever she goes and wants to be everyone's friend, trying to see the best in people. Dusde is her best friend, and she cares a lot about her, as Berky is willing to do anything for her. She's selfless, almost to a fault, since she puts others before herself a lot of the time, though it doesn't always work out for her.

Berky is a joyful, optimistic person, and though she's very naive, she also has a sort of innocence around a lot of topics, not understanding or dwelling on the deeper complexities of life, just being there to have fun and make people happy more than anything. Despite not having been planned, and her mother generally being dismissive and neglectful towards Berky in her youth, her father Sonny cares deeply for her and would do anything to protect her, with both of their lives dramatically improving once he gained full-custody, and now she couldn't be happier with the position she's in. Berky also loves Ice Cream, and it's her favorite food ever, with her

rarely pass up a chance to have it. As for her weapon, she uses a handheld rocket launcher, which allows her to become even more quick and nimble than she is now, to the point that even her friends struggle to keep up.

Gosuria Samona



Age: 20

Gosuria is definitely the most irritable and short-tempered of the main four, though that doesn't mean that she still isn't a valuable friend, even with her sarcastic remarks and occasional mean comments towards others. Her look, which some people would class as her being a 'wannabe goth', is a result of her love of attention and being desired, stemming from the fact that it's also to spite her father, who's disappointed in her...shall we say, adventurous choice of work. From her dyed hair and her choice of clothing, to her piercings and such are meant to attract attention from others, something that she's very proud of. She's also the one primarily paying for the apartment that the main four live within, to make up for her unconventional job choice.

Though she doesn't like a lot of people, she does have a fondness for her younger sister and confides in her about most of her issues, as they both have a shared dislike of being compared to one another by their father, due to the fact that Miáne has achieved more than Gosuria, despite being younger and blind. However, Gosuria tends to argue a lot with Saibō in particular, which secretly stems from jealousy that Gosuria feels towards her. Her choice of weapon is a double-ended spear, which she's quite proficient at using, able to both be on the offensive and defensive with it.

Saibō Yukinai



Age: 20

If Dusde is almost the opposite of Berky, then Saibō is most definitely the complete opposite of Gosuria. She's incredibly shy, anxious and quiet most of the time, and would prefer a more quiet life, though she still likes her friends and enjoys their company greatly, due to how they've allowed her to come out of her shell a bit. On the other hand though, her past is somewhat ambiguous, due to the fact that she has no recollection of most things before meeting the other three, which causes her to feel somewhat like she doesn't fit in sometimes.

However, her most defining trait is the fact that her right arm and her right leg (your left) are both cybernetic, with her arm in particular being able to change into various forms of weaponry, such as a chain gun, flamethrower or rocket launcher, though she doesn't like to use any of them and is incredibly afraid of even activating them unless absolutely necessary, and she cannot remove them due to the fact they act as a sort of life-support system. Though, a quirk with the programming means that anytime she seeds blood, her disposition changes entirely, turning her from a tall and shy, yet quiet and caring woman into a cold, aggressive and bloodthirsty killer, with sharp teeth and a knack for causing chaos and destruction, who can only be brought back to normal by knocking her out, though she can't remember anything from being in this state, which only serves to further her shyness and anxiousness.

Dr. Catepsise



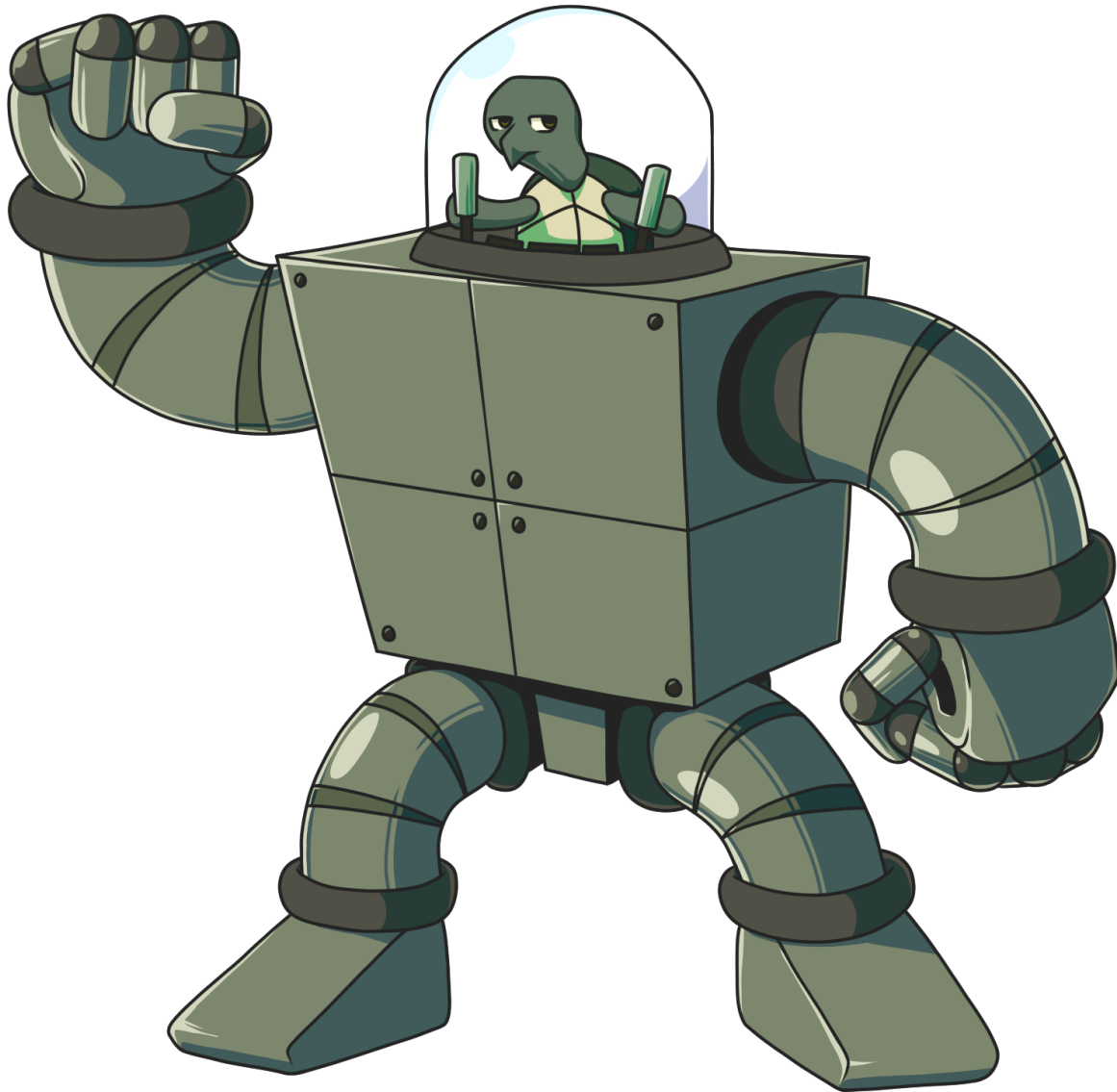
Age: 20

Dr. Catepsise, to put it simply, is a complicated individual with a lot of layers to who and why she is. Originally from one of the most noteworthy families in all of Neonisa, her father was a

world-renowned scientist, and she lived happily with her mother and younger brother while her father worked in secret around the world. However, everything changed for her when a tragic incident led to her mother's sudden death, leaving her devastated, not helped by the fact that her father seemingly disappeared off the map, leaving only Catepsise and her younger brother. She tried desperately to revive her mother afterwards, but this drove a wedge in her relationship with her younger brother, which eventually led to him trying to leave home during a thunderstorm, only to be struck by lightning and die from it, leading Catepsise to spiral deeper and deeper as she gave up on trying to revive her mother, leading to her becoming a successful scientist, making weaponry and machinery for the shady underground of Neonisa, along with gaining a private army.

Once Dusde stepped into the fray though, things changed again for her, since she now had a rival to compete against, though after she and her fellow villain in The Turtle decided to form an alliance with Dusde and company to defeat the greater evils in Neonisa, she's being improving herself somewhat, even if she isn't exactly a villain anymore, though she's getting the most help from Dusde, ironically. There might even be something more there between them now, but only time will tell. As for her weapon, she wields a plasma gun, which she's quite proficient at utilising, since she isn't exactly good at close-quarters combat.

The Turtle



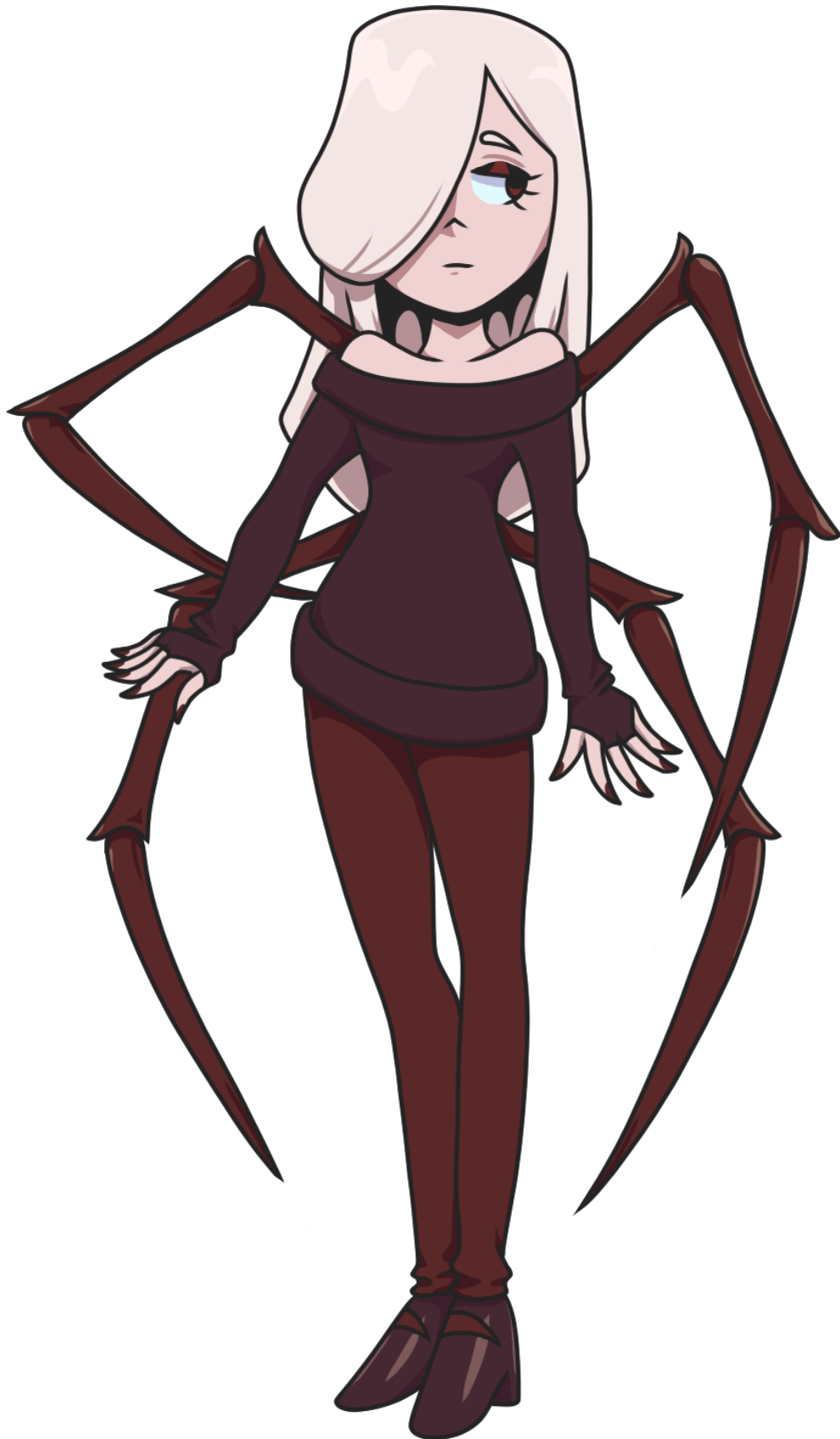
Age: ??? (Young Adult)

The Turtle, in contrast to Catepsise, is a lot more jaded and hides behind his usual expression of annoyance or indifference to most things. Originally a human, a tragic incident left him trapped in the body of his pet turtle instead of leading to his death. Now reduced to something so diminutive gradually made him a lot more aggressive, though as luck would have it, an abandoned mech would be just what he needed to get back to living somewhat better than he was before. Taking refuge inside of an abandoned warehouse which he now calls his home, he began plotting to take over Neonisa for himself, and seeing how Catepsise had got a private army for herself, decided to try and make his own minions, though due to the limited machinery he had on hand and the fact all he had around the warehouse was a few insects, the results were Arachnia, Motley and Wendina. The Turtle just about tolerates Motley, while he does

secretly like both Arachnia, and Wendina to some degree, even if most of his emotions are buried deep within himself.

His mech is quite advanced, with the controls that he utilises being able to provide full movement from within the mech, be it moving the legs in whatever directions are desired or the ability to use each finger fluidly as if he was still a human. It's his pride and joy, and he doesn't particularly enjoy having to travel outside of it. He also doesn't particularly get along well with Catepsise, due to their past, and he doesn't really care about Dusde or any of her friends, just caring about forming an alliance so that an evil greater than himself or Catepsise could be stopped.

Arachnia



Age: 21 (Human Years)

Arachnia, in stark contrast to both her two technical 'siblings' and her boss, is a lot more quiet and introverted of an individual, being very soft-spoken and calm, rarely showing aggression or anger towards others unless it is absolutely necessary. She has an almost gothic style to how she dresses, though she doesn't want to come across as creepy or ominous to other people, even if she has four spider-appendages coming out of her back, allowing her to multitask and increasing her mobility to keep up with both Motley and Wendina, who both have wings while she doesn't.

She cares deeply for The Turtle, along with Motley and Wendina, and would protect them at all costs. Though she prefers to play on the defensive, using webs as protection for herself and others along with allowing her to incapacitate any threats, she would use her extra appendages for attacking any threats under only extreme scenarios. She is quite intelligent and knowledgeable on a lot of topics that she's learnt about in her free time, though she always questions what her life was like when she was just a regular spider, not because she wants to remember, but more so out of general curiosity towards it, since she's happy where she is now, even if it is living in a warehouse with three very distinct individuals.

Motley Mosquito



Age: 20 (Human Years)

Motley is a lot of things, and in addition to being the shortest of the three humanoids and the least respected, he's also an egotistical, neurotic and prideful individual with a Napoleon-complex, who gets annoyed easily but manipulated by others just as easily. Being a mosquito mutant, he can drink blood occasionally to stay alive, but he is also capable of drinking other such liquids to keep himself alive, though most proper meals are a challenge for him, due to the fact he has to consume it through his proboscis.

However, what he lacks in physical appearance and strength, he makes up for in being quick and nimble, being faster than Wendina and his smaller size means he can more easily fit into tight spaces. Though, he and Wendina argue often and can never agree on anything most of the time, only choosing to put aside their arguments when The Turtle or Arachnia steps in. Still, he would feel a bit lonely without Wendina's constant bickering with him, though he could do without The Turtle trying to wring his neck constantly.

Wendina Wasp



Age: 20 (Human Years)

Wendina is the most destructive and violent of the three humanoids, who enjoys causing chaos and destruction wherever she goes, or beating up people with her baseball bat, her most prized possession which she looks after greatly. Much like Motley, she can fly about using her wings, though she is just a small bit slower than her mosquito acquaintance, which annoys her to no end when he brings it up. She is usually the one to instigate fights between herself and him, typically by challenging anything he says, leading to a brief back-and-forth before they scuffle.

Still, Wendina does somewhat care about the people around her, even if she struggles to show it, not being particularly good at expressing other emotions beyond anger and annoyance, and tends to keep to herself about any problems she has. The Turtle likes her at least a bit more than Motley, and she knows that Arachnia cares about her, though she'd never admit that she does enjoy Motley's company from time to time, even if they argue incessantly.

Nigel Konguro



Age: 21

To say Nigel is an impactful individual would be a bit of an understatement, considering his actions have led to a lot of the events that are occurring within the city of Neonisa today. Born into the second richest family in the city, his family always had jealousy over the richest family for how respected and wealthy they were, despite their humble living circumstances. However, when a particular interdimensional individual approached him with an offer he couldn't refuse, he willingly sacrificed his parents' lives to get the richest family out of the way, and thus, leading him to become the richest man in Neonisa.

Despite the promise of power and respect, achieving both things has been a great struggle for him, due to the fact that he now has two individuals above him, essentially controlling what he can do, along with a particularly lovesick secretary that he wants nothing to do with behind her job role. Still, he does own the lucrative Konguro Media Corporation, a multi-media conglomerate that owns a ton of products and services, ranging from their own television station and network located within the Konguro Media Corporation building (the tallest building in the city and where Nigel lives) to other such businesses and such. Nigel himself though, is an individual who doesn't particularly like a lot of things, finding his life stressful and unfulfilled despite everything, mostly annoyed or angered by almost everyone around him and finding only mild enjoyment in the occasional drink or moment of silence, though getting to enjoy either of them is rare for him, much to his own disdain.

Emilia Bongo

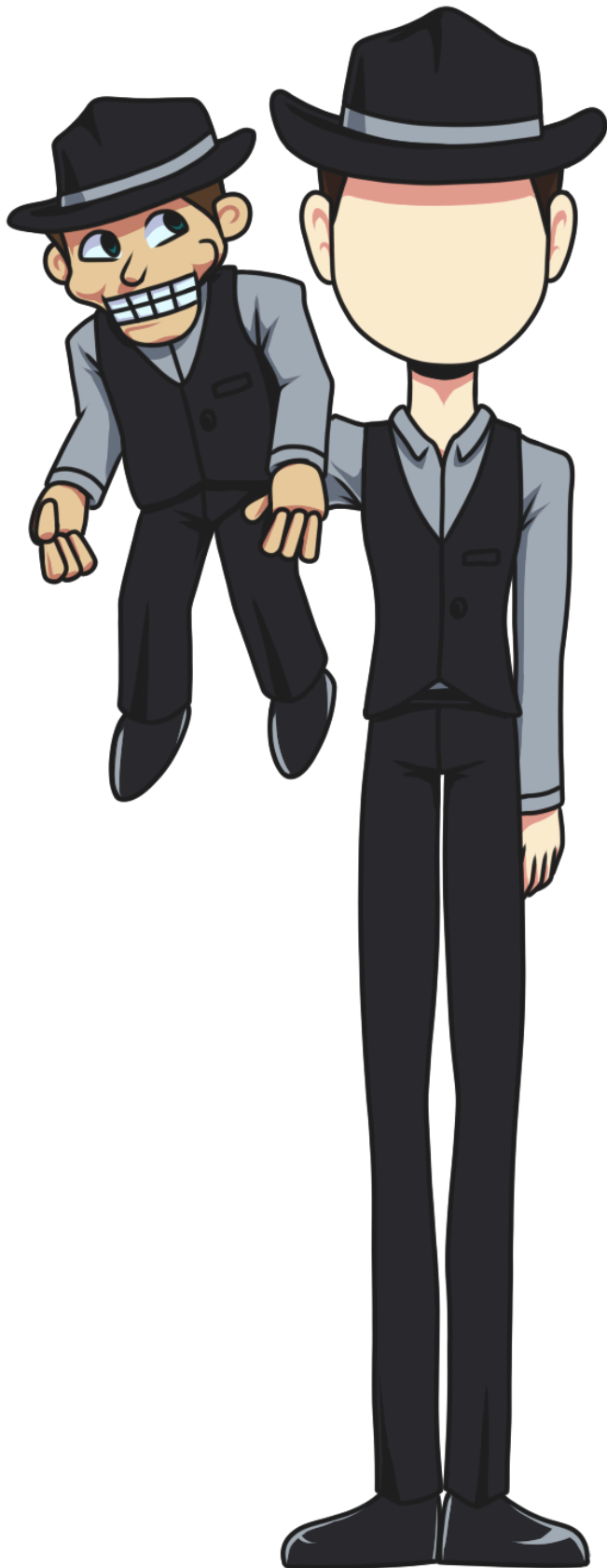


Age: 20

In complete contrast to her boss and his disdain for most things, Emilia is an individual who is entirely devoted to Nigel, and Nigel alone. Saying she's lovesick is an understatement, since she would do just about anything to be with Nigel, be it through trying to convince him to reciprocate her feelings, or through more...insidious methods towards others, without so much as a second thought. She's totally obsessed with him, and even though he just about tolerates her regularly and wants nothing to do with her otherwise, it only makes her desires for him grow even stronger.

Anybody else in Emilia's life means nothing to her, and she's made her intentions clear since Nigel first stumbled across her while he was looking for a secretary that he could break, sending out an advertisement to anybody interested, only to find all the other applicants dead in the waiting room, leaving her as the only candidate left. Nobody knows anything else about her past beforehand beyond her having a 'troubled upbringing', though maybe that's for the best. She's a very manipulative individual, hiding behind her cheery smile and bright personality, though she seems to be interested in doing all sorts of romantic things and has a soft spot for romantic flicks, though if that's just another part of her deceiving act is anybody's guess.

Mr. Blanker & Mr. Sanker



Age: ??? (Mr. Sanker, been around since the 50s), 27 (Mr. Blanker)

Mr. Sanker (the puppet) was once a beloved television icon back in the early years of television, being celebrated and receiving universal acclaim for how he was portrayed by his puppeteer at the time. However, after his show slowly dwindled in popularity, the final nail in the coffin for him was the unfortunate death of his puppeteer, leading to him being cast aside in the alleyways of Neonisa to rot away while newer shows took the spotlight, since nobody knew what else to do with him as a character.

Though, as fate would have it, his luck would soon turn around, as a particular interdimensional decided to grant him the gift of life, though at the cost of needing a physical entity to syphon the life force off of, and his needs would soon be met with the arrival of a dying gangster appearing in the alleyway he had still been rotting away within. Latching onto their hand, Mr. Sanker soon became the one in control of the mobster's body, deeming the human body now at his whim as Mr. Blanker due to his lack of a face, and subsequently went back to the Konguro Media Corporation building, where he's now a star once again, and despite his disposition not being the best at times, he doesn't always agree with the villainy he takes part in, there is still some good in him underneath it all, but right now, it's all about pushing his image as the most popular star in Neonisa, for better or for worse.



Mr. Bonesy

Age: ???

Mr. Bonesy, or just Bonesy for short, is a jack of all trades, and a master of selling products with his iconic smile slapped onto it. He's a multi-billionaire of unknown origins, selling everything under the sun to just about anybody everywhere, and here in Neonisa is no different. He's already planning on how to sell everything under the sun to not just Neonisa, but the entire world, but for now, he's more so putting his funds towards other endeavors, like his private army of Skullers and other such creations made of metal. He's even got his own bodyguard in Spikes O' Crow, whom he initially transformed after first meeting La Chroná, to demonstrate his powers to her. He's got the voice of a slick, used-car salesman, and he likes to laugh at others, rarely ever letting his iconic smile drop.

He likes to wear expensive clothing, with his pinstripe suit being made with some of the finest materials known to man, though he's especially proud of his top hat, which can be used to pull out a variety of things from within its bottomless expanse, which he finds great amusement in. He always likes smoking a fine, Cuban Cigar, which he isn't exactly worried about due to his lack of lungs, and keeps a box of them on hand at all times. He's always been a skeleton and isn't exactly sure how he came into existence, but he doesn't really care, since his enjoyment comes in making ludicrous amounts of money, tormenting and belittling Nigel, and overall just making the lives of others a living hell, just the way he likes it.

Spikes O' Crow



Age: 34 (Human Years)

Spikes O' Crow is Bonesy's personal bodyguard, and for good reason, since he's large, obeys orders almost without question, is quite muscular and is good at being used for intimidation , despite being an anthropomorphic crow. He uses his wings as fists and or hands, which is what he primarily uses to fight, alongside his talons for grabbing onto and scratching at the opposition, and his beak for pecking. He also always wears his sunglasses and never takes them off, though at certain angles you can see his eyes beneath them.

Much like his boss, Spikes enjoys smoking a lot, but he has to resort to cigarettes instead of fine cigars, since he has to spend his wages on them. He thinks they make him look cool, alongside his matching biker jacket. However, even though he follows Bonesy almost without question, even he sometimes questions what their true goal is, and if there's more to life than just blindly following his boss around everywhere. Still, he isn't really paid to think, he's paid to act as an enforcer, and that's all he really knows, for better or worse.

Mecha Dusde

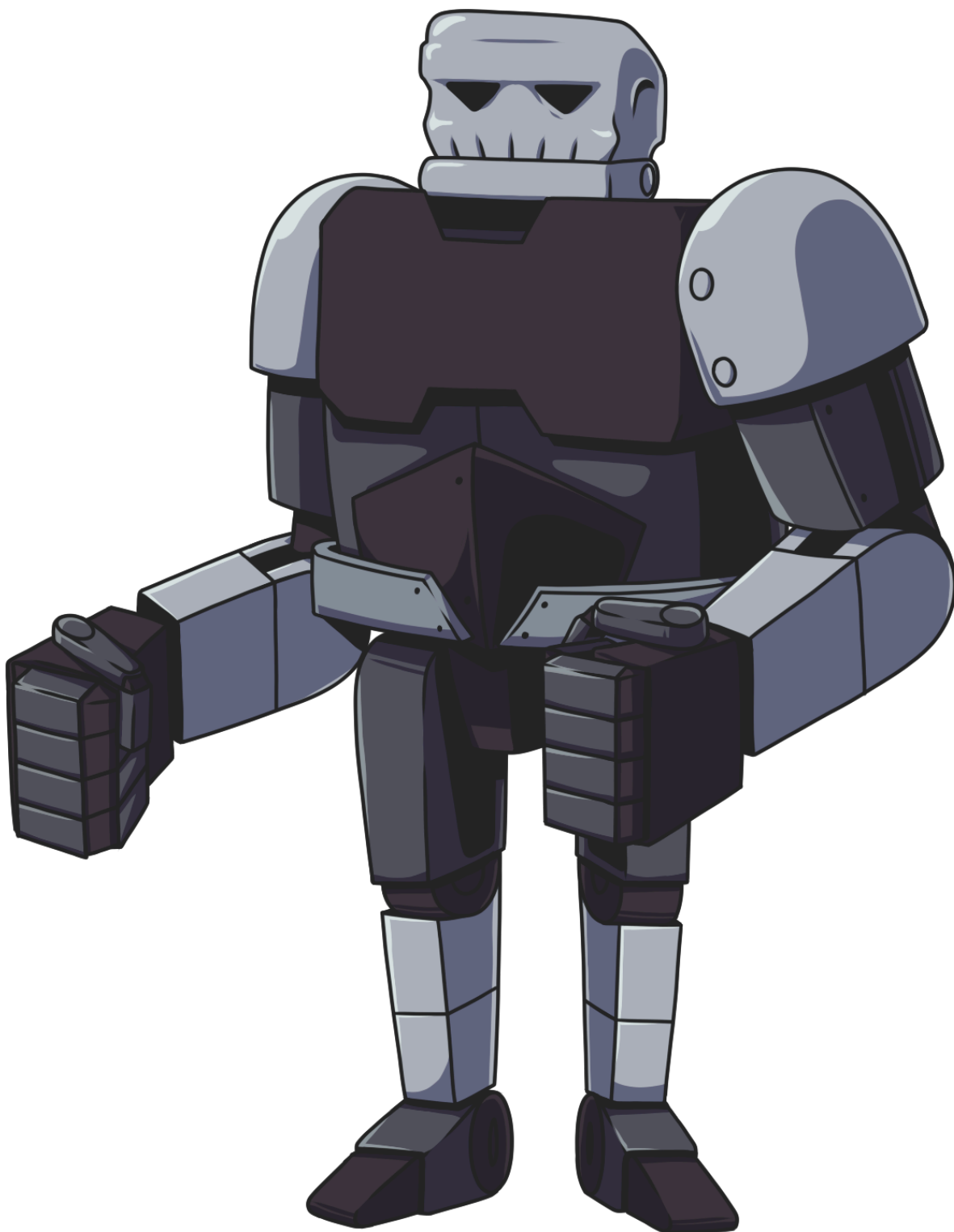


Age: N/A

Mecha Dusde was created by Bonesy as the ultimate machine to best Dusde herself in combat, though after trying to frame the blue-haired tomboy and getting defeated, she broke free of her loyalty to Bonesy and now is on a personal crusade to take down the woman whom she was based on. She does have a personality and some degree of sentience despite being mechanical, as she is able to think for herself and go against her programming, though it also probably helps that she has an incredibly complex and high-tech system in place, able to monitor herself at all times and assess situations in milliseconds if needed. She can propel herself at high speeds with the two jet boosters on the bottom of her feet, also giving her the power of flight. Her main means of attacking though, are her two fists, which can also transform into two powerful chainsaws if needed, being the step-up from Dusde's sword in more ways than one.

However, her one drawback is the fact that she lacks a mouth, as Bonesy decided to never give her one, nor a voice box, prioritizing her capabilities as a silent killing machine rather than anything else, leading to her being deathly silent and having to communicate through using sign language or writing it down, something she isn't particularly fond of. She often ventures off on her own accord to do whatever she desires, holding no alliances whatsoever and will attack anybody, regardless of if they're good or evil. She's a loose-cannon in every stretch of the word, and she'd rather distance herself from anybody else, though she doesn't pass up a good opportunity for a fight.

Skullers



Age: N/A

Skullers are the main army that Bonesy has been mass-producing throughout another dimension; and it's easy to see why. They're all capable, sturdy and bulky robots that are good

for fighting, with most of them being equipped with plasma rifles, though they can be equipped with a variety of weapons, ranging from Flamethrowers to Rocket Launchers, or utilised for other tasks depending on the circumstances.

They don't possess individual personalities and they all exist to solely fight. If one gets destroyed, it doesn't really matter since they're easily replaceable, and making them is cheap for their skeletal boss. However, it comes at the cost of their artificial intelligence, which is rather simplistic and can't account for every scenario, leading to some of them being easy to trick or deceive in certain scenarios, with a short attention span to boot. Still, they're clearly effective with their versatility and strength in numbers, so they'll probably be used for quite a while, as long as Bonesy is still around to give them orders.

La Chroná



Age: ???

If Boney was the definition of outwardly, almost showmanistic types of evil, then La Chroná is the complete opposite to that, and she might just be the single most powerful individual in this

known universe, though she did not originally come from this universe, or any known ones for that matter. Legends say, she was once a higher being, ruling over all of the dimensions far beyond our comprehension amongst many other individuals, and that she once had a different outlook to her state now. However, fear and paranoia from those higher than her led to her subsequent expulsion, and she was cast down to the mortal realm, with the ultimate punishment being the transformation to the right side of her face, giving it a skinless look to serve as a permanent reminder of what happened.

After spending millions of years alone, including meeting a particular skeletal salesman and making him into her lackey, she finally arrived in the present, with a new sea of faces and people to manipulate and destroy. Her powers are nothing to scoff at either, considering she can hover everywhere, transform into almost any individual, manipulate and amplify people's fears, and perhaps most horrifyingly, create entire other dimensions and possess people, though she only resorts to the last two under extreme circumstances. She's an extremely manipulative and condescending individual, hiding behind false smiles and false promises to make people bend to her whims, and she doesn't care about anybody else, only using others as pawns for her twisted game, even those close to her like Bonesy.

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Elmira Sawnant



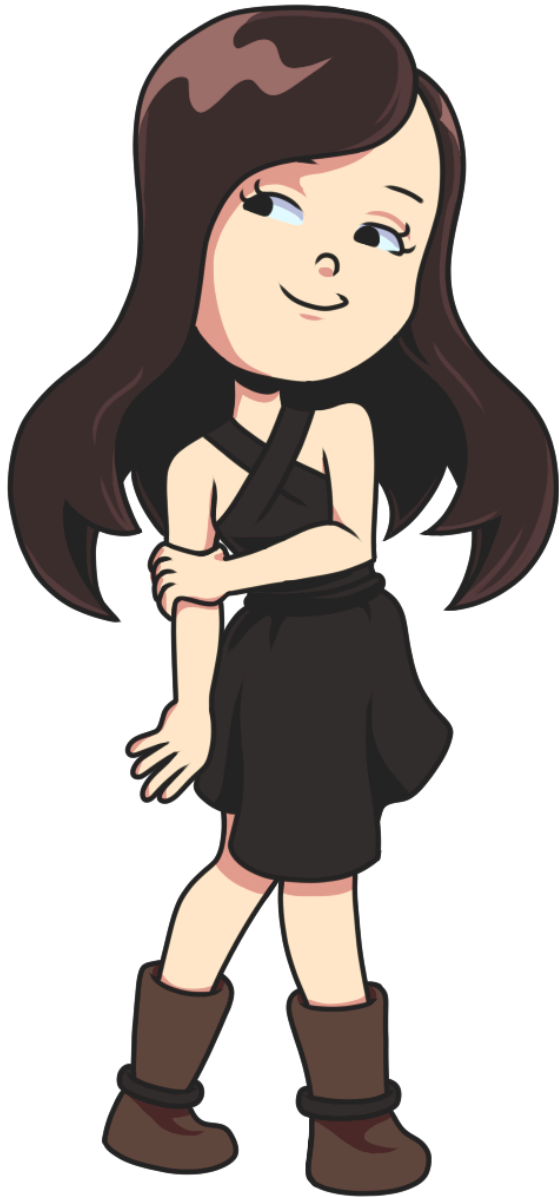
Age: 20

Elmira is a part of the greater friend group that Dusde has beyond just the four of them. She lives together with her girlfriend, Emily, and she's the more outgoing and eccentric of the two. A self-taught fashion designer, she has a knack for the extravagant and elegant, making outfits quite frequently as a sort of job, selling them and making them out of her apartment when her clients directly order whatever they might desire. She's incredibly friendly towards her friends, though she can be a bit energetic with her attempts to provide them with eye-catching fashion, where Emily usually has to reel her back in.

Still, she's quite a versatile individual, willing to help out wherever possible and can provide whatever she can in times of need. She doesn't really have a preference between the main four,

as she likes them all equally, always ready to listen to any of their problems or give them some tips, provided they also want to be a test subject for her latest fashionable outfits.

Emily Pelkington



Age: 20

Emily, much like her girlfriend, lives in the same apartment block as Dusde and their other friends, though unlike her girlfriend, she's a lot more reserved and calmer, with an interest in the macabre and a similar shared interest in fashion, though her colour palette tends to be a lot more monochromatic, to contrast the bright and distinct colours that Elmira provides. Her younger brother, Toby, also lives with the two, and they both get along well together, supporting

him with his experiments if needed and getting him supplies, feeling like a proud big sister to him.

She gets along well with the rest of the greater group, though she and Eno don't talk much despite being similar in terms of their colour-schemes. She's a very knowledgeable person, and when she isn't helping Elmira with her newest fashion items or her younger brother with his experiments, she can be found reading and writing, or partaking in a cozy cup of herbal tea while watching the stars from their balcony. She's a true romantic.

Toby Pelkington



Age: 16

Toby is Emily's younger brother, though the two couldn't be more different in terms of their interests, but he's certainly good at what he's interested in. Toby is an expert in engineering, technology and robotics, and he's always trying out new experiments in his room, despite how

messy it is, with pieces of machinery and tools scattered everywhere, though neither his sister nor Elmira particularly minds, as long as he keeps the noise down at night.

To the main four though, he's an invaluable asset, and just about everybody respects him, despite the fact he's the youngest of the greater group at large. He's the one who created both Berky and Gosuria's weapons, and he does regular maintenance on Saibō, all free of charge. He loves what he does, and he always stays positive no matter what, putting on a bright smile and doing his best to fix whatever problems come his way, no matter how technological or mechanical they are. He also might have a crush on Miáne, but he'd never admit it, even though his sister thinks it's cute.

Eno Evergone

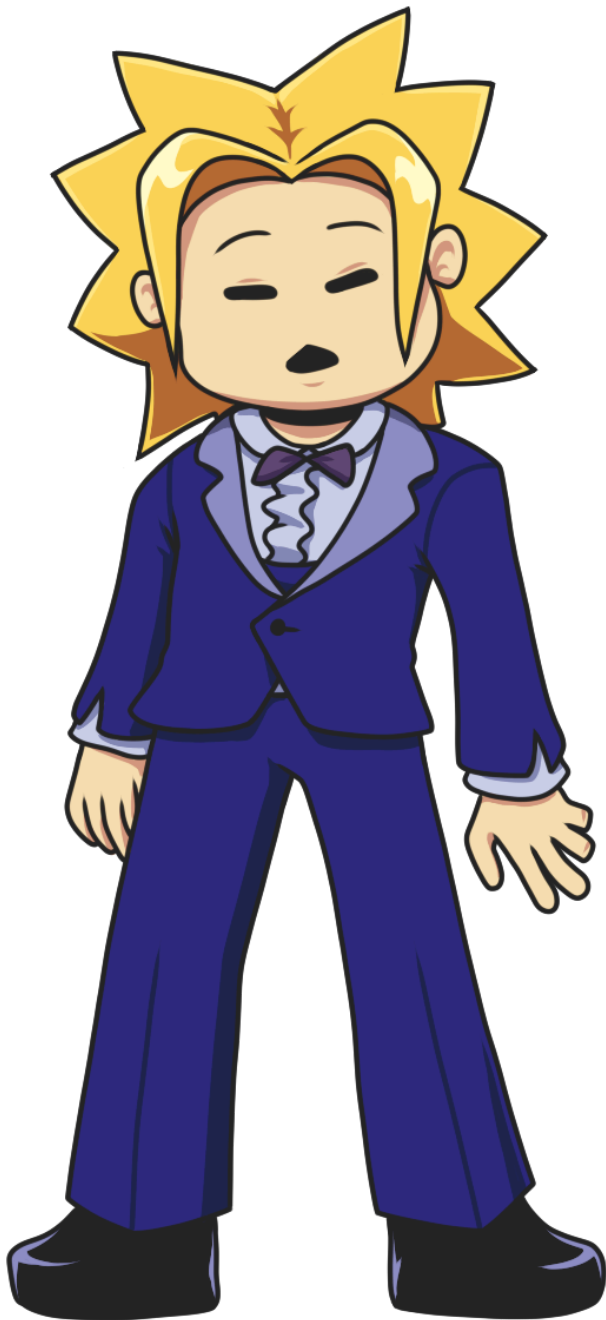


Age: 20

Eno is a very tired and straightforward individual, who likes to think that he's a lot more sophisticated than he actually is. He prefers a gothic styling to things, and only wears all black clothing no matter what, wanting to look somewhat refined, despite not speaking like it or really acting like it. His walls are black, most of his books fit his aesthetic and even his cat, is black and white, who both he and Dothog look after.

He doesn't get along with as many people in the group, and he often argues with Gosuria, with the two of them not really liking each other. Dothog is Eno's best friend, and despite the fact they're polar opposites, he still has a mutual respect for his blonde friend, plus they live together in the same apartment so getting along just makes things significantly easier for both of them.

Dothog Mustardo



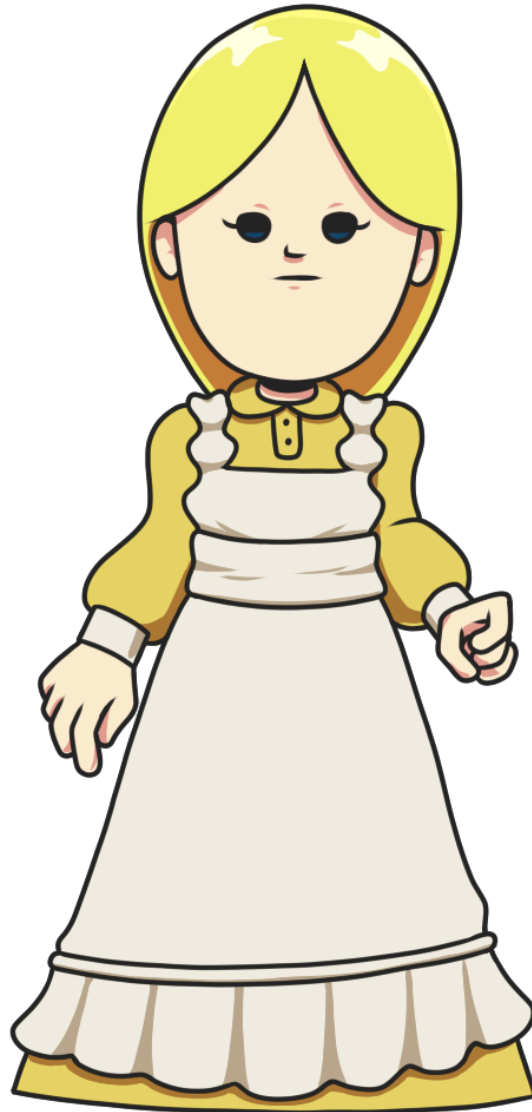
Age: 20

Dothog is perhaps the most philosophical yet also one of the most profound members of the group as a whole, even if at first glance, you wouldn't think it. Though he's usually a very tired individual, almost always having his eyes closed or occasionally dozing off while standing up, it's what he says that makes him so respected among his peers. He's a very uplifting person, and he's very good at motivating others, being quite intelligent and knowing a lot about the

people around them, being able to encourage them through both their individual strengths and their abilities as a group.

He lives in the same apartment as Eno, and the two get along well, with Dothog trying to show Eno there's more to life than just being gloomy all the time. He enjoys the simple pleasures in life more than most, from feeding the birds at the park to listening to old records. He's a very old-school type of person, but he enjoys it, and he wouldn't want to live life any other way.

Dortie Onitt



Age: 20

There's a lot of mysteries and creepy individuals in Neonisa City, a lot of unsolved criminal cases and such, and yet one of the most textbook definitions has got to be Dortie. Despite being seemingly innocuous on the surface, just a somewhat short girl wearing a maid outfit, her

demeanour and secluedness from the rest of the group makes her somewhat of an outlier, and for good reason. From her monotone voice and blank expression that never changes, to the fact that nobody has ever been able to get a clear look within her apartment, has made her unnerving to most.

All of the group, for lack of a better term, try not to ask questions about her, and as such, she's sort of on the outer limit of the group, along with Strawberry who she's usually paired up with, despite the fact that she doesn't like Strawberry. Nobody really wants to find out the truth about her, and that's how it's probably going to stay, *if* she even is guilty of anything...

Strawberry Fruitsy



Age: 20

If Dortie is probably the offputting of the group as a whole through her demeanour and attitude, then Strawberry is the complete opposite, yet that's also to her own detriment. Strawberry is way too nice, and has trouble saying 'no' to people, which usually leads to her getting involved and being utilised first whenever she's taking part in something with the group. She's the equivalent of a human punching bag, and as a result, people like Gosuria or Eno tend to chastise her or utilise her in a few schemes, yet despite it, she always tries to keep her head up,

her blind optimism occasionally throwing her a bone, even if she probably deserves more than just that.

Still, she gets along well with most of the people in the group, and if there's one thing you can't fault her for, it's her generosity. Strawberry is an extremely giving person, and she'd do anything to help out somebody else, be it emotionally or physically, the red-haired girl would put aside anything to help out her friends. It's sort of admirable in a way, even if it doesn't always work out for her in turn.

Maria Relor



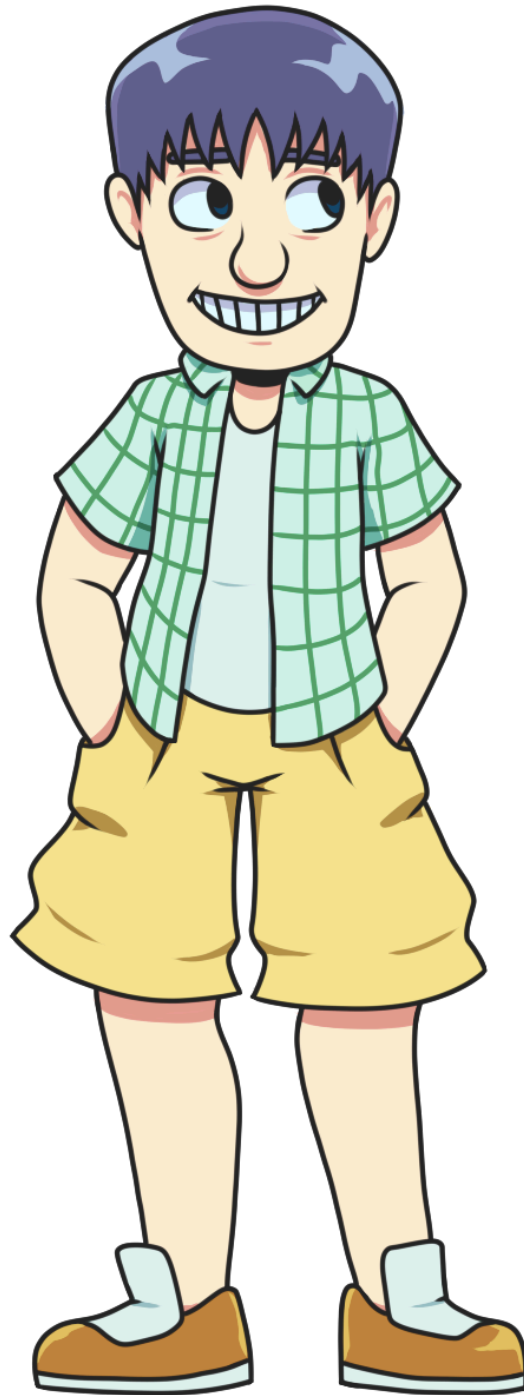
Age: 40

Maria is Dusde's dear mother, and she's certainly had a big impact in shaping the blue-haired hero into the confident young woman she is today, considering the fact that Maria raised her daughter all the way to adulthood, looking out for her and supporting her no matter what. She

used to live on a farm with her husband once they both reached adulthood, which is also around the time Dusde was first conceived. However, after her husband's sudden disappearance and passing, she took Dusde to Neonisa where they started their new life together.

Maria is a very caring individual, always looking out for her daughter, as well as being like a motherly figure in Berky's life too, and as such, she and Sonny are very close, with her interest in him being very clear to most people, though she does have a disdain for Gosuria's parents, particularly her father. Still, Maria is an individual that Dusde and her friends all respect and care about, and she continues to support her daughter in whatever she does, even if now it involves supporting her daughter in her fight against a lot of strange and quirky individuals.

Sonny Exe



Age: 39

Sonny is Berky's relaxed, caring and chilled-out father, whose been her primary carer for basically all of her life. Though Berky happened due to an accidental night of alcohol and partying, something he'd never ever repeat again, and his ex-wife Becky generally was dismissive of her and never wanted a child, Sonny did everything he could to look after his daughter, including working various odd-jobs just to make ends meet.

However, everything turned around when he got divorced from Becky, and he gained full-custody of Berky, as they could live a happier life together. Now that she's an adult though, he spends most of his time on his hut on the beach, selling various Knick-Knacks and talking to anybody who passes by, or he'll practise strumming on his guitar. He cares deeply for his daughter and would stop at nothing to protect her, even if it means putting his own life in danger. He also cares a lot about Maria, who often comes down to visit him, which he's more than happy to see every-time, though he's a bit aloof in realising that she is attracted to him. Still, he's a very likeable person, and no matter what, he's always got a bright smile on his face and he's always open to chat.

Miáne Samona



Age: 16

Miáne is Gosuria's younger sister, and arguably the more successful of the two, at least according to their parents. She's proficient in quite a few subjects, and she's especially good at

playing the drums, though she dislikes the fact that her parents always compare her to Gosuria and put down her older sister because of it. Where she's found to be so impressive though, is the fact that she's done everything in her life so far, along with the fact that she's blind, hence why she covers up her eyes with her hair. However, due to how skilled she is, more often than not, people forget she's blind in the first place.

Miáne and Gosuria get along extremely well, especially since her older sister usually confides in her, being one of the few people that Gosuria actually likes. She gets along with most people, and despite being quite soft-spoken, she wants to get herself out there more, with her ultimate dream to be in a band, touring the world as she drums her heart out. She's a very considerate and uplifting person, who is extremely capable despite her visual ailment.

Neville Kertunkall



Age: 46

Neville Kertunkall is a somewhat successful lawyer from Neonisa, who's been in the business for years now, though to say his career has been rocky would be an understatement. He always dreamed of making it big and moving to a city along the coast, adorned with neons and palm trees galore. However, fate wasn't so kind to him, and he eventually ended up in Neonisa City, a place similarly adorned with quite a bit of neon, though it was much more city-like and not like a tropical getaway. Furthermore, though he tried to keep his business legitimate, he soon found himself involved with quite a few unscrupulous parties on Neonisa, since all of the top lawyers and such were under Nigel's thumb.

Nowadays, he's a paranoid, doubtful individual who constantly has criminals breathing down his neck for his services, leading to his drinking problem, even if he's built up such a high tolerance to alcohol. Still, Dusde and company usually come to him for help or if they need a legal case, which he's typically reluctant to help out with, even if they're not criminals, though he does still put his all into trying to win cases, even if his methods of doing so aren't exactly always professional, and he does usually get results, even if he does need a bit of assistance from time to time.

Darrenio Nerpal



Age: 22

Away from the clean streets and bright lights of Neonisa City, within the depths of the city, there's a seedy underworld rife with crime, corruption and scum everywhere. Darrenio though, is one of the few people who aims to get to the bottom of a lot of the crime in Neonsia, that the police wouldn't bother to deal with, nor would Dusde and company would even be aware about. He's a private investigator and detective, living and working out of his small, cramped two-story office building on a shady, rundown corner.

He's quite capable at what he does and he'll get into something if it means getting justice, even if it means finding evidence himself, but he's usually joined by his best friend, Cyclopo, so he's never usually alone on his cases. His favourite thing though is going to the local diner in the morning with Cyclopo, as he has a crush on the waitress working there, who equally returns the feelings. The two get along really well, and without the other, neither would really be as successful as they are now. He also owns a car, an old, two-door painted in black that's his pride and joy, though he often lets Cyclopo drive it since he trusts him a lot.

Cyclopo Duk



Age: 21

Cyclopo is certainly an odd individual, but not in the sense that he's off-putting, more so the fact that nobody knows where he came from or even what he is. The $\frac{3}{4}$ human, $\frac{1}{4}$ duck individual just showed up one day, clearly fluent in English and looking for a job in the seedy underbelly of Neonisa, where both he and Darrenio first met and subsequently became best friends. Cyclopo is the more intelligent and capable of the two, usually spotting hidden details that Darrenio might've not picked up on, or guiding his best friend in the right direction.

He speaks in a rather monotone sort of voice, and is capable of all sorts of things, having knowledge and a degree in accounting, mathematics, physiology, economics, philosophy, massaging and law. However, nobody can trace back where he got said degrees from, even though they're very much official. Still, Cyclopo is a versatile and worthwhile friend to Darrenio, and often helps him in his attempts to get with the waitress he likes, and more often than not saves Darrenio's life when he gets into trouble, which the brown-haired guy is more than grateful towards him for.

Saiue Derker



Age: 20

When Nigel requested a parallel to Dusde in every way possible, to appeal to the public, when he got what he asked for, he could've never expected the disappointment when Saiue was brought before him. Saiue is a cowardly, pathetic, desperate individual, who only cares about

the attention and spotlight given to him by others, without ever having put in the effort for it. He dresses up in bright, yellow clothing to make himself stand out, and he tries to present himself as somebody people should look up to, though really, it's mostly an act to prevent himself from ending up cowering before the higher-ups again.

His want to upstage Dusde though, stems from the fact that he once had a crush on her, though his swift rejection made him into an incredibly petty individual, even though it was a minor inconvenience at best for him. He just wants the fame, notoriety and glory, all for doing but a fraction of the work that Dusde puts in. However, and rightfully so, not even the people trying to put him out there respect him, and treat him more like a pawn than an actual person, though as he's usually cowering at their feet or putting on a smile to others, he's really none the wiser to it.

Spades



Age: 28

Spades, or Ace (which is his real name, though his last name is unknown), is many things, but none of them are good. He's a gambler, he's very trigger-happy, he's got a short-temper and more often than not, things don't go his way. Hailing all the way from Australia, he fled the country after a string of somewhat successful bank robberies, putting him in a very dangerous position. Ending up in Neonisa in his early 20s, he decided to continue his criminal activity, though he realised that he couldn't do it alone.

He eventually settled upon becoming a mercenary, and soon afterwards, he stumbled upon both Bombette and Orzo, who he quickly took on as his lackeys. Though, despite being their leader, he's extremely impulsive and he usually argues a lot with Orzo about his methods and the fact that they're often being hired by Nigel Konguro to try and eliminate the same people nearly every time. Still, as long as there's a chance to get paid, he'll do whatever it takes to get rid of his opposition, no matter the risk or damage he might cause.

Bombette



Age: 16

Bombette is the youngest of the three mercenaries, yet she's easily the most experienced and knowledgeable in a lot of areas. She's an expert in explosives, and knows practically everything there is to know about them, being able to identify them even from a mile away and cobbling together her own quirky and unique ones in her free time, when she's not studying up on them or adding more to her growing collection.

Having come all the way from France, she stowed away in an unmarked crate aboard a cargo vessel bound for Neonisa, leaving her past behind until eventually arriving in the port of Abura Harbour one fateful night years ago. Spades, wanting to make some quick money, saw the unmarked crate being readied for disposal and decided to get rid of the workers surrounding it,

only to find Bombette inside. Although Spades was the one to take her in, Orzo is the one who truly takes care of her and acts a sort of father-figure to her, often wishing that she wouldn't have to be involved with such criminal activity. Still, Bombette enjoys what she does, and she's quite happy with where she's at now, regardless of the circumstances of what she does for a living. She also still splices some French into her sentences, and she enjoys teaching Orzo her original language, though Spades still doesn't understand any of it.

Orzo



Age: 34

Orzo's life is like a joke without a punchline, and it's just been a steady stream downwards to the point he's at now. He was originally a performer back in his home country of Italy, taking part in big plays, always dreaming of taking the lead in one. However, when that time came, he found his lover had been cheating on him, with both of them sitting within the very audience he was performing to. After a violent scuffle, he quickly fled the scene, and realising that he could no longer return home, he fled the country and eventually found himself in the city of Neonisa. Alone and without much money, he turned to street performing, where he would eventually don his clown makeup, though he wasn't popular and could barely make any money doing it.

However, his luck would somewhat turn around after a scuffle with some thieves trying to steal his money, as a familiar gambler spotted him in the act, and after a brief conversation, convinced Orzo to join him as a mercenary. Orzo acts as the muscle of Spades' operations, and though he doesn't particularly enjoy the job, especially all the bickering with Spades whenever he does something impulsive, he does at least get paid, depending on whether or not they're successful though. However, he does find joy in one thing with his life, and that's with Bombette, who he looks after, having done so for quite a few years now. They both relate to each other on a personal level, and they hate to see the other get hurt or feel down. Orzo would do anything to protect Bombette, and though he's still a mercenary at the end of the day, he still does have a heart, deep underneath all of his dread and sorrow.

The Fire's Edge:

'1'





‘3’



‘4’



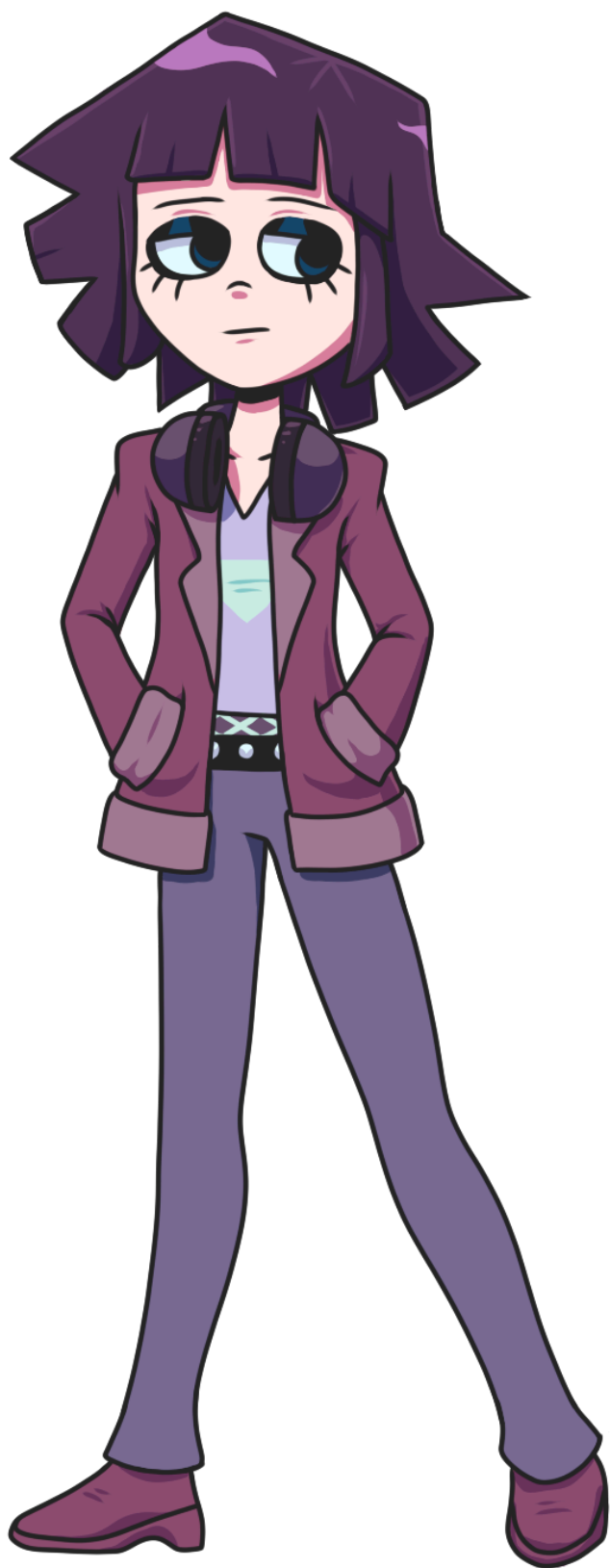
Age: ??? (Adults)

The Fire's Edge, in contrast to the three mercenaries, are a group of four assassins, who prefer their honour and code, rather than the reckless destruction that Spades and his group cause. They're all sword-wielders, being experts in wielding their blades while being constantly on the move. None of them have ever seen one another without their mask, and with the exception of their leader, '1', none of them can speak, and all of them can never remove their masks. Nigel also tends to hire them, though they are a bit more pricey than the mercenaries due to their self-proclaimed 'higher standards' and such.

'1' is the leader of the group, and is the only one who can speak, with a voice only identified by his slight Spanish accent, though he usually uses it to command the other members or to negotiate with others. He's chivalrous, if menacing and determined in his ways. '2' is his second in command, and is taller than him, with '3', the shortest of the four, being his best friend, though neither of them have ever formally spoken to one another, or know much about their lives beforehand. '4', on the other hand, is a lot more sinister, with his almost inhuman eyes and bestial roars making him seem more like a beast than a man, being bigger than the other three members. Together, they're all a deadly force to be reckoned with, though the one thing that can halt them is the destruction of their masks, though they make sure to keep their defences up to ensure this doesn't happen.

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Moody



Age: 22

Mop, or as she goes by normally, Moody, is just your average resident in the city of Neonisa. She's a normal girl, lives in an apartment by herself, enjoys music and the snow, dislikes anything too bright or cheerful, and by all accounts, she's a pretty reserved individual, not really getting overly emotional one way or another. However, she isn't even fazed by anything that goes on around her, despite living in a city like Neonisa, where crazy things tend to happen quite frequently, considering the population and certain individuals within it.

She just kind of brushes anything off that comes her way, and as long as she's got her music on-hand or something to keep her occupied, she doesn't really mind about anything else. It's sort of admirable in a way, how disconnected she is from everything else, but she's happy with how she lives her life, and if she needs something different in her routine, she'd seek it out on her own terms, rather than letting it come to her. Moody's just sort of living her way, and more power to her for it.

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