

(See also [this document](#) for character bios directly from the *Chaos Zone*)

The Brash Crew

Dyna Man

The Bombastic Bruiser

Origin: *Mega Man* (DOS)

Current RP: Chaos Zone (Level 50)

Other Names/Aliases: Dyna Fight Advance

Nicknames: Dyna, The Dynamite Man, The Man of Dyna, Dyna's Man

Type: Explode/Impact

Birth World: Dimension DOS (*Abandoned*)

Notable Abilities: Nuclear Detonator, Dynamite Blast, Dyna Bash, Heavy Barrage, Firework Upper, Fantastic Blast

Skills: Supercharge

Other Powers: Partial Fourth-Wall Interaction, Increased Explode Power

Possessions: 1 Banana Coin, several Orange Grenades

Character Theme: [Kackebango - "Dyna Man"](#)

Battle Theme: [symfonikev - Stage 27 \(Remix, Warheart\)](#)

The leader of the Brash Crew, and a member of the DOSBots. Has been used by Brash Buster (that is to say, me) on numerous occasions as something of a representative of him without being an original character, making him a Pseudoreaper.

Dyna Man is the most impulsive of the DOSBots; if he isn't boasting, chances are he's letting his fists or explosives do the talking. He also cares about his brother DOSBots, especially Volt Man; if he so much as *thinks* you've killed or tortured Volt Man, he won't hesitate to crush you like a bug.

Volt Man

The Ecstatic Conductor

Origin: *Mega Man* (DOS)

Current RP: Chaos Zone (Level 56)

Nicknames: Volt

Type: Electric/Shield

Birth World: Dimension DOS (*Abandoned*)

Notable Abilities: Force Field, Volt Blast, Beam Warp, Metal Flurry, Hidden Missiles, Magnet Force

Skills: Supercharge

Other Powers: Increased Cutter Power

Possessions: 1 Banana Coin, several Orange Grenades

Character Theme: [Kackebango - "Volt Man"](#)

Battle Theme: [MegaMari - Boss](#)

Something of a middle ground within the DOSBot trio, Volt Man isn't as impulsive as Dyna Man, but isn't as logic-driven as Sonic Man, either. He's the cheeriest of the three, rarely in a bad mood.

Sonic Man

The Aquatic Echo

Origin: *Mega Man* (DOS)

Current RP: Chaos Zone (Level 56)

Nicknames: Sonic (Only used by his brothers on rare occasions; blue hedgehogs make the nickname confusing otherwise)

Type: Water/Laser

Birth World: Dimension DOS (*Abandoned*)

Notable Abilities: Sonic Wave, Sonic Mine, Sound Bubble, Tuning Trident, Water Crash

Other Powers: Increased Shield Power

Possessions: 1 Banana Coin, several Orange Grenades

Character Theme: [Kackebango - "Sonic Man"](#)

Battle Theme: [Hole Chaser - BGM 3](#)

The most logic-driven member of the DOSBots, Sonic Man is often strategizing or otherwise keeping his distance in fights. Like Dyna Man, however, he cares about his family, albeit not to the same recklessly violent extremes.

True to his name, Sonic Man is skilled at using sound-based attacks, and even has a heightened sense of hearing and echolocation that lets him learn about surrounding events easily underwater. While he doesn't lose these abilities entirely above water, they *are* much less powerful on the surface.

Dark Elf

The Shadow Songstress

Origin: *Puyo Puyo* (1992, English/"World" translation)

Current RP: Chaos Zone

Other Names/Aliases: The Songstress

Nicknames: Elf

Other Titles: The Harsh Songstress

Type: Shadow/Nature

Birth World: Dimension P-KIDS (*Forgotten*)

Notable Abilities: Perish Song, Searing Symphony, Off-Tune, Jammer Wall, Echo Chamber, Slammer Wall

Other Powers: Partial Fourth-Wall Manipulation, Increased Shadow Power

Character Theme: [*Madou Monogatari: Hanamaru Dai Youchienji - Dragon's Shrine*](#)

Battle Theme: [*Naxat Super Pinball: Jaki Crush - The Four Guardians*](#)

While her origin as a counterpart to Harpy from *Puyo Puyo* means she shares a similar (but less cacophonous) penchant for singing, Dark Elf is otherwise a somewhat quiet person, rarely being one to instigate conflict; regardless, she's quite willing to participate when necessary, especially if the scenario calls for her stronger powers, which include reality-warping.

Out of anyone in the Brash Crew, Dark Elf took the longest to consider actually joining it instead of being an outside affiliate, and she has her reasons for this. For a long time she struggled in social situations, to the point of outright fearing interacting with people who weren't well-acquainted with her.

These fears stem from Dark Elf's original motives for entering Chaos Zone's Dimension 1; she wanted to abuse its power to bring herself to a higher position than her former status as merely the fourth minion of 12 in the Black Kingdom. She threatened the world at least twice, once by trying to outright reject Chaos Zone's hierarchy (which was how she obtained her reality-warping abilities). Despite this, she was given a second chance from a Friendship Heart, which let her decide that she could change the world without threatening it.

D-R Shark Man

Revolt/Doppler Hybrid #1

Origin: *Mega Man 3: The Robots are Revolting* (DOS)

Current RP: Chaos Zone (Level 56)

Other Names/Aliases: Shark Man, Revolt Shark Man

Nicknames: D-R Shark, Shark

Other Titles: Great White Guardian, Revolt/Doppler Hybrid

Type: Water/Swift

Birth World: Dimension DOS (*Abandoned*)

Notable Abilities: Shark Boomerang, Bouncing Vajra

Other Powers: Increased Crystal Power

Character Theme: [Kackebango - "Shark Man"](#)

One of the leaders of the Revolt Robots. While Revolt Shark Man started off very high-energy and aggressive, he calmed down significantly when he became D-R Shark Man. Regardless, due to past experiences he shared with his five brothers, he is very sensitive about the idea of erasing parts of the Multi-Omniverse, and can become much less friendly if faced with the idea of someone not caring about Omniverses, Dimensions, etc. being erased, even if he doesn't hear the full story.

D-R Wave Man

Revolt/Doppler Hybrid #2

Origin: *Mega Man 3: The Robots are Revolting* (DOS)

Current RP: Chaos Zone (Level 56)

Other Names/Aliases: Wave Man, Revolt Wave Man

Nicknames: D-R Wave, Wave

Other Titles: The Hydro Herald

Type: Water/Freeze

Birth World: Dimension DOS (*Abandoned*)

Notable Abilities: Water Cannon, Power Wash, Spinning Mandala, Riptide Director, Abyss Splash

Other Powers: Moon Jump, Increased Impact Power

Character Theme: [Kackebango - "Wave Man"](#)

Character Battle Theme: [The Hybrid Front - Earth ~ Sukarabe Fight 3](#)

The other leader of the Revolt Robots. D-R Wave Man is something of a surfer dude, with a laid-back and caring attitude.

Disast-R Oil Man

Oil-Slathered Juggernaut

Origin: *Mega Man 3: The Robots are Revolting* (DOS)

Current RP: Chaos Zone (Level 56)

Other Names/Aliases: Oil Man, Revolt Oil Man

Nicknames: Disast-R Oil, Oil

Other Titles: Petrol Control

Type: Earth/Laser

Birth World: Dimension DOS (*Abandoned*)

Notable Abilities: Oil Stream, Oil Typhoon, Petrol Calamity, Sulfur

Devastation, Kerosene Cataclysm

Other Powers: Moon Jump, Increased Shadow Power

Character Theme: [Kackebango - "Oil Man"](#)

One of the Revolt Robots. Has a rather stuck-up attitude.

Flow-R Blade Man

Botanic Butcher of the Tank Girl's Dreams

Origin: *Mega Man 3: The Robots are Revolting* (DOS)

Current RP: Chaos Zone (Level 56)

Other Names/Aliases: Blade Man, Revolt Blade Man

Nicknames: Flow-R Blade, Blade

Other Titles: The Loose Can Opener

Type: Cutter/Wind

Birth World: Dimension DOS (*Abandoned*)

Notable Abilities: Blade Launcher, Blade Ride, Guillotine, Guardian Sign

"Moonless Breeze"

Other Powers: Increased Wind Power

Battle Theme: [Kackebango - "Blade Man" \(Remix, MARKTHERENCE\)](#)

While a member of the Revolt Robots, Flow-R Blade isn't as focused on sticking with his brothers, and may dabble elsewhere if he sees fit.

Rho-volt Torch Man

Machine Standing Before the Evil Eye

Origin: *Mega Man 3: The Robots are Revolting* (DOS)

Current RP: Chaos Zone (Level 56)

Other Names/Aliases: Torch Man, Revolt Torch Man

Nicknames: Rho-volt Torch, Torch

Other Titles: Welding Workaholic

Type: Flame/Shield

Birth World: Dimension DOS (*Abandoned*)

Notable Abilities: Torch Arm, Welding Barrier, Sizzling Downpour

Other Powers: Moon Jump, Increased Laser Power

Character Theme: [Kackebango - "Torch Man"](#)

One of the Revolt Robots. Has a strong work ethic.

Mechabit

Master Badnik

Origin: *Mega Man 3: The Robots are Revolting* (DOS)

Current RP: Chaos Zone (Level 56)

Other Names/Aliases: Bit Man, Revolt Bit Man

Nicknames: Bit

Other Titles: Gigantic Generator, The Fourth Mecha

Type: Electric/Impact

Birth World: Dimension DOS (*Abandoned*)

Notable Abilities: Bit Cannon, Heavy Sprint

Other Powers: Moon Jump, Increased Swift Power

Character Theme: [Kackebango - "Bit Man"](#)

The heavyweight fighter of the Revolt Robots. Despite his raw strength, Revolt Bit Man saw little involvement in combat until he was rebuilt as Mechabit.

Dr. Doppler

Regretful Reploid Scientist

Origin: *Mega Man X3*

Current RP: Chaos Zone (Level 56)

Nicknames: Doc Dopp

Other Titles: Creator of the Limited

Type: Copy/Electric

Birth World: Dimension ΛΞΖ

Notable Abilities: Disposal Burst, Kurageil Missiles, Burning Tornado

Other Powers: Increased Earth Power

Battle Theme: [Mega Man X3 \(SNES\) - Doppler Stage 1](#)

Despite his death in *Mega Man X3* (more specifically, the ending where he stops the Sigma Virus instead of Zero), Dr. Doppler was somehow revived, sending him Dimension L, and later Chaos Zone's Dimension 1, to stop the threat of the Limited he created back in *Rockman X Mega Mission*. Since then, he's served as a sort of "mission control" for the Brash Crew, working in labs to observe problems, but rarely tackling them directly. Despite this, he does have a few emergency weapons for when he's forced to take action.

Diddy Kong

Acrobatic Video Game Hero

Origin: *Donkey Kong Country*

Current RP: Chaos Zone (Level 48)

Nicknames: Diddy, Dids

Other Titles: Jungle Acrobat

Type: Nature/Missile

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Peanut Popgun, Monkey Flip, Rocketbarrel Attack, Bramble Blast

Other Powers: Rocketbarrel Boost, Partial Fourth-Wall Interaction, Nature Magic

Possessions: 2 Peanut Poppuns, Barrel Jet

While he can be rather playful, Diddy cares greatly about his island and his friends, and won't hesitate to jump to action when someone puts either under threat, even if he gets hurt in the process.

Meta Knight

The Masked Swordsman

Origin: *Kirby's Adventure*

Current RP: Chaos Zone (Level 52)

Type: Shadow/Cutter

Birth World: ??? (Tied to Kirby)

Notable Abilities: Mach Tornado, Mach Tornado Ultra, Shuttle Loop, Dimensional Cape, Drill Rush, Galaxia Light

Other Powers: Rainbow Galaxia, Hope Magic

Possessions: Galaxia, The Halberd

Character Theme: [*Kirby: Planet Robobot - Brothers in Arms*](#)

Battle Theme: [*Kirby Super Star/Kirby's Fun Pak, Kirby Super Star Ultra, Kirby's Epic Yarn - Vs. Meta Knight; Kirby: Planet Robobot - Inner Struggle \(Mashup\)*](#)

A serious figure, Meta Knight is one of Dream Land's most logic-driven denizens. If one of his peers is overreacting or underprepared, he'll ensure that the issue is resolved. Meta Knight is fearsome in combat, claiming that he's one of the strongest warriors known to Smash Brothers, as he proved to the world in the Brawl tournament. While his confidence in his abilities reached the point of mild arrogance early on, he's since softened after learning that his skills aren't as perfect as he once thought (most of all with Rumia's incident during the Gemini TV tournament).

Rika

Human Engineer of the Old Fantasy World

Origin: *Touhou Fuumaroku ~ the Story of Eastern Wonderland*
(*Touhou 2*)

Current RP: Chaos Zone (Level 48)

Type: Neutral/Electric

Birth World: Dimension 1 (Chaos Zone)

Other Powers: Building monsters, Electric Magic

Possessions: Flower Tank, Evil Eye Σ

Character Theme: [*Touhou Fuumaroku ~ the Story of Eastern Wonderland - Extra Love \(Remix, Stas Gavrik\)*](#)

Battle Theme: [*Touhou Fuumaroku ~ the Story of Eastern Wonderland - She's in a temper!!/The Tank Girl's Dream \(Remix, MarioGm734\)*](#)

One of Gensokyo's lesser-known figures, Rika has laid low for most of her life, exploring other forms of technology such as IC Chips and Battle Chips. She serves as the Brash Crew's main engineer, and while she's more carefree than most of the crew's "brains", she's also been by far the most active, even before she acquired her magic powers. As the perpetrator of *Touhou 2*'s starting conflict who went unnoticed, Rika has spent much of her life resenting the idea of being forgotten, with ties such as those with the Brash Crew stemming from her desire to be recognized. Her lack of involvement in Gensokyo's everyday life also stems from discoveries (including the aforementioned IC Chips and Battle Chips) she made while laying low. However, her relations with most of the Brash Crew *have* slowly become legitimate comradeship over time, and she's begun to relent with her attention-seeking agenda.

Rika has a rather negative view on the kappa in Gensokyo, feeling like they took her livelihood. At least once she's dreamt of giving a kappa the Buffalo Bill treatment.

Unusually, despite being alive for over 20 years, Rika has looked like she's in her mid-teens at oldest since the incident she caused in 1997. Not even she has bothered trying to figure it out anymore.

Dangan Man

A Bullet Through Time

Origin: *Rockman and Forte: Mirai Kara no Chousensha*

Current RP: Chaos Zone (Level 51)

Nicknames: Dangan

Type: Missile/Impact

Birth World: Dimension 1 (Chaos Zone) Timeline "LV" (*Destroyed*)

Notable Abilities: Vulcan Spread, Homing Vulcan, Bullet Dash, Shadow Runner, Barrage Blast

Other Powers: Increased Swift Power

Character Theme: [Mega Man & Bass - Shop \(Remix, Mega Man Infamous Intent\)](#)

Battle Theme: [Mega Man Battle Network 4 - Battle With Myself \(Remix, Rockman VI Unique Harassment\)](#)

Initially from a version of the “Dimensions” group that disbanded after the events of *Rockman and Forte: Mirai Kara no Chousensha*, Dangan Man has explored other Universes in his free time, though he rarely sticks around for long. The present time of Chaos Zone’s Dimension 1 is the exception, first entering with the hope of saving it from the Life Virus, which, in his future, destroyed (or rather, deleted) the rest of the world. While he ended up not participating in combat against the Life Virus, he decided to stick around in the present regardless. That said, he truly does think things through when they’re at their calmest.

Dangan likes to act like he’s a mysterious, cool warrior, though the “cool” part of this facade is easily broken by his issues paying attention, and confronting malicious characters face-to-face.

Dangan Man’s experiences before going to Chaos Zone’s present-day Dimension 1 have led to him meeting Dyna Man and Libra before, though only the former has acknowledged him in the context of their past encounters.

Kogasa Tatara

The Cheery Forgotten Umbrella

Origin: *Touhou Seirensen ~ Undefined Fantastic Object (Touhou 12)*

Current RP: Chaos Zone (Level 66)

Nicknames: Koga

Type: Water/Wind

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Tornado Blow, Monster Train “Spare Umbrella Express Night Carnival”, Halo “Karakasa Surprising Flash”, Drakengard “Ending E”, Rain Flare, *Game Over “Press ‘R’ to Try Again”*

Other Powers: Partial Fourth-Wall Interaction, Fire Magic

A rather playful karakasa-obake, who enjoys surprising people, but is upset when people don’t take her seriously.

Kogasa actually has a strong understanding of the world outside the fourth wall, and has used it to her advantage, being the reason she has moves such as Drakengard “Ending E” on hand, and also giving her the knowledge of Dyna Man’s status as a

Pseudoreaper before even Dyna Man himself knew. It's strong enough, in fact, that she's been shown (seemingly) entering the real world. While she's made use of this for...narrative reasons, she's begun to limit its use, preferring her more playful life over being a fourth-wall overseer.

Daiyousei

(Not-So-)Average Lake Fairy

Origin: *Touhou Koumakyou ~ the Embodiment of Scarlet Devil*
(*Touhou 6*)

Current RP: Chaos Zone (Level 48)

Other Titles: Average Lake Fairy

Type: Nature/Wind

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Lake Sign “Morning Mist”, Monster Fish “Beast’s Maw”, “Fairy’s Army”, “Image of Nature”, Plant Barrier

Other Powers: Ice Magic

Character Theme: [*Touhou Koumakyou ~ the Embodiment of Scarlet Devil - Lunate Elf \(Remix, Touhou Azure Reflections\)*](#)

A fairy from Gensokyo, Daiyousei is a rather cheerful and innocent individual; she sometimes struggles to understand complex concepts, but is cautious enough in battle to ensure her survival. She isn't good at talking with steadfast companions, and occasionally gets reluctantly dragged along as a result.

Most of Daiyousei's abilities consist of her 30 Spell Cards, which she won as empty Spell Cards in a video game tournament that she entered solely for such a prize, as she never had a Spell Card before. While her first was invented in a confrontation with a HEX Adaptor-controlled Rumia, the other 29 were invented during the buildup to a top-level Omniversal threat.

Gilgamesh

Traveling Weapon-Collecting Warrior

Origin: *Final Fantasy V*

Current RP: Chaos Zone (Level 126)

Nicknames: Gil, Big Gilgamesh

Nicknames he's given to others: The Dynamite Man, The Man of Dyna, Dyna's Man (Dyna Man), "darkness child" (Rumia, Shadow Digital), Shaded Digit (Shadow Digital), Chunk of the Kong (Chunky Kong), Mixerlydia (Demyx), Emperor (insert any one part of Nero Claudius' full name here) (*Fate Nero*)

Type: Copy/Cutter

Birth World: Universe ???-FFV

Notable Abilities: Tidal Wave

Skills: Mighty Morphing

Other Powers: Six-Armed Form, Water Magic

Possessions: Zantetsuken(?), Muramasa, Frying Pan(?), Masamune, Excalipoor, Roukanken(?), Iron Lance, Shogun Trident, Shogun Boomerang, Shogun Staff, Shogun Blade

Character Theme: [*Final Fantasy XII - Battle on the Big Bridge \[FFXII Version\]*](#)

Battle Theme: [*Final Fantasy V - Clash On the Big Bridge \(Remix, Some Spoony Bard\)*](#)

A dimension-hopping warrior, who visited Chaos Zone's Dimension 1 under the false belief that Dyna Man was its strongest warrior. Having gained respect after Dyna Man's victory over him in a duel, he's since settled in with the Brash Crew.

Gilgamesh has all sorts of weapons at his disposal; some seem to come from worlds closer to his own, while others, like his Frying Pan and Roukanken, seem to be more foreign.

Despite specializing in sharp weapons, Gilgamesh himself is not too sharp. On top of what he failed to realize when first entering Dimension 1, many of his weapons appear to actually be forgeries. Furthermore, he tends to be rather extreme about what leads to him "earning" a weapon he likely stole, and at least once he's mistaken a sleeping person for a *dead* person.

King Dedede

Self-Made King

Origin: *Kirby's Dream Land*

Current RP: Chaos Zone (Level 48)

Type: Impact

Birth World: ??? (Tied to Kirby)

Notable Abilities: Hammer Flip

Other Powers: Ice Magic

Character Theme: [*Kirby's Dream Land - King Dedede \(Remix, StarPunch, "Dedede's Warning"\)*](#)

Battle Theme: [*Kirby's Blowout Blast - King Dedede \(Full\)*](#)

While a somewhat arrogant and boastful figure, Dedede is more insightful than most of the heavy-hitting members of the Brash Crew. Ever since Nightmare's attempted conquest on Dreamland, Dedede's taken it into his own hands to ensure that no threat in the Omniverse goes unnoticed, though sometimes he's too keen to jump to action, and needs to be reminded by others when a change in plans is ideal.

Orange

Baton-Twirling Youkai

Origin: *Touhou Gensoukyou ~ Lotus Land Story (Touhou 4)*

Current RP: Chaos Zone (Level 48)

Type: Swift

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Spinning Baton, Burning Baton

Other Powers: Critical Form, Electric Magic

Possessions: 1 Topaz Hairpin

Character Theme: [*Touhou Gensoukyou ~ Lotus Land Story - Decoration Battle \(Unused Version\)*](#)

Battle Theme: [*Touhou Gensoukyou ~ Lotus Land Story - Decoration Battle \(Remix, Tenkai no Uchouten\)*](#)

Another one of Gensokyo's less remembered residents, Orange is very impulsive, preferring to toss her baton first and ask questions later. Even with her critical form providing a power boost at low health, this has nearly been her downfall before, failing to realize the threat that a *giant laser* poses.

Sanae Kochiya

Newbie Goddess of the Mountain

Origin: *Touhou Fuujinroku ~ Mountain of Faith (Touhou 10)*

Current RP: Chaos Zone (Level 48)

Type: Wind/Nature

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Omikuji Bomb, Prayer “Charm of Good Commerce”, Esoterica “Forgotten Ritual”, Miracle “Daytime Guest Stars”, Snake Sign “Bird Snake Come On”, (Reverse) Dolphin Slash

Skills: Hero Priestess

Other Powers: Summoning Suwako, Dash Dancing, Wind Magic

Character Theme: [Touhou Fuujinroku ~ Mountain of Faith - The Primal Scene of Japan the Girl Saw \(Remix, ARA\)](#)

Battle Theme: [Touhou Fuujinroku ~ Mountain of Faith - Faith is for the Transient People \(Remix, Touhou Hisoutensoku\)](#)

A wind priestess of the Moriya Shrine, and a minor deity. Having come from a much less hectic Outside World, Sanae tends to find herself sometimes alienated both by Gensokyo *and* by the current “Outside World”. She has plenty of knowledge of fictional tropes commonplace up to the mid-2000s, and being reminded of such is a big point of interest for her, often feeling called to action by similar events unfolding out of a desire to be like the (not-so) fictional heroes she learned about in her upbringing.

Suwako Moriya

The Highest of Indigenous Gods

Origin: *Touhou Fuujinroku ~ Mountain of Faith (Touhou 10)*

Current RP: Chaos Zone (Level 48)

Other Titles: The Highest of Native Gods

Type: Water/Earth

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Stone Frog God, “Magma Amphibian”, Frog Nap “Can Always Hibernate”, Wall of Pain, *Green Stone “Jade Break”*

Skills: Balloon Animal

Other Powers: Mid-Air Jumps, Earth Magic

Character Theme: [Touhou Fuujinroku ~ Mountain of Faith - Tomorrow Will Be Special, Yesterday Was Not \(Remix, Touhou Hisoutensoku\)](#)

While Suwako is one of the Moriya Shrine’s gods, she’s rather laid-back and less focused on the shrine itself. As such, she tends to accompany her descendant Sanae

on her little adventures as a close partner. That said, she's not afraid to get serious when she needs to, such as when it comes to protecting the Universe or those she cares about.

R.O.B.

The Last of the Isle's Ancients

Origin: *Stack-Up, Gyromite*

Current RP: Chaos Zone (Level 52)

Other Titles: The Last Robotic Operator

Type: Laser

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Robo Beam, Robot Gyro, Rotor Arm, Reflector Arm, Diffusion Beam, Super Diffusion Beam

Other Powers: Gyro Hands, Hope Magic, Increased Shield Power

Battle Theme: [Super Smash Bros. Brawl - Battlefield](#)

Despite his simple appearance and reliance on beeps to speak, R.O.B. is actually one of the more insightful members of the Brash Crew; his knowledge on certain events, such as those that happened on Pop Star and surrounding planets, is surprisingly detailed.

A particular sour spot for him is war and "deal with the devil" scenarios, stemming from his own negative experiences with the Subspace Army in the *Super Smash Bros. Brawl* Subspace Emissary storyline, said events being why he holds his current title.

Yoshi

Ravenous Islander

Origin: *Super Mario World*

Current RP: Chaos Zone (Level 48)

Nicknames: Yo'ster

Type: Nature

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Fast Egg, Egg Throw, Egg Roll, Aqua Breath

Other Powers: Water Magic

Possessions: Several Dash Peppers

A resident of Dinosaur Land, Yoshi is a cooperative member of the Brash Crew. While he values his team and makes sure to help out when he can, even if the cost is as high as his home, he also has something of a bitter side to him, which he largely owes to having to deal with much less cooperative and more selfish people, both friend and foe.

Bandanna Waddle Dee

Loyal Friend to Pop Star

Origin: *Kirby Super Star* (design), *Kirby Super Star Ultra* (character)

Current RP: Chaos Zone (Level 52)

Other Names/Aliases: Bandanna Dee

Nicknames: Dee

Type: Cutter

Birth World: ??? (Tied to Kirby)

Notable Abilities: Moon Drop, Spear Copter, Spear Barrage

Other Powers: Power Effect, Hope Magic

The third member of Pop Star's main "trio" (quartet if including Kirby), Bandanna Dee has a rather innocent personality. While he scares easily, he's not afraid to fight when he must.

Lulu

Ally of the P-Kids

Origin: *Puyo Puyo* (1992, English/"World" translation)

Current RP: Chaos Zone (Level 48)

Type: Swift/Crystal

Birth World: Dimension P-KIDS (*Forgotten*)

Notable Abilities: Ascalon Strike

Other Powers: Fire Magic

Character Theme: [*Super Nazo Puyo: Rulue no Roux - Rulue Area 3*](#)

Battle Theme: [*John Tay - "Spilt My Bean Jar"*](#)

While she looks a lot like her "main series" counterpart Rulue, Lulu is very much her own person. She has a casual, somewhat carefree attitude, and tends to use her fists even when she should be using her head.

Rumia

Youkai of the Dusk

Origin: *Touhou Koumakyou ~ the Embodiment of Scarlet Devil*
(*Touhou 6*)

Current RPs: Chaos Zone, Never-Ending Saga (Level 48)

Nicknames: Rumi, “darkness child”

Type: Shadow

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Moon Sign “Moonlight Ray”, Darkness Sign “Dark Side of the Moon”, False Dawn, Black Thunder

Other Powers: Dark Magic

Character Theme: [*Touhou Koumakyou ~ the Embodiment of Scarlet Devil - A Soul as Red as a Ground Cherry \(Remix, Touhou Kobuto V Burst Battle\)*](#)

Battle Theme: [*Touhou Koumakyou ~ the Embodiment of Scarlet Devil - Apparitions Stalk the Night \(Remix, dBu\)*](#)

A carefree youkai and a close friend of Daiyousei, Rumia enjoys being a part of the Brash Crew and finding chances to prove her strength. This has nearly been her downfall before, however, as eagerness to fight in a tournament rendered her temporarily comatose when her first opponent took full advantage of her weakness to light. After recovering, Rumia didn't think much of it, and instead wanted to become an active fighter again, despite the wishes of the rest of the Brash Crew. She was eventually allowed to partake in important missions again after learning some new skills (and circumventing her light weakness) with the help of Shadow Digital.

Schmitt

Speedy Incept Chaser

Origin: *Rockman X Mega Mission*

Current RP: Chaos Zone (Level 56)

Type: Cutter/Laser

Birth World: Dimension ΛΞΖ

Notable Abilities: Energy Slice

Other Powers: Increased Laser Power

Originally having his body transformed into (i)X unwillingly by the Mother Limited in *Rockman X Mega Mission*, Schmitt was rebuilt with his “soul” intact by Team Mecha, initially as one of their HEX Adaptor minions.

Schmitt is a sneaky character, skilled at staying hidden and pulling tricks under people’s noses.

Chunky Kong

The Gentle Gorilla

Origin: *Donkey Kong 64*

Current RP: Chaos Zone (Level 48)

Nicknames: Chunky, Chunk of the Kong, Chunk

Type: Impact

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Simian Slam, Primate Punch, Whale Whisker

Other Powers: Ape Action (Ultra Instinct), Water Magic

Despite his great strength and size, Chunky is a meek Kong who doesn’t like hurting people. However, he is willing to put this aside if it means protecting those he cares about.

Fang the Sniper

Special Stage Scoundrel

Origin: *Sonic the Hedgehog Triple Trouble*

Current RP: Chaos Zone (Level 51)

Other Names/Aliases: Fang the Hunter

Nicknames: Nack

Type: Missile

Birth World: Special Stage (Chaos Zone)

Notable Abilities: Triple Cork, Super Cork, Quick Cork, Blind Fire, Tail Bounce, Fire Dart

Other Powers: Flaming Fang, Fire Magic

Possessions: Marvelous Queen, Portable Warp Ring

Battle Theme: [Sonic the Hedgehog Triple Trouble - Vs. Fang the Sniper \(Remix, Sonic Robo Blast 2\)](#)

A mischievous fellow, Fang fights rather dirty compared to the rest of the Brash Crew, not being against shooting someone unprepared or kicking foes while they're down. He's also the least likely to keep himself tied down to the rest of the team, tending to run off and solve problems how he thinks is the best way, much to the chagrin of his teammates and those caught in the crossfire.

First rule of talking to him: *Don't call him "Nack the Weasel"*.

Shadow Digital

Warrior Left to the Void

Origin: *Mega Man 3* (NES), Original

Current RP: Chaos Zone (Level 48)

Other Names/Aliases: Shadow Man

Nicknames: Digit, Digital, "darkness child", Shaded Digit

Type: Shadow/Time

Birth World: Digital Calvin and Hobbes Omniverse (*Destroyed*)

Notable Abilities: Temporal Blade, Cyclone Mirage, Fate Spinner, Cyber Crossswipe

Other Powers: Time Manipulation, Fourth-Wall Observation, Increased Cutter Power

Originally Shadow Man from an old forum roleplay on a now-defunct website, he lingered in the Void for years, surviving while re-shaping himself based on the few things he could see. Having become Shadow Digital by the time he entered the Chaos Zone, he felt forced to stay underground due to his body emitting Temporal Leakage, a virus-like effect that weakened anyone affected by it. However, with the help of the Brash Crew, the effect could be contained, and he was able to live more freely. He became a close affiliate of the Brash Crew afterwards, eventually joining them outright. While he gave a cold, ominous first impression, Shadow Digital isn't as mature as he looks; he has a rather laid-back personality, and gets bored easily.

Descant

Potential at its Limit

Origin: Original

Current RP: Chaos Zone (Level 56)

Type: *Limited/Copy* (Visual: Energy/Copy)

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Power Latch, Force Field, Shredding Shot, Monster Soul

Other Powers: Increased Missile Power

Character Theme: [Imagical Musion Depot Vol. 2 - Jail Break](#)

Battle Theme: [Super Spacefortress Macross - Stage 5](#)

Descant was created from a piece of Limited that was separated from its host and de-powered during a universe-wide nerf. Starting out as an amorphous blob, she inherited abilities and data from Volt Man, UKR Soldiers, and Rika, eventually maturing into a small girl.

The aforementioned data shaped not only her abilities, but her personality: she's alert and strategic like a soldier, cheerful and somewhat naive like Volt Man, and crafty like Rika.

Kanako Yasaka

The Avatar of Mountains and Lakes

Origin: *Touhou Fuujinroku ~ Mountain of Faith (Touhou 10)*

Current RP: Chaos Zone (Level 48)

Nicknames: Kan

Type: Wind/Water

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Serpent Rising, Waterfall, "Mountain of Faith"

Other Powers: Water Magic

Battle Theme: [Touhou Fuujinroku ~ Mountain of Faith - The Venerable Ancient Battlefield ~ Suwa Foughten Field \(Remix, Tutti Sound\)](#)

Another god of the Moriya Shrine, Kanako initially prioritized the shrine over her associates Suwako and Sanae, though in recent times she's decided to work with the

shrine while joining them. As the main face of the shrine - and, thus, the trio - Kanako is more level-headed than Suwako or Sanae, but also more blunt with her words and actions.

‘M FF

PL 'L ▶4K h lb ▶r 2Pk lb ꝑy 9? Pokémon

Origin: *Pokémon Red/Green/Blue* (glitch)

Current RP: Chaos Zone (Level 251)

Nicknames: M

Type: Flame/Wind

Birth World: ???

Notable Abilities: Fly, Karate Chop, Slam, TM50, Leech Seed

Other Powers: Increased Impact Power

Battle Theme: [Pokémon Rumble - Mewtwo Battle](#)

A glitch Pokémon, unique among those in the Mega Man RPG Omniverse in that they aren't sapient. Due to their own hectic nature putting themselves and others at risk with the reality-breaking attack TM07, they were caught by Shadow Digital (in a Beast Ball, somehow). Since forgetting TM07, Shadow Digital has preferred letting 'M FF roam outside of the Poké Ball, largely out of respect and fear of the many sapient Pokémon throughout the Omniverse.

Enemice HL

The Final Order Breaker

Origin: *Rockman X Mega Mission 3*

Current RP: Chaos Zone (Level 56)

Nicknames: N-M

Type: *Limited/Assembly* (Visual: Energy/Speed)

Birth World: Dimension ΛΞΖ

Notable Abilities: Particle Cannon, Neutron Blast

Other Powers: Increased Laser Power

After being brought back from his death in *Rockman X Mega Mission 3* by Team Mecha, Enemice HL was ejected to the Lost Hex, with the threat of various other subjects used

by Team Mecha for creating the HEX Adaptors prompting Metal Sonic to bring him back to Earth, where he quickly fit in as the fourth of the Brash Crew's "brains". While no longer a malicious schemer, Enemice won't hesitate to make the best decision he can think of if it benefits the Crew in both strategy and strength.

Sese Kitsugai

A Corpse in Search of Themself

Origin: *Len'en Reiretsuden ~ Reactivate Majestical Imperial (Len'en 3)*

Current RP: Chaos Zone (Level 10)

Type: Earth/Shadow

Skills: Reconstruction

Birth World: Dimension 1 (Chaos Zone)

Battle Theme (Sese EX): [Len'en Ten'eisenki ~ Brilliant Pagoda or Haze Castle - Necromaster \(Remix, AdeleyWolfy\)](#)

Close Friends

Characters who have technically never been put under the shared name of "The Brash Crew", but are close enough to one or more Brash Crew members that the difference is superficial.

Battleship Re-Class

Aggressive Abyssal Aviation

Origin: *Kantai Collection*

Current RP: Chaos Zone

Type: Water/Explode

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Missile Shot

Battle Theme: [Kantai Collection - "Decisive Battle! Escape from Ironbottom Sound!" \(Remix, CROW'SCLAW\)](#)

Nero Claudius (Fate)

Emperor of Roses

Origin: *Fate/EXTRA, Fate/Grand Order*

Current RP: Chaos Zone (Level 90)

Full Name: Nero Claudius Caesar Augustus Germanicus

Type: Cutter/*Magic* (Visual: Cutter/Crystal for the type itself, Flame for her dialogue boxes)

Birth World: MMRPG-???-NASU

Cellval

Formerly Faux-Furred Feline

Origin: *Kemono Friends* (2015 video game)

Current RP: Chaos Zone

Type: *Assembly*/Earth (Visual: Speed/Earth)

Birth World: ???

Fighting Mecha Team

Character Theme (Shared): *Super Smash Bros. - Bonus Game*

Battle Theme (Shared): [*Super Smash Bros. - Duel Zone*](#)

Possessions: Six RB-79 Balls

A group of six Mechas, who work together after being neglected by the Mega Man RPG Omniverse as a whole. Even as a team, they're not quite the strongest bunch...or even within the top 100.

Up'n'Down

Pit Guarding Mecha

Origin: *Mega Man 4* (NES)

Current RP: Chaos Zone (Level 13)

Nicknames: U-D, Up

Type: Impact

Birth World: ???

Notable Abilities: Up Jump, Down Slam

The leader of the Fighting Mecha Team, Up'n'Down is rather high-strung and reckless, willing to put together a plan even if he doesn't fully know what he's doing.

Foot Holder

Helpful Platform Mecha

Origin: *Mega Man* (NES)

Current RP: Chaos Zone (Level 9)

Type: Neutral

Birth World: ???

Notable Abilities: Foot Hold, Floating Shield

The least combat-focused member of the Fighting Mecha Team, Foot Holder is an innocent soul who cares more about helping his allies than making enemies.

Prop-Top

Flying Crusher Mecha

Origin: *Mega Man 2* (NES)

Current RP: Chaos Zone (Level 8)

Type: Wind

Birth World: ???

Notable Abilities: Prop Drop

The most bitter and snarky member of the Fighting Mecha Team, often doubting the choices of his companions, especially Up'n'Down.

Peterchy

Wandering Cyclops Mecha

Origin: *Mega Man 3* (NES)

Current RP: Chaos Zone (Level 12)

Nicknames: Petter

Type: Earth

Birth World: The Steplands (*Backstage of the Omniverse*)

Notable Abilities: Rolling Step, Lunar Leap

Among the Fighting Mecha Team, Peterchy is a rather gloomy figure. He never looks on the bright side of things, and whenever it's his turn to participate in the fight he's pretty much dragging himself along.

While *Mystery Mansion 2* marks proper acknowledgement of the Peterchy mecha outside Chaos Zone, Peterchy remains a member of the Fighting Mecha Team out of tradition.

Dachone

Heavy Walker Mecha

Origin: *Mega Man 5* (NES)

Current RP: Chaos Zone (Level 15)

Nicknames: Dach

Type: Laser

Birth World: MMRPG-D-NOVAMITE

Notable Abilities: Triple Laser

The least verbally-developed of the Fighting Mecha Team, Dachone *is* capable of speaking full sentences, but always uses a loud, inorganic voice, and uses rather simple statements.

Ben K

Weapon Collector Mecha

Origin: *Mega Man 6*

Current RP: Chaos Zone (Level 20)

Nicknames: Ben

Type: Cutter

Birth World: ???

Notable Abilities: Spinning Spear

A proud warrior of the Fighting Mecha Team, Ben K's first priority when taking someone on is learning the cause they fight for. Despite being a Mecha, his 12th-century-based design means he struggles to understand concepts as simple as phones.

The Squeaks

Battle Theme (Shared): [*Kirby Squeak Squad - Here Come the Squeaks! \(Remix, VerboSine\)*](#)

Daroach

Mysterious Mouse Thief

Origin: *Kirby Squeak Squad/Kirby Mouse Attack*

Current RP: Chaos Zone

Type: Crystal/Shadow

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Ice Laser, Triple Star

The leader of the Squeaks, Daroach is cunning and smooth-talking. While his greatest interests lie in treasure, his fondness for underdogs has also motivated him to help the Fighting Mecha Team on multiple occasions.

Spinni

Stylish Treasure Snatcher

Origin: *Kirby Squeak Squad/Kirby Mouse Attack*

Current RP: Chaos Zone

Type: Swift/Cutter

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Quick Steal, Claw Out

Possessions: Spinni Star, Metal Claw

The speediest of the Squeaks. Spinni is more quick to act apart from his teammates if he sees fit, such as during Daroach's two failed attempts at claiming the Yagaterasu.

Doc

Flying Tech Genius

Origin: *Kirby Squeak Squad/Kirby Mouse Attack*

Current RP: Chaos Zone

Type: Electric/Explode

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Circle Zap

Possessions: Flying Saucer

Storo

Rotund Rodent

Origin: *Kirby Squeak Squad/Kirby Mouse Attack*

Current RP: Chaos Zone

Type: Impact

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Storo Stomp

The Clockwork Alliance

These 4 aren't actually much of a connected team anymore, I just keep them under this section so that the "Other" section is less cluttered.

Konngara

Astral Knight

Origin: *Touhou Reiiden ~ The Highly Responsive to Prayers (Touhou 1)*

Current RP: Chaos Zone (Level 9)

Type: Cutter/*Phantom* (Visual: Cutter/Wily)

Birth World: Gensokyo's first Hell (Chaos Zone)

Notable Abilities: Soul Flayer

Battle Theme: [*Touhou Reiden ~ The Highly Responsive to Prayers - Swordsman of a Distant Star \(Remix, Touhou Kaikidan ~ Mystic Square\)*](#)

A powerful figure from Gensokyo's first Hell, predating even the Former Hell that the likes of Satori and her pets reside in. At first infuriated over being forgotten, Konngara summoned Mack, Heavy Magician, and 'M FF to attack Dinosaur Land (and eventually the whole Earth) as a plan to give similarly forgotten characters a chance at revenge. This plan quickly fell through, and her motives were brought into question when Shadow Digital pointed out how many obscure characters thrived in Chaos Zone as is. Following a fight with Nichts and some self-reflection, she eventually accepted an invitation by Heavy Magician to join the Clockwork Alliance.

Li'l Miss Marshmallow

Short-Tempered Mecha-Maid

Origin: *Mother 3*

Current RP: Chaos Zone

Type: Electric/Cutter

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Angry Slap, Hot Tea

Other Powers: Ultra Ticked-Off System

Battle Theme: [*Mother 3 - MROB-6270M*](#)

A maid robot designed by...someone. While she usually puts on a quiet demeanor, she's quick to anger, and is often reduced to a ranting mess when pushed over the edge.

Tinker Knight

The Schemer

Origin: *Shovel Knight*

Current RP: Chaos Zone

Nicknames: Tink

Type: Neutral/Steel/ (Visual: Neutral/Experience)

Birth World: Dimension 1 (Chaos Zone)

Possessions: Tinker Tank

An engineer, and a reformed member of the Order of No Quarter. While he can be impulsive and clumsy, Tinker Knight is still a skilled engineer, being able to block off Mandare after the prototype HEX Adaptor pulled itself from him, and improvising with incomplete blueprints of the MS-07B Gouf.

M/Y/T

A group of three characters with a sibling-like bond. While they don't have a name for themselves in-universe, I tend to use "M/Y/T" as a personal shorthand, and I've used it at least once in narration.

Mack K. Claymorton

Bouncing Knife Rider

Origin: *Super Mario RPG: Legend of the Seven Stars*

Current RP: Chaos Zone (Level 25)

Type: Impact/Flame

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Drain, Flame Ball, Flame Wall, Sword Rain

Battle Theme: [*Super Mario RPG: Legend of the Seven Stars - Fight Against an Armed Boss*](#)

A former member of the Smithy Gang, Mack was hired by Konngara to attack Dinosaur Land, where he was defeated by Yoshi in Donut Plains. He's cut any past relationships since, and tended to cause aimless mayhem for a while.

After being easily beaten by Metal Sonic, Mack sought out the help of Muppet Labs in a desperate attempt to improve his skill. While it has seemingly succeeded, he's found himself going on an improvised "quest" both to find something to fight and to figure out *why* to fight.

The quest opened Mack's eyes to something he decided was especially worth fighting for: to fight against injustice towards those who cannot fight it themselves.

YuugenMagan Visage

Lost Outline of Evil Eyes

Origin: *Touhou Reiiden ~ The Highly Responsive to Prayers* (Touhou 1), Original

Current RP: Chaos Zone (Level 20)

Other Names/Aliases: Yuugen-V

Nicknames: Y.V.

Type: Shadow/*Shine* (Visual: Shadow/Light)

Birth World: Dimension 2-B (Chaos Zone)

Notable Abilities: Star Flare, Zan

Battle Theme: [Melylancer: The Melting Pot Police \(PC-9801\) - Battle of the Combatants](#)

Terumi

Salvaged Little Soul

Origin: *Len'en Ten'eisenki ~ Brilliant Pagoda or Haze Castle* (Len'en 4)

Current RP: Chaos Zone (Level 27)

Type: *Null* (Visual: Neutral)

Birth World: Dimension 1 (Chaos Zone)/Mugenri (Chaos Zone) (IDK how Mugenri works right now)

The lingering soul of a child whose body was taken over and lost from being controlled by fear (namely Mitsumo's powers).

The Seekers of Strength

A team of "elemental guardians" created by Mega Beedrill with the magic-imbued blank page of the Character Book, as representations of his own power. Each one symbolizes a "classical" element (besides Chillbuilder, who swaps out "Water" for "Ice"), as well as an Artificial Element.

Willowarp JKLT

Quirky Quantum Flame

Origin: *Shin Megami Tensei*, Original

Current RP: Chaos Zone (Level 5)

Type: Flame/*Dimension* (Visual: Flame/Weapons)

Other Powers: Pocket Dimension Creation (Weak), Interdimensional Travel, Interdimensional Portal Creation

Birth World: Dimension 2-A (Chaos Zone)

Notable Abilities: Agi

Character Theme: [Jack Bros. - Intro \(Part 2\)](#)

Battle Theme: [Jack Bros. - Hard Mode Boss Battle](#)

A being modeled after a Jack-o'-Lantern, with unusual dimensional powers, which he loves to use for visual spectacle. While he can appear playful and eerie, this mask easily drops when things don't go his way, revealing a much more high-strung and bratty attitude. He'll never admit to his temper, though.

Rottentest WT

Denier of Decay

Origin: *Madou Monogatari I* (MSX, Game Gear), *Madou Monogatari II* (PC-98), Original

Current RP: Chaos Zone (Level 6)

Type: Earth/*Vital* (Visual: Earth/Damage)

Other Names/Aliases: Rottentest, Test

Birth World: Dimension 2-A (Chaos Zone)

Notable Abilities: Growth Shot

Battle Theme: [Rusty \(PC-98\) - "I'll Destroy Your Mind"](#)

A being created with traits of both an undead wight (*Madou Monogatari I*) and a monstrous "test body" (*Madou Monogatari II*, PC-9801); combined, she can use these powers to manipulate masses of fungi, including her own body, which is a strange mix of half-rotten flesh and a fungus-like material.

Rottentest *loves* putting theatrics into her work, taking advantage of the zombie-like groan of her voice and combining it with exaggerated gestures and speeches. As much as she tries to strike fear in the hearts of others with her looks and words, it's not always successful, and she isn't the best at improvising something else on such occasions. Furthermore, she has limits to what kinds of "fear" she's comfortable with using, and may grow concerned if frightful creatures attack the unaware, as if she didn't expect them to go that far.

Battlewing RGR

Flying Fear of the Atmosphere

Origin: *Touhou Eiyashou ~ Imperishable Night*, Original

Current RP: Chaos Zone (Level 11)

Type: Wind/Beast (Visual: Wind/Missile)

Birth World: Dimension 2-A (Chaos Zone)

Character Theme: [Super Robot Wars 3 - Intermission/Premonition](#)

Battle Theme: [Bug Fables - "MECHA BEE DESTROYER BLASTLORD" \(Remix, TrojanHorse711\)](#)

A human-insect hybrid with cybernetic parts, modeled loosely after the firefly youkai Wriggle Nightbug. Able to attack with wind, missiles, and even just sharp claws, her main purpose for Mega Beedrill was to be a powerful insect entity to match and advertise his own power.

While her armor (which is almost like a shrunken-down anime mecha) seems to emphasize her as a war commander, she hated being designated as such, much preferring to spar using her own feral instincts.

Chillbuilder RJAS

Iceberg Sculptor

Origin: *Pokémon Ruby/Sapphire*, Original

Current RP: Chaos Zone (Level 9)

Type: Freeze/Assembly (Visual: Freeze/Speed)

Other Names/Aliases: Chillbuilder, Builder

Birth World: Dimension 2-A (Chaos Zone)

A giant Regice (15 meters tall) with a wider build, almost like that of Regigigas. He has the ability to create various ice-based sculptures on a whim, including entire rooms. While he was, like Battlewing, a special case in symbolizing Mega Beedrill's power (showing how durable even the otherwise fragile Ice-type could be by MegaBee's wishes), he was largely shut off from his peers, an isolation that made him more curious than anything. While as a Regice he was born genderless, he identifies as he/him by choice.

Team Mecha

The Forgotten Doppelgangers

Group Battle Theme: [*Sonic & Knuckles - The Doomsday Zone \(Remix, John Tay\)*](#)

Shared Abilities: Partial Fourth-Wall Interaction

Mecha Sonic (Prime)

Scourer of the Sanctuary

Origin: *Sonic & Knuckles*

Current RP: Chaos Zone (Deceased)

Type: Swift/Electric

Birth World: Universe StH-TBG

Notable Abilities: Mecha Blast, Airplane Drop, Neo Beam

Battle Theme: [*Sonic The Hedgehog 3 & Knuckles - Boss \(Remix, amphobius\)*](#)

The leader of Team Mecha, and the "Speed" type character of the trio. Mecha Sonic is a fearsome mix of cunning and violent, scheming in the shadows to construct the perfect plan to break his enemies physically and emotionally. These plans aren't always perfect, though; as much as he tries to anticipate them, when someone succeeds at landing a surprise attack on him, he likely won't recover.

Silver Sonic (Prime)

The Steel Scrambler

Origin: *Sonic the Hedgehog 2* (Game Gear, Master System)

Current RP: Chaos Zone

Type: Swift/Neutral

Birth World: Universe StH-TBG

Notable Abilities: Propeller Arm

Other Powers: Swift Medallion's Abilities, Wind Medallion's Abilities

Battle Theme: [*Sonic the Hedgehog 2* \(Game Gear, Master System\) - Scrambled Egg Zone \(Remix, *Sonic the Hedgehog Rocket*\)](#)

The "Flight"/"Technique" member of Team Mecha, and the earliest Sonic doppelganger of the trio. Despite technically being an older brother, Silver Sonic is treated more like a younger brother by his peers, especially Mecha Sonic. Contributors to this include not just his size, but also his silent nature (relying on metallic or electronic noises to "speak"), and his high-strung attitude. While energetic and almost cheerful-looking, Silver Sonic is still a cruel character, eager to kill when the time comes.

Robo Sonic

The Death Egg's Eye

Origin: *Sonic the Hedgehog 2* (Genesis/Mega Drive) (Character), *LEGO Dimensions* (Name)

Current RP: Chaos Zone

Type: Swift/Impact

Birth World: Universe StH-TBG

Notable Abilities: Heavy Sprint, Eraser Disc, Spin Dash

Battle Theme: [*Sonic the Hedgehog 2* \(Genesis/Mega Drive\) - Boss \(Remix, *amphobius*\)](#)

The "Power" member of Team Mecha, Robo Sonic has more to him than can be seen at first sight. He may have a very limited speech pattern (relying on basic calculations to speak), but he's got some attitude, and is actually quite good at learning from past mistakes, or pointing out flaws in the team's plans.

Evolve Fighters

A group of “robots” formed from Hyper Limited and/or Extreme who sought to gradually become stronger and control of the world.

The group quickly fell apart as Sakaros took control, including one of its members, Windaz, formally quitting (at least, as formally as she could).

Sakarin

Concentrated Ventilation

Origin: Original

Current RP: Chaos Zone (Deceased?)

Type: *Limited*/Freeze (Visual: Energy/Freeze)

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Chilled Air, Heated Breeze

Battle Theme: [Grounseed - G. D.](#)

A robot made from Hyper Limited that separated from Li'l Miss Marshmallow. While she inherits the maid robot's calmer attitude, she's even more prone to violence.

Sakaros

Mutated Maintenance

Origin: Original

Current RP: Chaos Zone (Deceased?)

Type: *Limited*/Crystal (Visual: Energy/Crystal)

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Feather Smack, Blow Dry

Character Theme: [Nick Nuwe - "Maze of Scraps"](#)

Battle Theme (1): [Grounseed - G. D.](#)

Battle Theme (2): [Nick Nuwe - "Mecha Brawler"](#)

A robot made from Hyper Limited that separated from Li'l Miss Marshmallow. Inheriting the maid robot's more hectic side, she doesn't try to hide her erratic, bloodthirsty nature.

While largely frantic in mannerisms, Sakaros has a mild cunning side to her, being able to construct Fuse Hyenard and force her way to the top of the Evolve Fighters through surprise attacks on her own “allies”.

Mandare

Unstable Commander

Origin: Original

Current RP: Chaos Zone (Deceased?)

Type: *Assembly/Steel* (Visual: Speed/Experience)

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Tank Drill, Mecha Build

Other Powers: Creating HEX Fields

Character Theme: [PROJECT-98 - In The Holy Name](#)

Battle Theme: [PROJECT-98 - Take The Commander's Head -Battle With Pneumatica-](#)

Born from a prototype HEX Adaptor that detached itself from its host, Tinker Knight, and evolved from its data, Mandare is a condescending, destructive control freak.

Problems

Miscellaneous antagonistic characters who debuted in *Chaos Zone*.

Mango Sentinel

Yo I think of New York Knicks

Origin: *Marvel vs. Capcom 2: New Age of Heroes* (“[mahvel baybee!](#)”)

Current RP: Chaos Zone

Type: Explode

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Rocket Punch, Hyper Sentinel Force

Other Powers: Combos, Hologram Assists

Character Theme: [X-Men: Children of the Atom - Genosha](#)

Battle Theme: [*X-Men: Children of the Atom - Genosha \(Remix, Marvel Vs. Capcom 3: Fate of Two Worlds\)*](#)

Nichts

Extreme-Born Double

Origin: *Rockman X Giga Mission*

Current RP: Chaos Zone

Type: *Limited/Wily* (Visual: *Energy/Wily*)

Birth World: Dimension ΛΞΖ

Notable Abilities: C-Sword, F-Splasher, E-Blade, W-Shredder, Nightmare Lash

Battle Theme (1): [*Mega Man X5 - Boss \(Remix, amphobius\)*](#)

Battle Theme (2): [*MiniMacro Sound - "Hell Week"*](#)

Having been used as a pawn to Isoc in *Rockman X Giga Mission* and later as a guinea pig for Team Mecha's experiments, Nichts' entrance to the Chaos Zone's Earth was his first time truly following his own free will. He's taken full advantage of it, refusing to tie himself down to any group, and instead preferring to take on his murderous desires alone.

Remnant Aviator

Sky-High Specter

Origin: Original

Current RP: Chaos Zone

Type: *Wind/Empty*

Notable Abilities: Pyro Smash, Cryo Circle, Lightning Flail, Cluster Drill, Shade Warp, Instant Replay, Circuit Rain

Skills: Data Recovery

Other Powers: Video Manipulation

Character Theme: [*Mighty Gunvolt Burst - Cyberspace Coliseum*](#)

Battle Theme: [*Mighty Gunvolt Burst - Vs. Gunvolt/Beck*](#)

Born from data leftover from the simulation *Mighty Gunvolt Burst* took place in, Remnant Aviator is both tech-savvy and manipulative. While he inherits some of Aviator and

Teseo's fondness for internet lingo, he downplays it significantly in favor of talking down his opponents.

Fuse Hyenard

IT HURTS

Origin: *Mega Man X5, Mega Man X6, Mega Man X7, Mega Man X8, Original*

Current RP: Chaos Zone (Deceased?)

Type: Copy/*Limited* (Visual: Copy/Energy)

Birth World: Dimension ΛΞΖ

Battle Theme: [Nick Nuwe - "Barrage"](#)

A Limited/Extreme-based fusion of Spike Rosered, Shield Sheldon, Flame Hyenard, and Gravity Antonion. Of the four subjects, only Hyenard is functioning.

Zardy

Unfriendly Scarecrow

Origin: *Zardy's Maze*

Current RP: Chaos Zone

Type: Shadow/*Phantom* (Visual: Shadow/Wily)

Birth World: Dimension 1 (Chaos Zone)

Mitsumo

Visualized Mental Scars

Origin: *Len'en Ten'eisenki ~ Brilliant Pagoda or Haze Castle (Len'en 4)*

Current RP: Chaos Zone

Type: Crystal/*Phantom* (Visual: Crystal/Wily)

Other Powers: Body Puppeteering

Birth World: Dimension 1 (Chaos Zone)/Mugenri (Chaos Zone) (IDK how Mugenri works right now)

Character/Battle Theme: [Len'en Ten'eisenki ~ Brilliant Pagoda or Haze Castle - Nightmare Syndrome \(Remix\)](#)

An Ungaikyou (mirror youkai) from Mugenri. They can't move much or speak on their own, but using their ability to project fears onto humans, they have taken control of a young girl's body as a "puppet" to speak and emote through. Through starvation and exhaustion (ignored by Mitsumo as they don't feel their victims' pain), the child has died under Mitsumo's control, making Mitsumo eager to find a new "puppet" with reflexes that make them easier for the mirror to puppet than a limp corpse.

The neglect of their human vessel is just an extension of Mitsumo's disturbingly carefree attitude regarding traumatizing and harming others, even engaging in (usually one-sided) small talk while terrorizing potential victims.

Evil Otto

Soulless Smile of Slaughter

Origin: *Berzerk*

Current RP: Chaos Zone

Type: Empty/Neutral

Other Powers: Partial Fourth-Wall Understanding

Birth World: Dimension 1 (Chaos Zone)

Character Theme: [Red Zone - Walking Remix](#)

Battle Theme: [RushJet1 - "corrupt data"](#)

A robotic entity with a bizarre view of the world: to him, the world is unarguably "code", and all who live in it are "robots" who must follow the minimal orders provided by "code". Any form of individuality he deems heretic, and justification for either a swift murder, or a slow, painful death trapped in the walls of the Robot Confines. Otto created Metaverse Enterprise Solutions within the Confines for cases where he deemed the latter necessary, its members being his unwitting victims.

The only thing that can disrupt Evil Otto's mindset is the presence of immense "analog" spiritual energy (such as faith). Anything and anyone with the power to use such energy to an immense degree he deems "alien", and he will begin prioritizing self-defense, even letting such "aliens" escape alive so long as he and the Robot Confines are unharmed.

Mega Beedrill

Once-Empowered Poison Bee

Origin: *Pokémon Red/Green/Blue, Pokémon Omega Ruby/Alpha Sapphire*

Current RP: Chaos Zone (Level 44)

Type: *Beast/Toxic* (Visual: *Missile/Cossack*)

Skills: Adaptability

Birth World: Dimension 2-A (Chaos Zone)

Battle Theme: [Cave Story - "Last Battle" \(Remix, DM DOKURO, "Last Battle \(Ballos Mix\)"](#)

A Beedrill from back before Dimension 2-A was merged with the *Pokémon Mystery Dungeon* world, and consequently one who knew about Pokémon concepts besides those in *Mystery Dungeon*. This included the existence of his Mega Evolution, as well as its sudden disappearance, which greatly dissatisfied him. When he got his (metaphorical) hands on a magic-imbued blank page of the Character Book, he carelessly wrote about his desire to return to his Mega form, which the page's magic granted him. Aware of what he could do, his envy made him gluttonous with power, and he decided to attempt a full-on conquest of Dimension 2-A's Earth, with the assistance of four entities (the Seekers of Strength) he invented based on what else he had seen in the past Dimension 2-A.

Crystal Tower

A group of ambiguously higher figures who reside at the top of Crystal Tower.

Libra

The Searing Scales

Origin: *Rockman Strategy*

Current RP: Chaos Zone

Type: Space/Flame

Birth World: ???

Notable Abilities: Carrying Scale, Calling Scale, *Outer Judgement*

Other Powers: Partial Fourth-Wall Interaction

Character Theme: [Kingdom Hearts II - Organization XIII \(Remix, Kingdom Hearts 2.5 HD ReMIX\)](#)

Libra is a unique neutral figure; he doesn't care about good or evil, but instead cares about balance. While this has led to him mainly using his powers to stop overbearing villains, he's not afraid to do the same to overbearing heroes.

Libra is also heavily aware of the fourth wall, and may outright mention the story's narrative if he needs to warn or stop someone.

In recent times, however, Libra has lessened his involvement as a "meta" character, using the Ring of Balance to instead have the powers of an average character, and live quietly. This is mostly owed to how arguments over the narrative have died down, and most Reapers are able to converse on Discord.

Barbariccia

Empress of the Winds

Origin: *Final Fantasy IV*

Current RP: Chaos Zone

Type: Wind

Birth World: ???

Sodoma

The spirit what charge of all the plant in the world [*sic*]

Origin: *Donkey Kong 5: The Journey of Over Time and Space*

Current RPs: Chaos Zone

Type: Earth/Nature

Birth World: MMRPG-???-DK5

Fleetway Chaos

Power-Hungry Drakon

Origin: *Sonic the Comic*

Current RP: Chaos Zone

Type: Water/*Chaos* (Visual: Water/Energy)

Nuclear Haste

Tox Man

Biohazard Baddie

Origin: *Mega Man 3: The Robots are Revolting* (DOS)

Current RP: Robot Master Mystery Dungeon (Level 4)

Type: Shadow/Earth

Birth World: Dimension DOS (*Abandoned*)

Notable Abilities: Tox Shot, Poison Wave

Skills: Shadow Expert, WE +4

Battle Theme: [Rosenkreuzstilette - Boss](#)

Originally just one of many Tox Men in Dimension DOS, Tox Man was taken out of his broken home world by Team Mecha and given a Hyper Limited Adaptor, only to be ejected back to Earth some time after. After a brief battle with the DOSbots and Revolt Robots, he was defeated and launched to parts unknown; eventually, he was sent to the Robot Master Mystery Dungeon Universe.

Guard Hound

Origin: *Mega Man* (DOS) (Design), Original (Name)

Current RP: Robot Master Mystery Dungeon (Level 3)

Type: Neutral/Swift

Birth World: Dimension DOS (*Abandoned*)

Notable Abilities: Hound Lunge

Skills: Neutral Expert, Emergency SPD

Gunner

Current RP: Robot Master Mystery Dungeon (Level 1)

Type: Shield

Birth World: *Robot Master Mystery Dungeon* Universe

Notable Abilities: Joe Guard

Skills: Chrono Absorb, Emergency DEF

Others

Neon the Metal

Copycat With a New Coat

Origin: *Sonic the Hedgehog CD* (both “Metal Sonic” and Neon); *Sonic Heroes*, Original (Neon)

Current RP: Chaos Zone (Level 15)

Other Names/Aliases: Metal Sonic

Nicknames: MS, Metal

Other Titles: The Bolted Blur

Type: Swift/Laser

Birth World: Universe StH-TBG

Notable Abilities: Airplane Drop, Metal Laser, Thunder Shield, Fire Shield, Water Shield S

Battle Theme: [Jahn Davis - “Steel Plated Faker”](#)

Neon/”Metal Sonic” is a no-nonsense fighter who knows not only when to strike, but when to retreat. This has been part of how he’s survived for so long on his own, even knowing enough self-repair to give his normal form the speech capabilities of his Neo form (back when he was “Metal Sonic”).

While he was much less selective about what to attack at first, his experiences being forced to cooperate with others in an Omniverse-threatening scenario caused him to warm up slightly; these days he tends to wander the Universe with no real goal in mind, unless a specific threat makes itself clear.

While he was indifferent about the stigma of being “Metal Sonic” to one world at one point, it eventually got to him, leading to his self-modeling and name change.

Crescendo

The Sharpest Challenger

Origin: Original

Current RP: Chaos Zone (Level 17)

Type: Cutter

Birth World: Universe CUT

Notable Abilities: Crescent Cutter, Crescendo Clamp, Crescendo

Cacophony

As the answer to Bass from a world where Cut Man became Dr. Light's main robot hero, Crescendo carries not only much of Bass' independence and arrogance, but some of Cut Man's attitude as well. As a result, he's not a very pleasant person to be around.

Chaos

Guardian of the Chao

Origin: *Sonic Adventure*

Current RP: Chaos Zone

Type: Water

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Upper Chaos, Chaos Rocket, Chaos Shot

Character Theme: [Sonic Adventure - Strain](#)

Battle Theme: [Sonic Battle - Chaos Battle](#)

While Chaos is generally supposed to appear in "times of great crisis", that translates to "pretty much all the time" in the worlds he lives in, leading to him being more active than usual.

While he mainly focuses on saving the Universe as a whole, Chaos has somewhat of a silent snarky side to him, which he expresses through body language.

Express Man

Nimble Thief

Origin: *Mega Man* (Dreamwave Comics)

Current RP: Chaos Zone (Level 18)

Type: Swift (Visual: Swift/Speed)

**Birth World: *MMRPG World: Tournament of Champions* Universe
(Destroyed)**

Notable Abilities: Express Blast, Flash Dive, Triple Quick Boomerang, Top Assault

Battle Theme: [EX ZODIAC - Frightful Colossal](#)

The only member of “Team Bashin’ Smash” to be born in the *Tournament of Champions* Universe, Express Man was left behind by Dyna Man and Dangan Man after it was cut short. After escaping the destroyed Universe, he lost respect for his former teammates for abandoning him, fighting with them and some other members of the Brash Crew as a result. While he’s stopped attacking them now, he still isn’t on good terms with them. Express Man is also on poor terms with Reverse Man, due to a disagreement between them over who was faster or stronger.

Reverse Man

Young Draconic Speedster

Origin: *Pachislot Rockman Ability*

Current RP: Chaos Zone (Level 16)

Nicknames: Rev

Other Titles: Young Draconian Speedster (Part 1 and Part 2) (~~it took me 2 years to realize the word “draconian” didn’t relate to dragons~~)

Type: Swift/Cutter

Birth World: Universe ???-ABILITY

Notable Abilities: Reverse Blade, Light Barrage, Tornado Reversal

Battle Theme: [Cube Destroyer - Boss Battle](#)

Physically the youngest of the *Rockman Ability* Robot Masters, Reverse Man’s relationship with his brothers and sister is rocky due to how they tended to baby him in the past; even being the reason he escaped to the Chaos Zone in the first place.

As much as he hates being treated like a kid, Reverse Man has proven himself to be overly boastful and even uncooperative in a very childlike way.

Reverse Man is on somewhat poor terms with Express Man due to the two arguing over their speed and power soon after they entered the Chaos Zone, but he’s apparently aware enough of *Kingdom Hearts* to get excited about it, which led to him forming a friendship with Demyx.

Saktira CC

Energy Chaser

Origin: *Rockman X Giga Mission*

Current RP: Chaos Zone (Level 16)

Type: Swift/Space

Birth World: Dimension ΛΞΖ

Notable Abilities: Speed Ring, Photon Hand

Heavy Magician

Ruby Illusionist

Origin: *Sonic Mania*

Current RP: Chaos Zone

Type: Shadow/Copy

Birth World: Dimension 1 (Chaos Zone) (I think?)

Notable Abilities: Disappearing Act

Other Powers: Disguises

Character Theme: [Sonic Mania - Who's the boss?](#)

Battle Theme: [Sonic Mania - Hi-Spec Robo Go! \(Remix, CosmicGem\)](#)

Initially hired by Konngara to attack Dinosaur Land, Heavy Magician laid low after her defeat, and shortly before Beta Diablo's debut, she brought together the Clockwork Alliance. She keeps up a polite demeanor even when fighting, even calmly introducing herself to Yoshi when he fought her in the Forest of Illusion.

Heavy Magician's somewhat of a free spirit; she tends to drop in when she pleases if she wants to relay information others lack, but she's pretty much always ready to leave once she's done talking.

Nohoho

Luck-Testing Merchant

Origin: *Madou Monogatari II, Puyo Puyo Tsu*

Current RP: Chaos Zone (Level 12)

Type: Neutral/Water

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Nohoho Ball

Demyx

The Melodious Nocturne

Origin: *Kingdom Hearts II*

Current RP: Chaos Zone (Level 22)

Type: Water

Birth World: MMRPG-???-Universe X-III

Notable Abilities: Form Summon, Wave Gigs

A laid-back sitar-playing Nobody from a *Kingdom Hearts*-based Universe. He initially tried to hide himself from others out of fear that the hundreds of complicated concepts in the universe (read: the series) would make the Chaos Zone more confusing, but over time he began to look past said fears, becoming friends with Reverse Man and becoming slightly more active.

Chico

Shamaness in Training

Origin: *Puyo Puyo~n*

Current RP: Chaos Zone (Level 11)

Type: Nature/Crystal

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Enchanted Moon, Gaia Blast

Dual Lamia

Sharp-Tongued Sweet Tooth

Origin: *Puyo Puyo!! Quest, Madou Monogatari II*

Current RP: Chaos Zone

Type: Crystal/*Beast* (Visual: Crystal/Missile)

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Tongue Whip

Battle Theme: [*Madou Monogatari 1-2-3 - An Enemy Approaches \(Remix, Mr. Atari 2600\)*](#)

A laid-back human-snake mix with a penchant for sweets, Team Mecha's attempts to control the past led to Dual Lamia remembering a different past as well; one where she was an aggressive monster. Even after learning that her current self as a sweet tooth was her "true" past, her attitude has remained somewhat of a hybrid; she's more active than before, but still has a very casual attitude, and has channeled most of her violent side into snarkiness.

Dual Alice Margatroid

Seven-Colored Witch of Death

Origin: *Touhou Kaikidan ~ Mystic Square (Touhou 5)*, *Touhou Youyoumu ~ Perfect Cherry Blossom (Touhou 7)*

Current RP: Chaos Zone (Level 10)

Nicknames: Wondergal

Type: Space/Shadow

Birth World: Dimension 1 (Chaos Zone)

Character Theme: [*Touhou Kaikidan ~ Mystic Square - Alice in Wonderland \(Remix, Lowlands Blossom\)*](#)

A human-turned-youkai magician, Team Mecha's attempts to control the past led to Dual Alice remembering another past; one where she was born in Makai, and was much more confident using her grimoire. Even after learning that she's still a human-turned-youkai as far as history is concerned, she's picked up on some of her past Makai tricks, becoming more comfortable using her grimoire unsealed, having a more bubbly (and somewhat riddle-ridden) disposition, and a fondness for motifs not unlike a "Wonderland" that another "Alice" had visited.

Dr. Bunsen Honeydew

Head of Muppet Labs

Origin: *The Muppet Show*

Current RP: Chaos Zone

Type: Recovery

Birth World: ???

A seemingly immortal scientist who has assisted in the construction of many forms of ancient or alien technology.

Beaker

Resilient Assistant

Origin: *The Muppet Show*

Current RP: Chaos Zone

Type: Damage

Birth World: ???

Windaz

Forsaken Child of Flesh and Steel

Origin: Original

Current RP: Chaos Zone (Level 20)

Type: *Limited*/Nature (Visual: Energy/Nature)

Birth World: Dimension L (Chaos Zone)

Notable Abilities: Cinder Shock, Lightning Tempest, Zephyr Testament

An unusual Hyper Limited organism, born from a blob of Sakaros that infected Sanae through her gohei, and was then somehow sent to another Dimension.

Takane Yamashiro

Business Youkai of the Mountain's Recess

Origin: *Touhou Kouryuudou ~ Unconnected Marketeers (Touhou 18)*

Current RP: Chaos Zone

Type: Nature/Earth

Birth World: Dimension 1 (Chaos Zone)

Medicine Melancholy

Little Sweet Poison

Origin: *Touhou Kaeizuka ~ Phantasmagoria of Flower View (Touhou 9)*

Current RP: Chaos Zone

Type: *Toxic* (Visual: Cossack)

Birth World: Dimension 1 (Chaos Zone)

Battle Theme: [*Touhou Kaeizuka ~ Phantasmagoria of Flower View - Poison Body ~ Forsaken Doll \(Remix, Linkstarzelda\)*](#)

Vanitas DS

Darkness Emptied of Evil

Origin: *Kingdom Hearts: Birth by Sleep*

Current RP: Chaos Zone

Other Names/Aliases: Vanitas Dark Shroud, Vanitas

Nicknames: Vani-DS

Type: Shadow

Birth World: MMRPG-???-Universe X-III

Schezo Wegey

Gorgeous Adonis Who Defiles Defies the Gods

Origin: *Madou Monogatari II, Puyo Puyo (1992)*

Current RP: Chaos Zone

Type: Shadow/*Magic* (Visual: Shadow/Crystal)

Birth World: Unknown

Battle Theme (1): [*Madou Monogatari ARS - The Gorgeous Man Who Defiles the Gods \(Remix, Kommisar Chiptune\)*](#)

Battle Theme (2): [*Puyo Puyo!! 20th Anniversary - The Gorgeous Man Who Defiles the Gods*](#)

Sayori

Heart of the Literature Club

Origin: *Doki Doki Literature Club!*

Current RP: Chaos Zone

Type: Neutral (Visual: Swift)

Birth World: Dimension 1 (Chaos Zone) VM1

Yuuma Toutetsu

Matriarch of the Gouyoku Alliance

Origin: *Touhou Gouyoku Ibun ~ Sunken Fossil World*

Current RP: Chaos Zone

Type: Copy

Birth World: Dimension 1? (Chaos Zone)

Kikuri

Hell Moon

Origin: *Touhou Reiiden ~ The Highly Responsive to Prayers (Touhou 1)*

Current RP: Chaos Zone

Type: Flame/Crystal

Birth World: ???-TH

Daikokuten

Charming Mouse

Origin: *Dragalia Lost*

Current RP: Chaos Zone

Type: *Shine/Dragon* (Visual: Light/Energy)

Birth World: Dimension 1 (Chaos Zone)

Omega C-A

Remains of the Weapon Beneath Eternity

Origin: Original

Current RP: Chaos Zone

Type: Experience/Shield

Birth World: ???

Omega C-B

Remains of the Weapon Beneath Eternity

Origin: Original

Current RP: Chaos Zone

Type: Experience/Shield

Birth World: ???

Mezzo

Aimless Prototype

Origin: *Mega Man* (Ruby-Spears cartoon) (Character), Original (Name)

Current RP: Backstage of the Omniverse?

Type: Neutral

Birth World: Ruby-Spears *Mega Man* Universe (*Mystery Mansion* 2...Multiverse, I guess?)

Notable Abilities: Magnet Beam

Concrete Man

Origin: *Mega Man 9*

Current RP: Legacy: The Day the Universe Split in Two (Level 4)

Type: Earth

Birth World: (Unknown)

Notable Abilities: Deep Digger

Eddie

Origin: *Mega Man 4*

Current RP: Legacy: The Day the Universe Split in Two (Level 3)

Type: Energy (Visual: Light)

Birth World: (Unknown)

Notable Abilities: Capsule Bomb

Fermata

Regrown Seed From the Past

Origin: Original

Current RP: Backstage of the Omniverse?

Other Names/Aliases: Garden Woman

Type: Shield

Birth World: N/A

Character Theme: [Kirby Right Back At Ya! \(Japanese soundtrack\) - Whispy Woods](#)

Corporal Smaplar

Origin: *Mega Man 9*, Original

Current RP: *The Chaos Zone*

Type: Electric/Earth

Birth World: ???

Retired Characters

Characters who I don't intend to use in the future; technically more characters fit under this category, but I'm narrowing it down to characters I have removed from my section of Beta Shadow's [Chaos Zone Reserved Characters List](#).

Silver Sonic II

Guardian of Station Square

Origin: *Sonic Adventure* (Design), *Sonic the Hedgehog* (Archie Comics) (Character)

Current RP: N/A

Type: Swift/Missile

Birth World: Dimension 1 (Chaos Zone)

Notable Abilities: Silver Laser, Grapple Cable

Battle Theme: [Sonic Adventure - Egg Mobile](#)

An Eggman robot reprogrammed to keep Station Square safe, Silver Sonic II retained most of the Blue Blur's attitude. While technically part of the Clockwork Alliance, he usually stayed in Station Square to protect it as he was programmed to do, only joining up with his teammates when he was absolutely needed.

Special Abilities

- Piercing Supernova - Must have the Crystal Crystal Star to use.
- Showstopper - Must have the Garnet Crystal Star to use.
- Earth-God Summon: Shield - Is used by Sanae; requires Suwako.
- Nucleation - Is collectively used by Kogasa and Dedede.
- Exothermic - Is collectively used by Dedede and Lulu.
- Wind God Sign "Mishabashira" - Is collectively used by Suwako and Kanako.
- Heaven's Rainbow - Is collectively used by Yoshi and Kanako.
- Trinity Dream - Is collectively used by Meta Knight, R.O.B., and Bandanna Waddle Dee.
- "Moriya's Faith" - Is collectively used by Sanae, Suwako, and Kanako.
- Samurai Weave - Is available as a Replica Ability Card.
- Pulse Stopper - Is available as a Replica Ability Card.

Skill Info

Adaptability

Skill of: Mega Beedrill

Abilities will deal double damage if they share one type with the user. This effect cannot be stacked by multi-type Abilities that share more than one type with a multi-type character.

Balloon Animal

Skill of: Suwako

Gives Suwako various powers related to Jigglypuff in the context of *Super Smash Bros. Melee*.

Hero Priestess

Skill of: Sanae

Gives Sanae various powers related to Marth in the context of *Super Smash Bros. Melee*.

Mighty Morphing

Skill of: Gilgamesh

Lets Gilgamesh transform into a six-armed form.

Reconstruction

Skill of: Sese

Increases Sese's power exponentially based on how many of their bones they have. Using Spirit Absorb can provide the same effect, but on a much smaller scale (and temporary).

Supercharge

Skill of: Dyna Man, Volt Man, Sonic Man (formerly)

Lets the user increase their general strength, and optionally adds a third type to any ability.

Special Forms

Flaming Fang

Used by: Fang the Sniper

A transformation using the seven Sol Emeralds. Grants Fang flight, fire-based powers, and increased strength.

HEX Adaptor Forms

Used by: R.O.B., Yoshi, Bandanna Waddle Dee, Lulu, Rumia, Schmitt, Chunky Kong, Volt Man, Mecha Sonic, Silver Sonic, Robo Sonic

A forced transformation from being given a HEX Adaptor. The specific effects on the target's personality have varied depending on the target:

- **Jet R.O.B. HEX** and **Power Yoshi HEX** did not have translated dialogue, effectively acting like mindless brutes.
- **Jet Bandanna Dee HEX** showed hints of sadism, aware of his corrupted state and wanting King Dedede to emotionally suffer from it.
- **Power Lulu HEX** displayed much of the same attitude she had under the Dark Prince's control in the *Puyo Puyo* "World" translation; condescending, arrogant, and violent.
- **Power Rumia HEX** showed hints of playful cruelty, as well as a more voracious, predatory nature.
- **Jet Schmitt HEX** had significantly increased amounts of ire towards iX and Dr. Doppler over his own fate in *Rockman X Mega Mission*.
- **Jet Chunky Kong HEX** was almost completely self-aware and capable of speaking, but his body was still moving by Team Mecha's will.
- **Power Volt Man HEX** could barely speak, usually screaming or whimpering in pain instead, as his body was dragged around solely by Team Mecha's control, almost like a marionette.
- **Jet Silver Sonic HEX**, **Power Robo Sonic HEX**, and **Super Mecha Sonic HEX**, all having given themselves the HEX Adaptors under their own will, retained their original personalities.

Shadow Hero

Used by: Yoshi

A transformation using the seven Crystal Stars. Grants the user an appearance based on the current cursed form of the heroes who defeated the Shadow Queen, and gives them immediate access to any moves that require a Crystal Star to use.

Artificial Types

Hope

Formatting: {light}

Derived from Hope Energy, a positive type of power used by the Love-Love Stick, among other things.

Is generally represented with bright, heavenly lights; in essence it's typical RPG "Holy" magic, but not tied to a specific religion.

Grapple

Formatting: {shield}

Represents abilities that involve constricting the opponent in some way, from suplexes to grappling hooks.

Vital

Formatting: {damage}

Represents abilities that involve special use of the user's basic body systems (circulatory systems, wires, nervous systems, etc.) besides muscle-based combat (usually Impact-type) or the mind (Mind-type; Artificial Element by Beta Shadow)

Beast

Formatting: {missile}

Represents abilities reminiscent of wild animals, be they aggressive predators or defensive prey.

Limited

(First used in RP by Beta Shadow)

Formatting: {energy}

Represents abilities derived from the Limited organism, as well as its derivatives Hyper Limited and Extreme.

Assembly

(First used in RP by RotomSlashBlast)

Formatting: {speed}

Represents abilities related to an inherent power to re-form one's body (such as manipulating particles, or using an amorphous substance like the "Devil" robots), or to create/alter complex machines without physical engineering.

Other Terminology

Banana Coin

Origin: *Donkey Kong Country 2: Diddy's Kong Quest*

Owned by: Dyna Man, Volt Man, Sonic Man

A large coin with an image of a banana bunch on it. Has shown to be able to reflect projectiles or slow the fall of its owner.

Barrel Jet

Origin: *Donkey Kong 64*

Owned by: Diddy Kong

A jetpack made of two barrels. Used to perform Rocketbarrel Attack and Rocketbarrel Boost.

Critical Form

Used by: Orange

Increases Orange's attack power at low health.

Dash Dance

Origin: *Super Smash Bros.*

Used by: Sanae

The act of moving back and forth rapidly while dashing, turning around soon enough that momentum immediately switches in the other direction. Dash Dancing skills vary, with Sanae's being noteworthy for having a large window to turn around without breaking out of it.

Dash Pepper

Origin: *Super Mario Galaxy 2*

Owned by: Yoshi

A red and orange pepper that can temporarily give a Yoshi a boost in speed, at the cost of them being unable to stop until it wears off.

Evil Eye Σ

Origin: *Touhou Fuumaroku ~ the Story of Eastern Wonderland*
(*Touhou 2*)

Owned by: Rika

A mech in the shape of a round cyclops with wings and a halo. Can fly more smoothly than the Flower Tank.

Fourth Wall

Available to: Dyna Man, Dark Elf, Diddy Kong, Team Mecha, Kogasa, Shadow Digital, Libra, Sodoma, Evil Otto

Different characters have different amounts of interaction they can have with the fourth wall:

- **Partial Fourth-Wall Understanding (Evil Otto):** The character is aware to a superhuman degree that a fourth wall is present, but is only correct about certain details regarding it. How *incorrect* they are can vary wildly.
- **Fourth-Wall Awareness (Currently N/A):** The character is aware of the fourth wall, but can't do much more than acknowledge its existence, and communicate through one-way conversations.

- **Fourth-Wall Observation (Shadow Digital):** The character has some way of seeing things that surpass the fourth wall; while this doesn't immediately give them Fourth-Wall Awareness, it may lead to such.
- **Partial Fourth-Wall Manipulation (Dark Elf):** The character is aware of the fourth wall, and can not only provide one-way messages with it (including messages directed towards narration), but also use it to their advantage, albeit without interfering with anyone on the other end.
- **Partial Fourth-Wall Interaction (Dyna Man, Libra, Diddy Kong, Team Mecha, Kogasa):** The character is aware of the fourth wall, and they can use it to their advantage even more so than those with Partial Fourth-Wall Manipulation. This includes two-way interactions with narrators, *taking over* the role of narrator, and even interacting with the real world with limited abilities (so long as a physical form, such as a stuffed toy, is present).

Flower Tank

Origin: *Touhou Fuumaroku ~ the Story of Eastern Wonderland (Touhou 2)*

Owned by: Rika

A tank with a yin-yang symbol on top, and a large cannon at the front. Is capable of flight, albeit with imperfect control. Rika's main form of transportation and combat.

Gyro Hands

Origin: *Gyromite*

Owned by: R.O.B.

An alternate pair of hand appendages with sharp edges. Are more capable of grabbing or cutting objects than R.O.B.'s normal hand appendages.

The Halberd

Origin: *Kirby Super Star*

Owned by: Meta Knight

Meta Knight's personal airship, the Halberd has served as a weapon, a source of transportation, and even a battle arena.

Among its built-in weapons include a pair of cannons stacked on each other known as the "Combo Cannon", a large claw capable of grabbing or attacking nearby objects, and a machine known as the Heavy Lobster.

The Halberd has also shown the ability to use Copy Abilities, apparently inherited from its fusion with the Robobot Armor in *Kirby Planet Robobot*.

HEX Adaptor

Armor created by Team Mecha, combining the technology of Hyper Limited from *Rockman X Mega Mission 3*, Extreme from *Rockman X Giga Mission*, and the Adaptors from *Mega Man 6* and *7*; the Hyper Limited/Extreme mix inside the Adaptor (usually a Power or Jet Adaptor, but can also be a Super Adaptor) doesn't have a mind of its own like Hyper Limited and Extreme usually do, allowing those given such Adaptors to be empowered without leaving themselves prone to unrelated data altering their body. Most HEX Adaptors were also designed to force the users into following Team Mecha's will, with the exceptions being Team Mecha's own Adaptors.

HEX Field

Used by: Mandare

A stronger version of the Limited Field from *Rockman X Mega Mission 3*, empowered by Extreme merging with Hyper Limited. Like Limited Fields, it can manipulate Mechas and Mechaniloids, but it also has the power to create either, and can even manipulate certain organic creatures.

Marvelous Queen

Origin: *Sonic the Hedgehog Triple Trouble*, *Sonic Drift 2*

Owned by: Fang

Fang's personal airbike, and his main method of long-distance transportation. Rarely used in combat.

Mid-Air Jump

Used by: Suwako

The user can jump while already airborne; different from flight (a power more characters have than they lack) in that it still follows the laws of gravity.

Moon Jump

Used by: D-R Wave Man, Disast-R Oil Man, Rho-volt Torch Man, Mechabit

Lets the user manually change the gravity of their jumps, or even turn them into flight.

Power Effect

Origin: *Kirby Star Allies*

Used by: Bandanna Waddle Dee

Lets Bandanna Dee add elemental powers to his spear by touching an element with it. Known elements include **Sizzle** (Flame) and **Zap** (Electric).

Portable Warp Ring

Owned by: Fang

A small ring that can be thrown to create a Warp Ring (*Sonic the Hedgehog* series) just about anywhere, returning to the owner after use.

Pumpkin Crawler

Origin: *Zardy's Maze*

Affiliated With: Zardy

Type: Shadow/*Grapple* (Visual: Shadow/Shield)

Small pumpkin creatures that can grab targets with their vines. Accompany Zardy in his maze, and can be summoned by him using Pumpkin Army.

Rainbow Galaxia

Used by: Meta Knight

Galaxia imbued with the power of the Rainbow Drops, granting it the powers of both Galaxia and the Rainbow Sword from *Kirby's Dream Land 2*.

Rocketbarrel Boost

Origin: *Donkey Kong 64*

Used by: Diddy Kong

Lets Diddy use his Barrel Jet to fly around.

Topaz Hairpin

Origin: *Gensou Ningyou Enbu (Touhou Puppet Dance Performance)*

Owned by: Orange

A hairpin with a golden yellow topaz on it. Increases the power of Electric-type attacks.

Ultra Instinct

Origin: *Dragon Ball Super*

Used by: Chunky Kong

Allows the user to react and attack subconsciously. Chunky Kong refers to his use of it as “Ape Action”, after the alliterative, rhyme-based, and pun-based abilities given to the Kongs in *Donkey Kong 64*.

Ultra Ticked-Off System

Origin: *Mother 3*

Used by: Li'l Miss Marshmallow

Li'l Miss Marshmallow reveals two extra eyes, and pulls out a drill and a pair of scissors, giving her access to abilities she can't use in her base form, such as Quick Trim.

Other Notes

- Character types with underlines are types not among the normal 20 Mega Man RPG types, but are used in special contexts not related to normal abilities or characters. Types in italics were invented by the MMRPG community and don't exist in the game proper.
- Character Themes/Battle Themes with underlines have not been/have yet to be used (i.e. linked) in a roleplay.
- Character abilities in italics are meant for special occasions, such as taking down an overbearing (or, less often, climactically) dangerous opponent, or outright conveying that such an encounter is not wanted.
- Characters with Birth Worlds marked as “???” are known not to come from the Universe of their debut roleplay, but haven't had any further information given. Those with Birth Worlds marked as “Unnamed” are from Universes that have been explained or alluded to in some way, but not actually referred to by name. Those with Birth Worlds marked as “Unknown” have their Universes yet to be clarified for other outside reasons (usually lack of knowledge on what Universe the Roleplay itself took place in), though this can overlap with named *locations* that simply don't have a named/confirmed *Universe*.
- The three definitions for inactive Birth Worlds (including Dimensions/Universes and Omniverses):

- **“Forgotten”** means the Universe still exists, but is in significant disarray, and is unlikely to contact other universes for reasons besides escaping; in fact, characters who were born in “Forgotten” Dimensions/Universes likely made their debut either during or after such an escape (Examples: Dark Elf and Lulu). Only exists in the story.
- **“Abandoned”** means the Universe has essentially been rendered inhospitable, with any inhabitants remaining unable to escape without outside help. Only exists in the story.
- **“Destroyed”** means the Universe outright doesn’t exist anymore. If the reason is more than part of the story (Example: Dangan Man), it’s because the Universe is based on a roleplay thread/chat that has either been abandoned by the website (Express Man) or was from a website that itself is defunct (Shadow Digital). Characters who escape such Universes are few and far between.

Other Themes

Event: “Team Mecha Intervenes”: [*Sonic & Knuckles - Midboss \(Remix, amphibius\)*](#)

(Used when Team Mecha kidnapped Volt Man with plans to turn him into Power Volt Man HEX)

Event: “Threat to Gensokyo”: [*Touhou Suimusou ~ Immaterial and Missing Power - Scarlet Night*](#)

(Used for certain intense Touhou-related scenarios, like Gensokyo being threatened by Jazz +)

Event: “Storming Team Mecha’s Base”: [*Final Fantasy Mystic Quest - Battle 1 \(Remix, Chiptuned Raijin\)*](#)

(Used when Dyna Man, Sonic Man, and Dangan Man prepare to take on Team Mecha directly at the start of the Regulus Arc)

Event: “A Broken Sonic Man”: [*Ninja Gaiden \(NES\) - Ending \(Part 1\)*](#)

(Used when Dyna Man, Volt Man, Dr. Doppler, Descant, and Enemice HL find Sonic Man’s near-dead body at the end of the Beta Diablo Arc)

Event: “Unknown Birth, Lost Dimension”: [*Miitopia - Origin of the Curse*](#)

(Used when Windaz begins involuntarily changing shape early in the King II Arc)

Area: Wily Star Ruins: [*Mega Man V - Wily Star \(Remix, Mega Man V Remade, “Wily Star 5”\)*](#)

Area: Alt. Future 1:30: [*Sonic Forces - Null Space*](#)

Area: Willowarp’s Pocket Dimension, Lower Floors: [*Jack Bros. - Level 6*](#)

Battle Theme: Jet R.O.B. HEX, Power Yoshi HEX: [*X-Men Mutant Apocalypse - Boss*](#)

Battle Theme: Jet Bandanna Dee HEX, Power Lulu HEX: [*Star Fox 2 - Star Wolf's Theme \(Remix, Parabeetle X\)*](#)

Battle Theme: Power Rumia HEX, Jet Schmitt HEX, Jet Chunky Kong HEX: [*Splatterhouse 2 - Final Boss*](#)

Battle Theme: Power Volt Man HEX: [*Kingdom Hearts II - Dance to the Death \(Remix, TheLegendofRenegade\)*](#)

Battle Theme: Spyborg EX: [*Star Fox 64 - Boss A*](#)

Battle Theme: Spyborg EX, 2: [*Star Fox 64 - Boss A \(Spyborg Phase 2 Version\)*](#)

Battle Theme: Express Man vs. Reverse Man: [*Mega Man Infamous Intent - Metal Showdown*](#)

Battle Theme: Sanae HL: [*Touhou Fuujinroku ~ Mountain of Faith - Faith is for the Transient People \(Remix, Nick Nitro\)*](#)

Battle Theme: Seven Force: [*Gunstar Heroes - Theme of Seven Force*](#)

Battle Theme: Madness Mountain Skyborgs: [*Panel de Pon - Cordelia's Theme \(Remix, Tetris Attack \(Game Boy\)\)*](#)

Battle Theme: Silent Siren: [*Kingdom Hearts - Destiny's Force \(Remix, Kingdom Hearts HD 1.5 ReMIX\)*](#)

Battle Theme: "Work Robot?" and RC No. 3s: [*Live a Live \(SFC\) - "Near Future" Chapter Battle Theme*](#)

Battle Theme: Wreck Robot: [*Jack Bros. - Boss Battle*](#)

Assorted Music

Battle Theme: [*Final Fantasy Mystic Quest/Mystic Quest Legend - Battle 2 \(Remix, MyNewSoundtrack\)*](#)

Battle Theme: [*Rusty \(PC-98\) - I'll Destroy Your Mind*](#)

Battle Theme: [*Pokémon Puzzle Challenge - Vs. Lance \(Danger\)*](#)

Battle Theme: [*Bug Fables - MECHA BEE DESTROYER BLASTLORD \(Remix, TrojanHorse711\)*](#)

Battle Theme: [*Shin Megami Tensei IV - Battle C2*](#)