# Trickster (Twin Brother of Holo) - PROPOSED

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**Nationality/Ethnicity**

South Korean/Asian

**Gender**

Male

**Age**

27

## PERSONALITY & BACKSTORY

Agile deceiver specialist who uses Throwable Speakers and Hallucination Darts (gas?) to confuse, distract, and deceive the enemy.

Trickster is the younger twin brother to Holo, with just 10 minutes. Though there are only 10 minutes between Trickster and Holo, Trickster always has been acting and perceived as the little brother. In contrast to his twin sister, Trickster is mischievous, humorous, and optimistic. He does not take things too seriously.

Trickster and his sisters' mother died giving birth to them. Their father was a scientist at a South Korean military base, with a special love for magic (illusions). When their mother died, their father started working part-time to be able to take care of Trickster and his sister. They spent a lot of time with their father going to magic shows and practicing illusions at home, often using high-tech equipment. Something that kept following them throughout their lives. They only have good memories of that time.

When Trickster and his sister reached the age of 12, their father tragically dies in a car accident. They were on their way to a magic show when a truck ran into the side of their car. Trickster and his sister were in the back seat of the car but managed to survive. Trickster passed out and has no memory of the accident. Trickster mainly handled his sorrow and feelings by channeling them out through humor.

Trickster and his sister were placed in an orphanage. The following years were extremely turbulent for both kids. They struggled to fit in and ended in a lot of trouble. As they both turned 18, they enrolled in the Army. They quickly figured out they had a special talent. They both turned to the private sector for greater revenue and more action. The years exposed to magic and illusions in their childhood have heavily influenced their military career. Trickster and his sister are some of the best in their field of deceiving enemy combatants and create chaos and confusion.

### PHYSICAL ATTITUDE

Slim. Slightly neurotic (Impulse-control disorder), Always moves some part of his body. Outgoing, mischievous, humorous, and friendly. Uses humor to avoid his true feelings.

## IN THEIR OWN WORDS

*"Look! What is that? BAAM! you are dead! HAHA!"*

*"You see me here, you see me there, you see me everywhere!"*

*"Two cows are standing on a field. One of the cows says "muh!". The other cow turns towards it and says "That was what I wanted to say" Haha! My father told me that one."*

*"Take a deep breath! Now! How many of me do you see?"*

## GAME ROLE/PLAY-STYLE

Trickster is an expert in creating confusion amongst the enemy, making him a great combat supporter, leaving the enemy vulnerable. His Hallucination Darts to make it impossible for the victim to tell friends from foes. His throwable speakers will make enemies stop up and investigate the sounds or go to cover to avoid the non-existing bullets. Both great at counter rushing enemies or keep enemies in check while waiting for support.

### ABILITIES

**Throwable Speakers**

Trickster can throw these small speakers wherever on the battlefield. The speakers will play recorded combat SFX to confuse the enemy. Enemies that get close to the speaker will be detected.

**Hallucination Darts (gas?)**

Trickster can shoot poisoned darts using a blowpipe. The poison in the dart makes the affected enemy hallucinate, randomly seeing mirror images of enemies.

ALTERNATIVE: The affected enemy will not be able to tell the difference between friend and foe. (disabling friendly icons on the mini-map and turn all players skins into enemy skins)

### DEFAULT WEAPONS

**Primary:**

Hochfir SMG

**SECONDARY:**

Empire-9

### ATTRIBUTES

|  |  |  |  |
| --- | --- | --- | --- |
| **Body Type**  | **Health** | **Max Sprint Speed** | **Eye Height** |
| Skinny/Medium | 100 hp | 9.0 m/s | 78 units |