

Ronin / Eliza Melwood

- [Ronin and Eliza Melwood](#)
- [Ronin](#)
- [Eliza Melwood](#)

Ronin and Eliza Melwood



Ronin And Eliza Melwood

Reference Sheet

Audition	https://comicfury.com/read/ronin-elizas12/comics/1998041
Round 1	https://comicfury.com/read/ronin-elizas12/comics/2089059
Round 2	
Round 3	
Tournament Status:	WIP

USERNAME



Aliases/Nickname(s)

Ronin

Pronouns/Gender/Sex

(He/him they/them)

Male

Hetrosexual

Vocation

Comic Artist

Social Media

Discord:

roninderabbit

Twitter:

[Twitter](#)

DeviantART:

N/A

Website:

[Comic Website](#)

Ronin

As long as we are alive, Hope will always live on!

-- [Ronin]

A Humanoid Rabbit who runs his own laboratory, He aims to help his world and beyond, Even if there are a few mishaps on the way...

Table of Contents

1. [Backstory](#)
2. [Personality](#)
3. [Abilities](#)
4. [Strengths](#)
5. [Weaknesses](#)
6. [Gallery](#)
7. [Author's Notes](#)

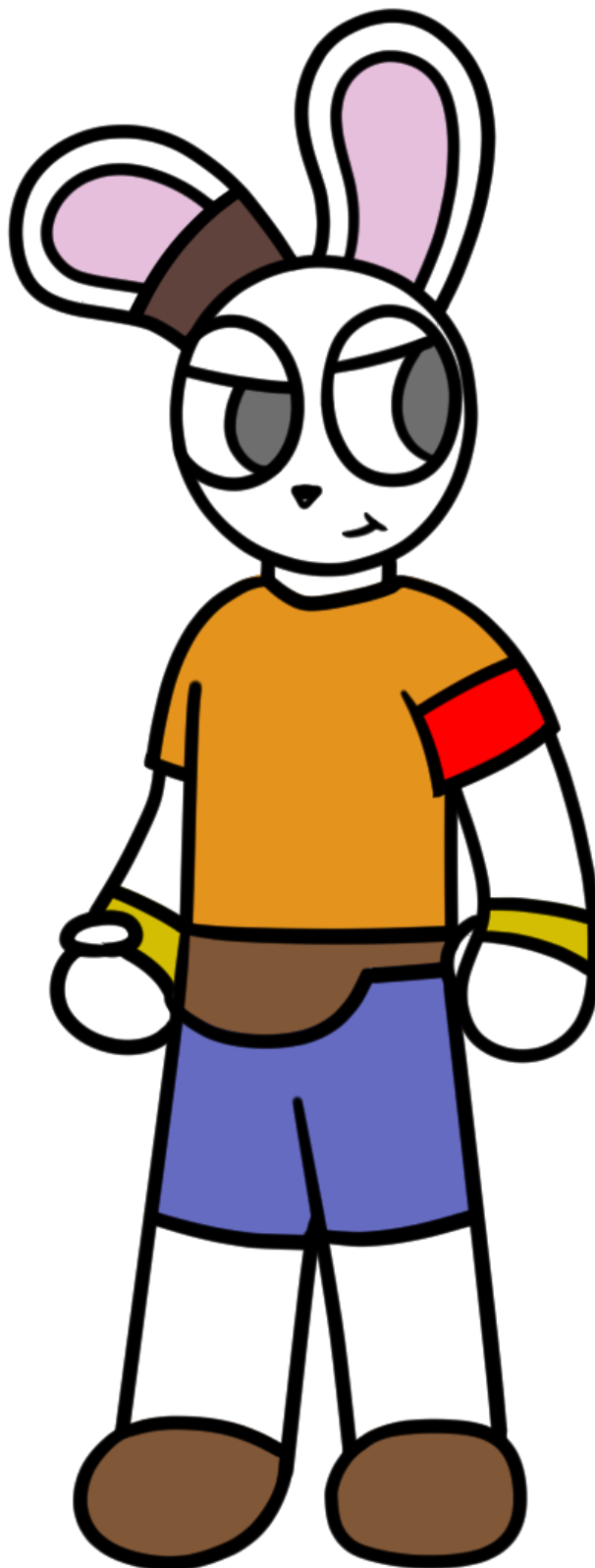
Backstory

Born as a normal pet rabbit, Ronin used to live happily with a normal family until he was taken and captured into an laboratory where an evil tyrant plans to experiment on him and other animals until he has created an army of killer soldiers. Fortunately Ronin was rescued before he could be fully developed into a killing machine and was raised into society like humans. Now a master scientist with his own team (Of weird misfits). He runs his own laboratory, Somedays the team is just making potions or solutions to minor life problems, others they are an emergency squad standing up to high level threats to their world. One thing is certain however, Ronin aims to help his world and beyond

Personality

Ronin as a whole is a pleasant attitude being. He likes to make sure everyone he knows is ok and he loves to help others with their struggles. Often times however the lab life makes his job a bit complicated and he panics a little as a result. Either way Ronin still remains hopeful and

NAME



Aliases/Nickname(s)

Ronin, Ronin The Rabbit

Profile Data

Abilities

Rabbit Hearing and Agility

Being mutated into a rabbit humanoid has granted Ronin the ability to perform rabbit like feats such as being able to jump twice as high as a regular human and being able to hear a lot further than a human can.

Shock Bracelets

Ronin's go-to weapon is his shock bracelets, wrist-worn bracelets that can emit electricity-based energy. Ronin can hone this energy in a variety of ways such as electricity projectiles he has named "Arc Flashes" lightning-powered punches, and heavy voltage grabs. While the bracelets do not have many variations of attacks, they make up for it by being indestructible to the exterior. While in battle, Ronin can force his bracelets into overdrive mode, granting him a bit more electricity power for a limited time.

Fatal Instinct

As a result of not being fully developed, Ronin has a dark killing state known as the "Fatal Instinct". When angered or stressed to extreme levels, Ronin starts acting like a feral creature wanting to kill anything within sight. This state heavily increases his speed and power, however his critical thinking skills become void, leaving Ronin as a feral animal that cannot use logical reasoning. Ronin never wishes to use this ability himself as he fears he may hurt those around him when he is in this state.

Strengths

As a scientist, Ronin tries to take the most logical route possible, even in hand-to-hand combat. He is always thinking at least 2 steps ahead when the time arises. His compassion for helping others aids him in any challenge that is thrown his way. He also has some science experience, knowing basic concepts of science (like how metal conducts electricity).

Ronin's shock bracelets make him a tough adversary from any range, he can fight long range using electricity projectiles and close up using shock punches and grabs.

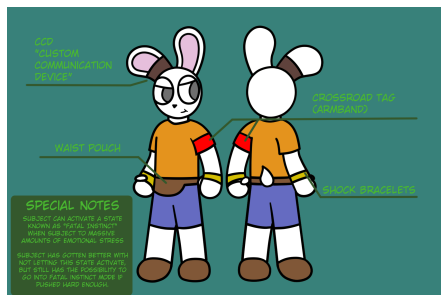
Weaknesses

Ronin can be a bit of a goof sometimes, more often than not this goof nature of his gets him into many situations as he gets out of. Ronin is also considered gullible as he can be persuaded on little details and can even be fooled into thinking someone is an ally a bit too easily. Ronin will also mostly go for a non lethal takedown when facing off a dangerous threat, even when the threat is better off dead. Ronin can be prone to emotional situations, this in turn could activate his fatal instinct, at the age of 25 he has gotten a lot better at controlling his emotions, but the possibility is still there

While his shock bracelets allow ronin to fight long range using his "Arc flashes", Ronin is only able to throw out 1 or 2 of at a time, making it hard for him to throw out a full projectile assault from long range.

While ronin has a heavy resistance to his own electricity, if he pushes his bracelets too much he may start feeling the sting of his own attacks...

Gallery



Full item description



Turnaround



With Eliza

Eliza Melwood

Don't Worry! I got your back!

-- [Eliza Melwood]

A peppy and cheerful, Yet clumsy and weird young adult. Eliza Melwood is the newest recruit to the "Neo ambition" Lab and Ronin's main apprentice. She has a good amount of experience with potion making in the lab, however she still has yet to master the artform.

Table of Contents
1. Backstory
2. Personality
3. Abilities
4. Strengths
5. Weaknesses
6. Gallery
7. Author's Notes

Backstory

Raised in Sea Blake City (The Neighboring city near the secret Neo ambition Lab) Eliza Melwood lived on her own in a small apartment. Eliza never really knew her dad well as he was reported missing when she was 6, with no trace of his whereabouts. Working a part time job at a comic store, Eliza dreamed of going on adventures like the characters she always sees in comic books or movies that are present at her work. One fateful day Eliza runs into Ronin and the Neo ambition Lab team, Begs for a job at the lab. After a while Ronin reluctantly agrees thinking she may be over her head. Over time however Eliza would prove herself to be a great addition to the lab team.

Personality

Eliza was always peppy and Cheerful in spite of her missing father figure. Eliza always wears a smile on her face, although at times she can appear shy around new people. Her clumsiness also makes her a bit of a goofball at times.

NAME



Aliases/Nickname(s)
Eliza

Profile Data

Abilities

Martial arts Mimicry

Having seen alot of Comics, Videogames, and Movies, Eliza Melwood can mimic a fair number of martial arts moves to decent effectiveness. Her Goofy and amateur movement's prevent her from fully mastering the famous moves she knows from other media's

Potion Device

Eliza wears a potion device on her waist, Holding up to 2 potions at a time once she activates it. The potion device can replicate any potion recognized by the neuro lab team to be used during combat situations, making it really powerful as a support item. During her time in the summer leagues however, She has misplaced a few parts to this device leaving it to only make 1 minor Aid potion and 1 minor detriment potion. The effects are randomized and no one knows which potion is good or bad, not even Eliza knows which ones are good or bad, often leaving it up to choice.

Strengths

Eliza's Loyalty to the lab team is unrivaled, She has her team's back no matter what the situation calls for. Her Constant training (At the Comic store's basement) Made her a somewhat half decent fighter and her knowledge of potions makes her a formidable combat support. Her potion device makes 2 potions, 1 support and 1 Detrimental potion without fail

The 2 potions can be used either by splashing it over the opponent for the regular duration, or drinking it outright for longer effects.

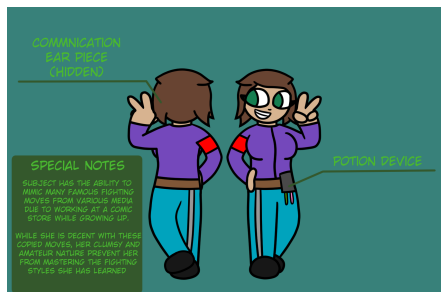
Weaknesses

Eliza isn't a professional martial artist, as such her movements are rather goofy and clumsy. More often than not she may fail one of her attacks she has replicated to an embarrassing degree.

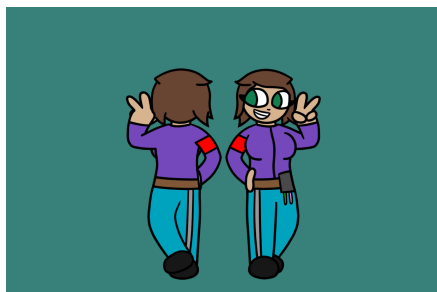
It doesn't help that her potion device has missing parts, making it impossible for her to tell which potions she has are good or bad and what specific effects they have, Eliza will have to pick 1 of the

2 leaving it mostly up to chance

Gallery



Item Ref



Turnaround



With Ronin

Author's Notes

Eliza's ears aren't usually drawn (Mostly because i forgot about that) However it is up for the opponent weather or not the ears are drawn in. Just know that her left ear has an earpiece in it (Think of a singular Powerbeat earphone)