

CHARACTER GUIDE

Park Project

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1. CARTOON NETWORK NPCS

This section will detail all of the CN NPCs to be used in the game, including character histories, current goals and major relationships with other NPCs.



1.0. CHARACTER LIST

This is a complete list of the Cartoon Network NPCs in the game. View the detailed summary of each character for more information.

No.	Name	No.	Name
1	Dexter*	27	Eduardo*
2	Dee Dee*	28	Coco*
3	Mandark*	29	Mr. Herriman
4	Computress	30	Frankie
5	Blossom*	31	Numbuh One*
6	Bubbles*	32	Numbuh Two*
7	Buttercup*	33	Numbuh Three*
8	Professor Utonium*	34	Numbuh Four*
9	Mojo Jojo*	35	Numbuh Five*
10	Him*	36	Stickybeard
11	Fuzzy Lumpkins	37	Father
12	Princess Morbucks	38	Toiletnator
13	The Mayor	39	Billy*
14	Ace	40	Mandy*
15	Samurai Jack*	41	Grim*
16	The Scotsman	42	Hoss Delgado
17	Demongo*	43	Ben
18	Ed*	44	Gwen
19	Edd*	45	Grandpa Max
20	Eddy*	46	Hex*
21	Lee Kanker	47	Vilgax*
22	Marie Kanker	48	Kevin
23	May Kanker	49	Shard Tetrax
24	Mac*	50	Courage*
25	Bloo*	51	Coop
26	Wilt*	52	Juniper Lee*

Alternates: Cheese (Foster's), Terrence (Foster's), Goo (Foster's), Fred Fredburger (Grim), Nergal (Grim), Raymond (Juniper Lee)

*indicates Nano

1.1. DEXTER

A world-renown inventor and entrepreneur, Dexter founded the Dextech corporation when he was only ten years old. Today, his company flourishes as one of the most successful and prolific institutions on the globe, much to the envy and anger of his longtime nemesis, Mandark. Dextech's advancements in scientific engineering have greatly improved the planet's quality of life, most notably in the city and areas surrounding downtown. For example, Dextech's HabiTube(TM) technology has been employed to create an incredible transportation network enjoyed by the city's many residents and visitors (especially kids).

Interestingly, as Dextech's success grew, its founder became more and more reclusive. Dexter's ballooning financial resources allowed him to devote nearly all of his time to scientific research, conducted in his laboratory deep in the lower levels of Dextech headquarters. With his female virtual assistant, Computress, as his only companion, Dexter began to feel uncomfortable and awkward around actual human beings. He also developed an intense preoccupation with that Holy Grail of science: artificial life. Though Dexter seemingly had the laws of nature at his command, the ability to create artificial life in the laboratory remained frustratingly outside his reach.

The appearance of Fuse begins to bring Dexter out of his shell. Though the stakes are high, and danger is all around, the conflict inspires Dexter to return to his roots as a scientific adventurer. In addition, the resultant discovery of the Nanos ends his longtime search for artificial sentience. As the fight with Fuse escalates, Dexter discovers that he is in a leadership role, and that he is ready to assume the responsibility. He also continues to study his alien adversaries, in the hope that more can be learned about their physiology and origins.

In addition to managing Nano creation, Dextech provides much of the high-tech equipment, when needed, to fight Fuse: mech suits, vehicles, robotic assistants and so on. Meanwhile, Dexter's partnership with Mandark remains reluctant at best, though he is willing to overlook their differences in the interest of the greater good.

See also: *Mandark*, *Dee Dee*



Character Data	
Series:	<i>Dexter's Laboratory</i>
Nano:	Yes
Fusion:	Yes
Age:	14
Occupation:	Teenage industrialist and inventor
Powers/Abilities:	Genius
Relatives:	Mom, Dad, Dee Dee (sister)
Group Affiliation:	None
Aliases:	Dexstar
Location:	Dextech Headquarters, Downtown

1.2. DEE DEE

Dexter's older sister, Dee Dee, is seemingly the polar opposite of her brother. She is bright, bubbly, spontaneous, outgoing and prefers the pursuits of the body over the pursuits of the mind. Throughout the years, Dee Dee has continually annoyed Dexter with her singing, dancing and constant intrusions into his hidden laboratory. Her favorite question -- "What does this button do?" -- has often been followed by a ruined experiment, a rift in the space-time continuum or much, much worse. To all of this, Dee Dee remains blissfully unaware.

Though Dee Dee's benign ignorance appears immeasurable, still waters run deep. Unlike her scientific sibling, Dee Dee remains profoundly in touch with both her inner being and the more nebulous forces of the universe, such as its "sisterhood aura." Sometimes Dee Dee's uninformed perspective of hard science is exactly what Dexter needs to solve his latest quandary. Moreover, Dexter has Dee Dee to thank for his company's success, a fact even he cannot deny. (Dextech's first successful product, the Pink Pony PDA, was her suggestion.)

After Dextech began to take off, Dexter relocated to his corporate headquarters downtown, where he could work in his lab without interruption. When Mom and Dad insisted on moving with him, Dexter built a replica of their house at the very top of Dextech's highest tower. Dee Dee, on the other hand, decided to remain in the suburbs. The house has since been transformed into a pink landscape of sparkly rainbows, prancing ballerinas and majestic unicorns. An organic herb garden sits out back, and the entrance to Dexter's old laboratory has been replaced with a yoga studio. Unbeknownst to Dee Dee, a large portion of Dexter's lab remains underneath the house, and it has been invaded by Fuse's minions. She occasionally hears scary noises coming from below, but remains too nervous to investigate.

Dee Dee's two best friends, Mee Mee and Lee Lee, share similar interests. They often get together to read horoscopes, swap fan fiction or simply dream of the day that they can start their very own ballet company. When the girls are not around, Dee Dee will often have long conversations with her imaginary friend, Koosalagoopagoop (or "Koos" for short), a winged monster with a big nose and a heart on his chest.

See also: *Dexter, Mandark*



Character Data	
Series:	<i>Dexter's Laboratory</i>
Nano:	Yes
Fusion:	Yes
Age:	17
Occupation:	Student
Powers/Abilities:	None
Relatives:	Mom, Dad, Dee Dexter (brother)
Group Affiliation:	Pony Puff Princess Club

Aliases:	Racer D, Diva Dynamite
Location:	Residential District, Suburbs

1.3. MANDARK

If Dexter represents all that is good about scientific research and innovation, Mandark embodies all that is mean and twisted. Mandark's professional pursuits are driven by three things: greed, ego and the desire to best Dexter at any opportunity. It is therefore no surprise that Mandark's hubris and self-interest have kept his company, Mandark Industries, forever in Dextech's shadow. It's a pity, for the truth of the matter is, Mandark is just as brilliant as Dexter. Ultimately, he's his own worst enemy. There is one person who has the ability to quell Mandark's evil tendencies: Dee Dee. Mandark has had a crush on Dexter's older sister for as long as he can remember. The desire to impress her often fuels his scientific pursuits.

When Mandark learned of Dexter's search for artificial life, he quickly rerouted his company's resources into research on the subject. This was not due to any particular interest of Mandark's -- the petty villain simply wanted to beat Dexter to the discovery. Thus, when Mandark Industries becomes a leading sponsor of Foster's Home for Imaginary Friends, it is not due to any philanthropic tendencies on Mandark's part. Rather, Mandark believes that the process by which imaginary friends are created may lead him to the secret of artificial life. (He comes to this conclusion by watching Dee Dee interact with Koos on a surveillance camera.) When Dexter gets credit for creating the Nanos, Mandark secretly begins research on a new-and-improved Nano, hoping he might be able to one day upstage his rival.

Much of Mandark's hostility can be traced back to his childhood years and his upbringing. As the son of two hippie peaceniks, Mandark's bookish and aggressive tendencies were woefully out of place. That, combined with his innate social inadequacies, left Mandark an alienated and resentful child. It didn't help matters that his real name, Susan, made him the target of constant ridicule. For all these reasons, Mandark constantly craves attention and confirmation of his genius.

Like Dexter, Mandark moved out of his house when his company became successful, but he no longer has any contact with his family. Mandark left his original lab intact underneath his parents' home. It still

exists as it was, including the subterranean tunnel that connects Mandark's lab to Dexter's down the street.

See also: *Dexter, Dee Dee, Mr. Herriman*



Character Data	
Series:	<i>Dexter's Laboratory</i>
Nano:	Yes
Fusion:	Yes
Age:	14
Occupation:	Mad Scientist
Powers/Abilities:	Genius

Relatives:	Windbear (father), Oceanbird (mother), Olga (sister)
Group Affiliation:	None
Aliases:	Susan
Location:	Mandark Industries Headquarters, Downtown

1.4. COMPUTRESS

Dexter maintains a number of cybernetic personal assistants and helper bots to facilitate his work in the lab. His chief assistant is Computress, an upgraded model of his original Computer. Unlike the first model, which was confined to a giant monitor, Computress has a body (and quite a shapely one) that enables her to get around and do more than simply "crunch numbers and turn the lights on and off" (her words). Computress possesses a no-nonsense protocol and doesn't tolerate human ignorance...even Dexter's.

Computress is essentially a forewoman that manages all the other Dexbots, which are crafted to her specifications. All are perpetually devoted to Dexter, whose word overrides any orders Computress issues (sometimes to her frustration).

With Fuse's arrival, the Dexbots are forced to adopt a militaristic application. Though the Dexbots were built for peaceful purposes, their construction remains eminently adaptable. A Dexbot base model can be upgraded as needed, depending on what the situation requires. For example, the Dexbot can be easily outfitted with armor that can sustain a high-pressure deep sea environment, or with backhoe attachments for digging and excavation work. Or, of course, with giant laser gun arms for those nasty alien invasions...

Dexbots may be seen throughout the game world, though they are most visible in the environs surrounding downtown. In the city, Dexbots operate the transportation hubs, sanitation services and the like. Players may also find them in stores or helping out at Grim's first aid stations. In general, Dexbots can serve a number of purposes, up to and including cooperative AI if necessary.

See also: Dexter

1.5. BLOSSOM

Blossom is the leader of the Powerpuff Girls, and she's a natural. Driven, courageous, never willing to give up: all qualities of a good leader, and all descriptive of Blossom. In more ways than one, Blossom is the central figure of the trio. She very effectively balances Bubbles' emotional side and Buttercup's aggression. Together, the three Girls share a passion for foiling evil wherever it may live.

Blossom's smarts and determination translate to her personal life as well. Blossom is a straight "A" student at Pokey Oaks Junior High, and wouldn't settle for anything less. In fact, Blossom's perfectionist tendencies can be considered her greatest weakness. She is endlessly hard on herself when she doesn't meet her own expectations, and is loath to accept failure -- even when it is staring at her in the face.

For this reason, Blossom is seemingly in denial about Buttercup's disappearance. It is as if she believes a stubborn refusal to accept the truth will actually bring Buttercup back into her life. On the one hand, this continues to give Professor Utonium and Bubbles a reason to hope for the best, but at the same time, prevents them from moving on. Blossom doesn't realize that she is hurting her family by ignoring her feelings. In this way, Blossom can be quite self-absorbed.

In truth, Blossom often loses sight of the fact that life isn't easy for everyone. To her, things like popularity, smarts and good looks are just par for the course. She often forgets that most kids her age are preoccupied and troubled by all of these issues, and then some. On top of it all, Blossom has super powers, making most everyday problems even more insignificant. It's no wonder that some of her classmates call Blossom "Miss Perfect" behind her back.

Blossom and Bubbles are instrumental figures in the war with Fuse. As arguably the most powerful heroes on the planet, the Girls are often at the front lines of the battle. Blossom, in particular, assumes the role of a general, leading the troops to the fight and strategizing on the fly. It is as if her years of managing the world's greatest super team were leading up to this: a conflict in which everything is on the line.

See also: Professor Utonium, Bubbles, Buttercup, Mojo Jojo

Character Data	
Series:	<i>Dexter's Laboratory</i>
Nano:	No
Fusion:	Yes
Age:	N/A
Occupation:	Robot Assistant
Powers/Abilities:	Various
Relatives:	N/A
Group Affiliation:	None
Aliases:	Quadraplex T-4000
Location:	Dextech Headquarters, Downtown

Aliases:	Liberty Belle
Location:	Residential District, Suburbs

1.6. BUBBLES

Bubbles is a girl of extremes. When she's happy, which is most of the time, she's absolutely jubilant. When she's sad, she's really down in the dumps. And when she's angry...well, just keep out of her way. Though almost always cheerful and sweet, Bubbles is known for her abrupt mood swings. For her sisters, treading on this kind of unpredictable landscape sometimes feels more like crossing an emotional minefield.

However, it is this broad spectrum of emotions that makes Bubbles the most sensitive and thoughtful Powerpuff Girl. She always makes an effort not to hurt anyone's feelings, and she really takes the suffering of others to heart. (She even feels a little bad for the villains when they get thrown into the slammer!) Because she can communicate with animals, Bubbles has adopted animal rights as her cause of choice. She spends a lot of time volunteering at the Pokey Oaks animal shelter when she is done with cheerleading practice.

Sometimes, Bubbles' innocent outlook on life betrays a certain level of naiveté. "Can't we all just get along?" is a mantra she can get behind, right after she beats a bad guy's face in. Sure, Bubbles tends to see things in simple terms, but it doesn't mean she can't kick butt when she has to. Didn't we mention that when she's angry, she's REALLY angry?

To that point, Bubbles has never forgiven Mojo Jojo for what happened to Buttercup. For someone with a seemingly endless supply of compassion and understanding, this is quite a statement. Being in his presence, hearing his voice...even the sound of his name gets Bubbles going. When it comes to the issue of Buttercup, Bubbles' reactions will vary, from profound crying jags to violent outbursts of rage.

Bubbles sees Fuse's invasion as a personal affront on everything she holds dear. She is especially upset to see the effects of Fusion Matter on the environment and the animals. Where Blossom prefers to "hit them fast, hit them hard" Bubbles instead carefully chooses her battles. (Protecting the animals in Townsville Zoo, for example.) Regardless, as one of the world's greatest heroes, Bubbles is actively involved with the war effort in every respect.

Character Data	
Series:	<i>The Powerpuff Girls</i>
Nano:	Yes
Fusion:	Yes
Age:	14
Occupation:	Superhero, Student
Powers/Abilities:	Flight, super strength and speed, laser vision, ice breath
Relatives:	Bubbles, Buttercup (sisters), Prof. Utonium (father)
Group Affiliation:	The Powerpuff Girls, Pokey Oaks Junior High Honors Society

See also: *Professor Utonium, Blossom, Buttercup, Mojo Jojo*

Group Affiliation:	The Powerpuff Girls, Pokey Oaks Junior High Cheerleading Squad
Aliases:	Harmony Bunny
Location:	Zoo, Downtown

1.7. BUTTERCUP

The teen years have not been as kind to Buttercup as they have been to her sisters. Lacking Blossom's smarts and Bubbles' social skills, Buttercup has been left a bit of an outcast. Additionally, her sarcastic nature and tomboyish tendencies have made it hard for her to fit in with her peers. Paradoxically, Buttercup secretly yearns to be in "the club", but she doesn't actually like any of its members. This has left her feeling cynical, resentful and wounded on the inside.

Despite her rough exterior, Buttercup loves her sisters to death and loves fighting evil even more. Of all the girls, she embraces her role as a superhero with the most fervor. Buttercup is extremely physical. She always rushes into battle first, often without thinking. She loves a good scrap; she loves mixing it up with the tough guys. Buttercup has very little patience for namby-pamby villains like the Amoeba Boys, who can be taken out with one swift kick to the face.

But not all battles end in victory. Approximately one year prior to Fuseworld's arrival, the Powerpuff Girls were fighting Mojo Jojo high over the downtown skyline. Throwing herself in the path of a massive energy beam (that was meant for Blossom), Buttercup was hurled miles from the field of battle and fell headlong into the sea. She never did return to the fight. By the time Blossom and Bubbles had defeated Mojo, they flew as fast as they could to the ocean, but could not find Buttercup anywhere.

In fact, Buttercup was not dead. The next day, she washed up on shore with no memory of the fight. In fact, she could not even remember her name! Stricken with amnesia, Buttercup wandered the streets scavenging for food and shelter. Late one night, she stumbled upon Ace and the Gangreen Gang in an alley behind a small music club. Knowing who Buttercup was, but keeping it a secret, Ace took her in as the band's newest member. Through her relationship with Ace, Buttercup slowly begins to rediscover her identity and her powers.

Character Data	
Series:	<i>The Powerpuff Girls</i>
Nano:	Yes
Fusion:	Yes
Age:	14
Occupation:	Superhero, Student
Powers/Abilities:	Flight, super strength and speed, laser vision, animal communication
Relatives:	Blossom, Buttercup (sisters), Prof. Utonium (father)

Once Buttercup regains her memory, she -- like her sisters -- will become a key player in the war with Fuse.

See also: Professor Utonium, Blossom, Bubbles, Mojo Jojo, Ace

Character Data	
Series:	<i>The Powerpuff Girls</i>
Nano:	Yes
Fusion:	Yes
Age:	14
Occupation:	Superhero, Student
Powers/Abilities:	Flight, super strength and speed, laser vision, hand-to-hand combat
Relatives:	Blossom, Bubbles (sisters), Prof. Utonium (father)
Group Affiliation:	The Powerpuff Girls, Gangreen Gang, Pokey Oaks Junior High Field Hockey
Aliases:	Mange, Belladonna
Location:	Midtown

1.8. PROFESSOR UTONIUM

A scientist specializing in genetics, Professor Utonium created the Powerpuff Girls. As a lonely bachelor, the professor always longed for children. By combining sugar, spice and everything nice with a secret ingredient -- Chemical X -- the Powerpuff Girls were born. (This same process also mutated the professor's naughty laboratory monkey into the villainous Mojo Jojo.) For years, Professor Utonium lived happily in suburban Pokey Oaks with his three girls, who grew up to become the world's most famous superheroines.

The creation of the Powerpuff Girls gained Utonium global fame and recognition. Interestingly, the professor never thought of himself as an extraordinary scientific mind -- especially when compared to someone like, say, Dexter. And to a certain extent, he would be right. But Professor Utonium's humility, kindness and gentle touch has won him fans the world over. Utonium always took this recognition in stride, content to accept his good fortune with a grain of salt, but mostly he's just delighted to be the "father" of three amazing girls.

Tragedy strikes when, during a battle with Mojo Jojo, Buttercup is blasted from the sky and crashes into the sea. She never resurfaces; her body is never recovered. Of course, this event pays a terrible toll on the professor, who refuses to believe that Buttercup is dead. The loss affects Utonium both physically and mentally, sending him into a deep depression. In his darkest hours, the professor even considers trying to recreate Buttercup in the laboratory, but alas, the recipe for Chemical X is lost and forgotten.

Professor Utonium first meets Dexter when the boy genius comes to inquire about artificial life. After Fuse arrives, their relationship strengthens, as they combine their efforts to study the invading enemy. Utonium's natural parenting skills allow him to take Dexter under his wing, and he begins to think of Dexter as both a son as well as a respected colleague. Meeting Mandark, on the other hand, creates sadness in Utonium's heart. In many ways, Mandark reminds the professor of a certain lab monkey that chose a path of evil. Perhaps Utonium can succeed with Mandark where he failed with Jojo, hoping that over time the troubled boy will learn the error of his ways.

See also: *Blossom*, *Bubbles*, *Buttercup*, *Mojo Jojo*

1.9. MOJO JOJO

From his lair high atop a dormant volcano, the evil monkey genius Mojo Jojo plots global domination...and the destruction of the Powerpuff Girls. With his oversized brain tucked discreetly beneath a turban, Mojo is an intimidating figure, indeed. Though he has no super powers to speak of, Mojo's ability to craft highly-advanced mechanisms of destruction is formidable, his skill at technical engineering second only to Dexter's. However, when it comes to inventing, Mojo's tastes tend to lean heavily on giant tanks, spaceships, and killer death rays.

The real truth behind Mojo's anger is straightforward: much like Mandark, he was unloved. Years ago, Mojo Jojo was simply known as Jojo, Professor Utonium's naughty lab monkey. The accident with Chemical X that created the Powerpuff Girls also transformed Jojo into a hideous mutant monkey. Overshadowed by the Girls, Mojo soon found himself in the role of the neglected older sibling and was forced to fend for himself. Having never recovered from this rejection, Mojo will stop at nothing to see the Powerpuff Girls destroyed.

However, deep inside this monkey's body, a human heart still beats. Truth is, Mojo would probably change his evil ways if Professor Utonium opened up his home to him again. Of course, after years of wanton destruction and mayhem, that isn't likely to happen any time soon. Ironically, despite all his anger, Mojo still regards the Powerpuff Girls as family. It is for this reason that he harbors a surprising amount of guilt over Buttercup's disappearance. Not that he would ever show it. Occasionally, on dark nights, Mojo sometimes sends one of his underlings out to search the bay for signs of his "sister."

Secretly, Mojo has built a large stockpile of Chemical X beneath his headquarters, and he has used it to construct a massive mutant monkey army. When he first spies Fuseworld through the telescope at the top of his lair, Mojo flies into space with his minions to investigate. Fuse makes short work of Mojo, forcing the evil simian to realize that he is going to need to play nice -- and make some new allies -- if he hopes to get through this war alive.

See also: Professor Utonium, Blossom, Bubbles, Buttercup

Character Data	
Series:	<i>The Powerpuff Girls</i>
Nano:	Yes
Fusion:	Yes
Age:	~40
Occupation:	Scientist
Powers/Abilities:	None
Relatives:	Blossom, Bubbles, Buttercup (daughters)
Group Affiliation:	None
Aliases:	Science Today magazine's "Most Eligible Bachelor"
Location:	Command Center, Downtown

Character Data	
Series:	<i>The Powerpuff Girls</i>
Nano:	Yes
Fusion:	Yes
Age:	Unknown
Occupation:	Evil Genius
Powers/Abilities:	Genius
Relatives:	None
Group Affiliation:	The Beat-Alls
Aliases:	Jojo
Location:	Dormant Volcano, Downtown

1.10. HIM

Despite His frilly pink collar, Him is no softie. Quite the contrary: Him is evil incarnate. His favorite pastimes are creating chaos, making mischief and trying to destroy the Powerpuff Girls! Throughout His criminal career, the Girls have continually foiled His plots to turn Townsville into a metropolis of mayhem. It is therefore with great delight (and some jealousy) that Him watches Fuse and his minions transform downtown into a warzone virtually overnight.

Transfixed, Him tries to reach out to Fuse, in order to find out just who this creature is. Who could this be, he who makes total bedlam and pandemonium with such ease and grace? To Him's shock, His affectionate overtures are immediately shunned, the Spawns of Fuse attacking him on sight. (They even steal the tip of His beard, in order to create a Fusion Him.) As a result, Him grows enraged, vowing to destroy Fuse at first opportunity.

Him's history is unclear. His home is in a netherworld dimension, which can be accessed via the catacombs in the Darklands. (However, He also keeps an apartment in the city for entertaining.) Though He is not actually the devil, He is most certainly a demon of supernatural origin. Him has a wide range of magical abilities that make Him one of the most powerful villains the Powerpuff Girls ever faced. Him can change His size and shape, He can breathe fire, shoot energy blasts and control minds. He also has two claws for hands, which allow Him to get up close and personal with His adversaries.

In addition to His considerable power, Him also displays some bizarre personality quirks that make Him one of the weirdest creeps around. When speaking, Him's voice can change from a high-pitched whine to a maniacal roar in an instant. His love of chaos does not preclude His penchant for bubble baths, massages and fine cuisine. And He is a sucker for romantic comedies.

Him and Grim attended grade school together. They were the closest of friends, until one day, something inside Him snapped, and He decided that Grim was the biggest loser in school.

See also: Mojo Jojo, Fuzzy Lumpkins, Princess Morbucks, Grim

1.11. FUZZY LUMPKINS

At one time, the name "Fuzzy Lumpkins" struck fear into the hearts of Townsville citizens everywhere. A big pink monster with a tiny brain, Fuzzy tormented the Powerpuff Girls for years. Scornful of city folk and downright hostile whenever anyone got near his "proppity," Fuzzy was a country bumpkin with a fondness for shotguns and baked beans. His considerable strength -- combined with his insane temper -- made for a worthy, if somewhat intellectually challenged, opponent. Fuzzy became all the more dangerous when he joined forces with Mojo Jojo, Him and Princess to form the criminal supergroup known as the Beat-Alls.

However, Fuzzy's long criminal career came to an abrupt and surprising end. Upon Fuzzy's release from prison after a stint for armed robbery, something inside him snapped. Reverting to a primal and animalistic beast, Fuzzy disappeared into the mountains, never to be seen again. Though this was no great loss for the residents of Townsville, the Powerpuff Girls were unnerved by Fuzzy's sudden and severe change in temperament. However, when Fuzzy refused to resurface, it became clear that he was no longer an immediate threat.

Today, the name "Fuzzy Lumpkins" is spoken in whispers. Some claim to have seen a large pink shape striding through the Pimpleback Mountains, but only the blurriest of photos have emerged. No one really knows where Fuzzy went, and frankly, they'd rather not know what he is up to. In truth, Fuzzy built a small, ramshackle cabin for himself in the wilderness, where he could hunt and fish in peace (bathing optional). His beloved banjo (known affectionately as "Jo") remains buried somewhere, lost and forgotten.

All this changes when the first Spawns of Fuse begin appearing in Fuzzy's backyard. Despite plenty of "No Tressspassin" signs, the creatures suddenly arrive in abundance, and Fuzzy ain't too happy 'bout it. When it becomes apparent that Fuse doesn't just have his sights on Fuzzy's property, but on the whole world, it is only a matter of time before the big pink brute comes to arms in defense of his home and everything he values.

See also: Mojo Jojo, Him, Princess Morbucks

Character Data	
Series:	<i>The Powerpuff Girls</i>
Nano:	Yes
Fusion:	Yes
Age:	Ancient
Occupation:	Evil Personified
Powers/Abilities:	Various
Relatives:	None
Group Affiliation:	The Beat-Alls
Aliases:	You-Know-Who
Location:	Endsville, Outskirts

1.12. PRINCESS MORBUCKS

Princess Morbucks is a spoiled little rich girl, plain and simple. Eschewing reward based on merit and repulsed by delayed gratification, Princess tries to buy anything she can't have. Most infamously, Princess attempted to buy her way on to the Powerpuff Girls' roster, but was turned down most unceremoniously. Having encountered the first thing that she could not buy, Princess was shocked and angered beyond belief. The result: a bottomless hatred for the Powerpuff Girls, and a desire to make them suffer as much as humanly possible.

Certainly, Princess' disgust for the Powerpuff Girls is tempered by her secret admiration for them. Why would she have wanted to be a Powerpuff Girl in the first place? But as they say: hell hath no fury like a spoiled brat scorned. Using the limitless financial resources at her disposal, Princess developed a vast arsenal of crime fighting weapons and gadgets, including gold-plated suits of armor and the most advanced tech money could buy. With her store-bought powers, Princess continually tried to one-up the Powerpuff Girls and steal their thunder. Heck, if you can't join 'em, beat 'em!

When this failed, Princess helped found the Beat-Alls criminal supergroup, a collective with one mission: to defeat the Powerpuff Girls. However, the foursome's reign of terror was short lived, and with the disappearance of Fuzzy Lumpkins, not likely to reoccur. In light of the Beat-All's dissolution, Princess returned to her attempts to become the most famous superhero ever, determined to shove the Powerpuff Girls out of the spotlight once and for all. She even hired criminals to create crimes for her to solve!

However, when Buttercup disappears, Princess sees a new opening. She reasserts herself as a replacement for Buttercup, but is repeatedly denied. So when Fuse appears, Princess sees the perfect opportunity to prove herself. Asking her daddy for her very own War Room, Princess builds a formidable fortress, from which she can battle Fuse's forces. And if something were to happen to the heroes' command center, well, that would just be an unfortunate example of collateral damage, wouldn't it?

Character Data	
Series:	<i>The Powerpuff Girls</i>
Nano:	No
Fusion:	Yes
Age:	Unknown
Occupation:	Criminal
Powers/Abilities:	Super Strength
Relatives:	None
Group Affiliation:	The Beat-Alls
Aliases:	None
Location:	Backwoods

See also: Blossom, Bubbles, Buttercup, Mojo Jojo, Him, Fuzzy Lumpkins

Character Data	
Series:	<i>The Powerpuff Girls</i>
Nano:	No
Fusion:	Yes
Age:	14
Occupation:	Spoiled Brat
Powers/Abilities:	None
Relatives:	Daddy Morbucks (father)
Group Affiliation:	The Beat-Alls
Aliases:	None
Location:	Midtown

1.13. THE MAYOR

The Mayor is out of his depth in more ways than one. Not only is he categorically unqualified to tend to the workings of a major metropolis, he's also only about four feet tall. However, what the Mayor lacks in stature he makes up for with sheer affability. Like the fun-loving uncle that takes the kids to the track, it's hard to hate the Mayor, because his intentions are good. And he's just so darn...nice!

Fortunately, the blockheaded Mayor has surrounded himself with a number of key people who can actually get the job done. First and foremost, there is his longtime executive assistant, Sara Bellum. She has a full grasp of all city operations, including the ins-and-outs of upcoming projects, charity work, repairs...not to mention the budget. When the Mayor is at a loss for words, Ms. Bellum has an uncanny knack for providing advice via the Mayor's PDA at precisely the right time. (Ms. Bellum is so busy doing actual work that she never seems to be around.)

Next, there's the Powerpuff Girls, the Mayor's most reliable and loyal security force. No one knows how many times the Girls have saved Townsville from certain doom. Then there's Dexter, the young man who single-handedly rebuilt Downtown with his awesome technological achievements. Without Dexter, the Mayor would not have his incredible rail and highway systems, vibrant street signs and robotic crews to do the city's grunt work. Finally, there's Numbuh One, head of the KND in Sector V and the Mayor's chief liaison with his constituency, namely: kids. Without Numbuh One as a key advisor in his inner circle, the Mayor would have absolutely no clue how to make his citizens happy.

When Fuse first attacks, the Mayor's chief concern is to limit the amount of damage to his city. He is happy to defer most of the responsibility to our heroes, knowing that the citizens will be safe in their hands. In general, the Mayor hovers just outside all the big decisions that are made, offering just enough help and resources that he is worth keeping around (providing access to City Hall, for example). It doesn't hurt that he often lightens the mood when the chips are down.

See also: *The Powerpuff Girls*, *Dexter*, *Numbuh One*

Character Data	
Series:	<i>The Powerpuff Girls</i>
Nano:	No
Fusion:	Yes
Age:	~60
Occupation:	Civil Servant
Powers/Abilities:	None
Relatives:	None
Group Affiliation:	None
Aliases:	None
Location:	City Hall, Downtown

1.14. ACE

Ace, the charismatic lead singer of the notorious Gangreen Gang, spent the latter part of his teenage years terrorizing Townsville at every turn. Now he terrorizes the airwaves! The group that is today a famous punk rock fivesome was once a real gang of notorious hoodlums: stealing milk money, vandalism, scaring old ladies...these were the Gangreen Gang's crimes of choice. But one night, when the boys decided to rob the school marching band, they discovered something weird: they liked playing music! Today, the Gangreen Gang -- Snake (guitar), Big Billy (bass), Li'l Arturo (drums) and Grubber (keys) -- redirect their criminal energies into their newfound passion for rocking out.

One night after a gig, Ace is out behind the club loading up the van when he spies a mysterious figure digging through a dumpster. Ace discovers that it's none other than Buttercup, one of the Powerpuff Girls! Alarmed, Ace remembers Buttercup as a constant hindrance to his criminal lifestyle, but this Buttercup appears malnourished, unkempt and generally confused by her surroundings. When it becomes clear that Buttercup has lost her memory, Ace invites her to come back to the band's headquarters to rest and recuperate.

Once safely housed in the Gangreen Gang's subterranean studio beneath Midtown, Buttercup begins to regain her strength. Ace keeps Buttercup's presence a secret, so as not to alarm his cronies, while he tries to decide how to enact his revenge. Over time, Buttercup comes to trust -- and even care for -- her mysterious benefactor. Ace decides to capitalize on this loyalty: giving Buttercup a new look and a new name (Belladonna), he inaugurates her as the band's new back-up singer. Though the announcement initially creates some friction in the band, Belladonna's power and stage presence quickly make her a favorite with the fans. Ace begins to realize that despite himself, his feelings for Buttercup are growing. Could this girl really be stealing his heart? It is therefore with some amount of dread that Ace fears the inevitable...

When Buttercup regains her memory, she is hurt beyond belief, feeling angry and betrayed. Ace, smitten with Buttercup, begs to be given the chance to make it up to her. With the Fuse conflict reaching a new level of intensity, Buttercup makes Ace pledge to devote the Gangreen Gang's underground resources to the war effort. He quickly agrees!

See also: *Buttercup*

Character Data	
Series:	<i>The Powerpuff Girls</i>
Nano:	No
Fusion:	Yes
Age:	17
Occupation:	Rock singer, former juvenile delinquent
Powers/Abilities:	None
Relatives:	None
Group Affiliation:	Gangreen Gang

Aliases:	None
Location:	Midtown

1.15. SAMURAI JACK

Centuries ago, when a samurai named Jack rose up to fight an evil threatening his realm, the wicked shape-shifting wizard Aku cast him into the timestream. Defeating Aku time and time again across far-flung eras and distant shores, Jack finally made his way to the present. Unfortunately, he found Aku to be no less of a threat. The villain was still up to his old tricks, attempting to conquer the world and transform his word into law. Jack will stop at nothing to prevent this from happening, no matter how many bounty hunters, insectile robots or vile demons Aku decides to send his way.

Jack is the product of another time, of days long since past. His sense of honor and allegiance to other outdated virtues sometimes place him at odds with his fellow heroes. Jack attempts to take this in stride. Due to the nature of his dilemma, he is accustomed to being an outsider. Because he is a man of few words, many people think Jack is strange, stupid or shy. Quite the contrary. His experiences throughout the timestream have made him a highly adaptive individual. He just doesn't care to talk unless he has something to say.

Jack is the first of our heroes to encounter the Spawns of Fuse. While searching for Aku's invisible fortress in the Darklands, Jack is captured. Fuse takes one of Jack's sandals and uses it to create Fusion Jack. Jack eventually frees himself from Fuse's clutches and defeats Fusion Jack on the battlefield. Later, when the conflict with Fuse begins in earnest, Jack puts aside his quest to return to his own time, and decides instead to help his new allies. His wealth of experience -- not to mention his skill in battle and innate wisdom -- makes him well positioned to lead. He recommends his friend the Scotsman -- also trapped in the timestream by Aku -- for a position as a training officer.

Ultimately, Jack is used to working alone. Once he is satisfied with the heroes' strategy, Jack returns to the Darklands to see if he can learn more about Fuse. He also has a sneaking suspicion that Aku is there as well, and most certainly up to no good.

Jack's sword, a katana, is endowed with magic powers and one of the only weapons that can hurt Aku.

See also: *The Scotsman*

Character Data	
Series:	<i>Samurai Jack</i>
Nano:	Yes
Fusion:	Yes
Age:	Unknown (Looks about 30)
Occupation:	Samurai, adventurer

Powers/Abilities:	Magic katana, unparalleled martial arts skills
Relatives:	Unknown
Group Affiliation:	None
Aliases:	None
Location:	Caveman village, Darklands

1.16. THE SCOTSMAN

Hailing from Scotland and sporting a thick brogue, the valiant medieval warrior known only as "The Scotsman" is one of Samurai Jack's chief allies in the fight against Aku. Interestingly enough, it didn't start out that way; Samurai Jack and the Scotsman were at odds when they first met. However, when the men clashed in a seemingly endless battle that neither could hope to win, their efforts instead won each other's respect. Now these two courageous champions are the closest of friends.

The Scotsman joined Jack on a number of his adventures, and when Aku sent Jack into the present day, the Scotsman followed. Together, the two men are once again trapped in the timestream. The Scotsman's situation is exacerbated by his longing for his wife, the "bonny lass" that he pines for with every waking moment. Though the Scotsman misses home terribly, when Fuse rears his ugly head, he (like Jack) is willing to put his personal interests aside for the benefit of our heroes.

At first, the Scotsman is confused by our modern world, with its moving sidewalks and flying cars. Being a man of simple pleasures -- wine, women and song -- the Scotsman has little use for the trappings of a neo-futuristic society. (Of course, that doesn't mean he can't appreciate the benefits of 24-hour convenience stores.) Additionally, the Scotsman has enjoyed many new experiences on his recent travels with Jack, and he's slowly become accustomed to the variety of people and things that can be found in our vast universe. Nevertheless, give the Scotsman a plate of haggis and a bottle of spirits, and he's a happy boy.

Adopting the role of training officer when the war with Fuse begins, the Scotsman is a key player at the City Hall command center. As a drill sergeant, the Scotsman is an excellent teacher for new recruits. Meanwhile, his love of a good yarn puts the Scotsman in happy company with Grandpa Max, who apparently has lots of grand tales to tell. And his fancy for dance sparks an unusual friendship with Dexter's sister, Dee Dee. (Not to mention Mandark's burning resentment.)

The Scotsman wields a giant medieval sword, known as a claymore, which has been endowed with the magical properties of Celtic runes. He also has a prosthetic leg in the form of a machine gun. How the Scotsman lost his leg is unclear, but it is probably a good story.

See also: *Samurai Jack*

Character Data	
Series:	<i>Samurai Jack</i>
Nano:	No
Fusion:	Yes

Age:	~35
Occupation:	Adventurer
Powers/Abilities:	Magic claymore, machine gun leg
Relatives:	The Scotswoman (wife)
Group Affiliation:	Unnamed Celtic clan
Aliases:	None
Location:	Command center, Downtown

1.17. DEMONGO

Spawned from the depths of the Pit of Hate, Demongo, the Soul Collector, is Aku's most powerful minion. A demon with the ability to absorb the essences of his defeated foes, Demongo once possessed the collective power of the world's greatest warriors. At one time, literally thousands of Aku's most courageous opponents were trapped within Demongo's body, but a decisive battle with Samurai Jack freed most of them, severely weakening Demongo in the process.

Defeated, it took many years for Demongo to regain his strength, as well as his master's favor. Though not at his peak power, Demongo has recently managed to defeat hundreds of fighters across the timestream, growing stronger and stronger with every victory. Having been dispatched by Aku once again to take on Samurai Jack, Demongo arrives in our time, where he prowls the countryside preparing for a rematch. Fuse's invasion, however, throws a wrench in Demongo's plans. Suddenly, a new player has entered the picture...

When Aku's robotic minions are destroyed by the Spawns of Fuse in the Darklands (see Setting Overview), Aku sends Demongo to investigate further. Though Demongo easily defeats a horde of attacking spawns, he is unable to absorb the essences of his fallen foes. Confused, Demongo leaves the battlefield, where the vanquished spawns silently return to Fuse to form Fusion Demongo -- an enemy who will later become one of Fuse's most powerful lieutenants.

Meanwhile, Demongo realizes that he will need to significantly increase his power if he hopes to take on Fuse. As the war rages on, Demongo sets his sights on our world's strongest heroes. Though some fall to his demonic power (e.g., the Justice Friends), most remain frustratingly out of his reach. However, Demongo is certain that one key victory will

cause the heroes' house of cards to tumble, laying the groundwork for Aku's ultimate plan.

See also: Samurai Jack

1.18. ED

Ed is not, as they say, the brightest bulb in the box. But he's always willing to get behind his best friends' bright (or not-so-bright) ideas. In truth, Ed is about as loyal as they come. He never hesitates to do exactly what Double-D or Eddy asks of him, and he harbors no resentment about the fact that he does most, if not all, of the trio's grunt work. Fact is, Ed is pretty strong, and he's only too happy to help out. Most of the cardboard fort currently standing at the Cul-de-Sac's entrance was constructed by Ed.

When Fuse invades, Ed (like his buddies) is too frightened to stray very far from the safety of the Cul-de-Sac. However, Eddy's cardboard fortress has done a surprisingly good job of deterring Fuse's minions from getting too close. Ed's natural curiosity -- combined with his love of monster movies -- eventually gets the better of him, and he decides he wants to see this alien invasion up close. Taking tentative steps at first, Ed only musters enough courage to get as far as the Kanker's trailer park. But with each excursion, Ed wanders a little bit further out, until he ultimately finds himself in the wilderness.

In the jungle, Ed discovers a treetop village inhabited by some of the native creatures of the wilds (TBD). Mistaking Ed for a fallen deity or ancient ruler, they begin to worship him and treat him like a God. Ed, of course, loves the attention. (It also reminds him of his favorite "monkey man" movie.) Pretty soon, Ed is kicking back and enjoying the life of a jungle king. Not only do the village's inhabitants attend to his every need, but he's also blissfully free of his annoying younger sister, Sarah. The only apparent downside to a jungle existence is the new rash that keeps reappearing on Ed's butt.

Ed remains more-or-less indifferent to the war with Fuse, unless it begins to affect his ability to get candy shipped in from downtown.

See also: Edd, Eddy

Character Data	
Series:	<i>Samurai Jack</i>
Nano:	Yes
Fusion:	Yes
Age:	Ancient
Occupation:	Evil minion
Powers/Abilities:	Various, absorbs warrior essence
Relatives:	None
Group Affiliation:	None
Aliases:	The Soul Collector, Dealer of Destruction, Merchant of Doom
Location:	Darklands

Character Data	
Series:	<i>Ed, Edd n Eddy</i>
Nano:	Yes
Fusion:	Yes
Age:	12
Occupation:	Student
Powers/Abilities:	None
Relatives:	Sarah (younger sister)
Group Affiliation:	None
Aliases:	None
Location:	Treetop village, Jungle

1.19. EDD

Of the three Eds, Double-D is the smart one. He's the quiet one. He's also somewhat anal, a little bit nervous and tends to mumble. Overall, he's the most normal of the bunch, but considering who his two best buds are, this isn't a huge accomplishment.

Edd's brain goes into overdrive when Fuse's minions start appearing in the neighborhood. At first, like Ed, Double-D is naturally inquisitive about these strange creatures. However, when their hostile nature becomes clear, Edd immediately starts brainstorming ways to protect the Cul-de-Sac. Taking his inspiration from a history book about the Crusades, Edd decides to build a barracks/fortress at the opening of the Cul-de-Sac to prevent the Spawns of Fuse from getting in. The kids in the neighborhood collect all the cardboard and scrapwood that they can find. Once constructed, the slipshod stronghold seems to work!

Quite pleased with his achievement, Double-D continues to come up with improvements to the fortress: dungeons, a moat...even a bowling alley. Taking further cues from his history book, Edd builds patchwork versions of medieval weapons, including a giant trebuchet (catapult) that he uses as a dual transportation/package delivery system. With lots of great ideas, Edd is constantly making lists of materials that he needs to make the "Edd-ifice" even cooler. Though he's a bit too nervous to try and gather most materials on his own, he is not too shy to ask visitors if they are interested in helping out. At some point, Edd learns about the Kanker's plot to infiltrate his fortress, and he begins to devote some of his time to foiling their plans.

When big Ed goes missing, Edd also turns some of his attention toward finding his lost pal. Though he's definitely concerned for Ed's safety, he's not so worried that he's willing to leave the Cul-de-Sac. However, when he hears word of a pirate ship filled with candy plunder -- not to mention a treasure map that supposedly leads to the Jolly Jawbreaker Grotto -- he's certainly tempted. But it's pretty scary out there. Perhaps his buddy Eddy can find some folks willing to look for that map...

See also: Ed, Eddy, Stickybeard

1.20. EDDY

The Eds' unofficial leader, Eddy is loud, obnoxious and a showoff. He always has a scheme planned to make some easy money, usually in the interest of buying jawbreakers. Of course, most of these schemes fail, frequently with spectacular results. Ironically, this is often a "win" scenario for Eddy anyway, since he loves to be the center of attention!

Unlike Ed and Double-D, Eddy isn't very concerned about the Spawns of Fuse and this whole "save the world" thing. In fact, he looks on the bright side: war is just another good excuse to make some cash! Eddy's initial attempts to capitalize on the Fuse situation are harebrained at best. First, he tries to catch a spawn so he can charge admission for viewing it. This does not go well. Instead, Eddy attempts to get some pictures of the creatures, but one of them eats his camera. Finally, Eddy mixes some glass cleaner with fruit punch and tries to sell it as "Alien Away" monster repellant. No dice.

When Edd successfully constructs the cardboard fortress in the Cul-de-Sac, Eddy suddenly has a relatively safe base of operations from which to manage a slew of new business endeavors. For example, after Edd builds an armory, Eddy suddenly has a permanent storehouse for all kinds of ammunition (glue, thumbtacks, hot sauce) that he can then ship to trading post locations far and wide. Eddy's success attracts the attention of a certain imaginary friend named Bloo, who quickly becomes Eddy's first "sales associate" in the field.

Meanwhile, in his spare time, Eddy is trying to find some suckers -- ahem, volunteers -- to take on the candy pirates that have reportedly set up a camp in the nearby suburbs. As for Ed's disappearance, Eddy is not too troubled about the big dolt's whereabouts; in fact, it takes him two weeks to realize that Ed is even gone.

See also: Ed, Edd, Bloo, Stickybeard

Writer's note: Fusion Ed is a "three-edded" monster!

Character Data	
Series:	<i>Ed, Edd n Eddy</i>
Nano:	Yes
Fusion:	Yes
Age:	12
Occupation:	Student
Powers/Abilities:	None
Relatives:	None
Group Affiliation:	None
Aliases:	Double-D, Sockhead, The Masked Mumbler
Location:	Cul-de-Sac, Suburbs

Character Data	
Series:	<i>Ed, Edd n Eddy</i>
Nano:	Yes
Fusion:	Yes
Age:	12
Occupation:	Student
Powers/Abilities:	None
Relatives:	Unknown older brother
Group Affiliation:	None
Aliases:	None
Location:	Cul-de-Sac, Suburbs

1.21. LEE KANKER

Lee is the leader of the icky Kanker sisters, three repulsive girls who live at the Park 'n' Flush trailer park just on the other side of the Cul-de-Sac. (The girls have the same mother, but three different fathers.) The Kankers are obsessed with the Eds, and are constantly tormenting them with disgusting overtures of love. Each Kanker has a crush on a different Ed, and in Lee's case, she has an eye for Eddy.

With her gravelly voice and gruff demeanor, the redheaded Lee is the smartest (and meanest) of the trio. She likes to boss her sisters around, and is generally the originator of any kind of plan to infiltrate the Cul-de-Sac to kidnap the Eds. Lee is a bit of a tough girl -- she doesn't mind getting physical, and has been known to take down just about anyone who gets between her and Eddy (including big Ed).

Fuse's invasion gets Lee miffed. Not because of the monsters -- she doesn't care about those -- but because they've sent her precious Eddy into hiding. Built in response to Fuse, Double-D's cardboard fortress has made the Eds more off-limits than ever before. When the alien creatures begin appearing and wandering around the trailer park, Lee is not afraid. Quite the contrary -- she's mad! Lee captures as many spawns as she can and traps them inside a giant empty septic tank.

Adopting the role of a jailhouse warden, Lee does not intend to set Fuse's minions free unless they agree to call off their invasion. Of course, the spawns don't have anything to say about that, since they can't say anything at all. Instead, they languish in a giant pool of goo inside the smelly septic tank.

When she's not tormenting the spawns, Lee helps her sister Marie with her Trojan Hamburger project.

See also: May, Marie, Eddy

1.22. MARIE KANKER

As the middle Kanker sister, Marie is neither as nasty as Lee, nor as stupid as May. She sort of falls right in between. If anything, Marie is the "brains" of the outfit, and as such, she has a thing for Double-D. Like Lee, Marie has a tomboy streak, but she's not nearly as physical and doesn't like approaching problems with simple brute force. Marie can be kind of thoughtful and arty, even though her version of "art" generally involves bottlecap jewelry or macaroni paintings.

When Fuse's sudden appearance sends the Eds into the relative safety of their cardboard fortress, Marie becomes obsessed with infiltrating its walls. After reading a book about Greek history, she gets the brilliant idea to build a Trojan Horse. Knowing that the Eds would not let down their guard for a silly horse, Marie decides to build a giant Trojan Hamburger. This, of course, requires a little more skill and ingenuity than Marie possesses.

Nevertheless, Marie presses on with her plan, collecting the scrapwood and leaves and other objects that she needs to construct her bizarre device. When she can't do it alone, the Kankers bully the other kids in the neighborhood into helping out. Once the Trojan Hamburger is complete, Marie plans to climb in while Lee pushes it the entrance of the Eds' fortress. And then, it will only be a matter of time before the boys succumb to their curiosity and drag the giant hamburger inside...

With the hamburger partially constructed, Marie devotes the rest of her attention to trying to find May, who has apparently gotten herself lost somewhere in the woods.

See also: Lee, May, Edd

Character Data	
Series:	<i>Ed, Edd n Eddy</i>
Nano:	No
Fusion:	Yes
Age:	12
Occupation:	Student
Powers/Abilities:	None
Relatives:	May, Marie (half-sisters)
Group Affiliation:	None
Aliases:	None
Location:	Trailer park, Summerlands

Character Data	
Series:	<i>Ed, Edd n Eddy</i>
Nano:	No
Fusion:	Yes
Age:	11
Occupation:	Student
Powers/Abilities:	None
Relatives:	Lee, May (half-sisters)
Group Affiliation:	None
Aliases:	None
Location:	Trailer park, Summerlands

1.23. MAY KANKER

May is the littlest Kanker sister. Of the three girls, she's actually the sweetest of the bunch -- although that isn't saying much. (She's still pretty mean.) May is also quite dumb, so it's appropriate that she has a crush on the big lug himself: Ed. May is obsessed with our dimwitted hero, and will do anything she can for the opportunity to slather him with yucky raspberry lip gloss-coated kisses.

For a Kanker, May is surprisingly girlish. She enjoys shopping, fashion dolls, makeup...and she is curiously preoccupied with her looks (if you could call them that). Unlike Lee, May doesn't like getting rough or dirty or sweaty. She's a lover, not a fighter.

When Ed wanders off to learn more about the alien invaders (and subsequently doesn't return), May is heartbroken. She pines for about a week, then decides to strike out to "rescue" her beloved. However, once she reaches the edge of the Suburbs, and the countryside gives way to more wild territory, May gets grossed out. And not being very bright, she doesn't know where to go or what to do! May ends up terribly lost -- and really ticked off at Ed for getting her into this mess in the first place.

See also: Lee, Marie, Ed

Character Data	
Series:	<i>Ed, Edd n Eddy</i>
Nano:	No
Fusion:	Yes
Age:	10
Occupation:	Student
Powers/Abilities:	None
Relatives:	Lee, Marie (half-sisters)
Group Affiliation:	None
Aliases:	None
Location:	Backwoods

1.24. MAC

Mac is an ordinary eight-year-old kid, though he might be a little smarter and more creative than most. He's also a bit shy; Mac's best pal is his imaginary friend named Bloo. When Mac's mom decides that Mac is too old to have an imaginary friend, she insists upon Bloo being given up for adoption. Reluctantly, Mac drops Bloo off at the premier home for imaginary friends: Foster's. Thankfully, the staff at Foster's agrees to never put Bloo up for adoption as long as Mac visits him every day.

And visit he does...Mac probably spends more time at Foster's than he does at home. Sure, part of the reason is to avoid his jerky 13-year-old brother, Terrence. But mostly it's because hanging out with Bloo and the other imaginary friends at Foster's Home is just so darn fun. Mac and Bloo are practically inseparable. It is therefore no surprise that when Mandark Industries comes looking for the best kid/friend pair available to participate in a study that they are conducting, Mac and Bloo are the first to come to mind.

Together, Mac and Bloo spend quite a bit of time in Mandark's lab at his corporate headquarters. Mandark takes his research very seriously -- he's trying to learn more about artificial life by studying how imaginary friends are made. Mac and Bloo, on the other hand, are just psyched to be able to play with the Bunsen burners.

After Fuse invades, Dexter initiates his studies of Fusion Matter concurrently with Mandark's studies of imaginary friends. Together, the two geniuses combine their efforts to create the first Nano. From the sidelines, Mac really grows to admire Dexter. In more ways than one, Dexter represents the kind of older brother Mac dreams of. Plus, he's generous with his time and his cool scientific toys!

Being a kid, Mac is pretty much unaware of the severe danger his world is in, though he knows it's serious. And he's glad that he's been able to work with the older kids and to be a part of setting things right. It's in Mac's nature to be helpful and cooperative (in much the same way that it's in Bloo's nature to be just the opposite). Though the older heroes are careful to keep Mac out of harm's way, they like having him around the command center and give him lots of little tasks to perform. If only that annoying friend of his would just shut up!

See also: *Bloo, Dexter, Mandark*



Character Data	
Series:	<i>Foster's Home for Imaginary Friends</i>
Nano:	Yes
Fusion:	Yes
Age:	8
Occupation:	Student
Powers/Abilities:	None
Relatives:	Terrence (older brother, 13), Mom (divorced)
Group Affiliation:	None

Aliases:	None
Location:	Command center, Downtown

1.25. BLOO

Blooregard Q. Kazoo is a loudmouthed, selfish jerk. How does he remain so likable? Well, come to think of it, a lot of people can't stand him (especially Samurai Jack). Fact is, underneath all his bogus posturing, Bloo remains a "true blue" friend. His non-stop energy and overabundance of confidence are both sort of contagious. He's not Mac's bestest-friend-in-the-whole-world for nothing, you know. Bloo is always up for adventure...or up to no good. Usually a little bit of both!

When Mandark enlists Mac and Bloo as lab assistants, Bloo is just psyched to play video games on the laboratory's giant monitor. Even the conflict with Fuse -- a serious matter, indeed -- is just another excuse for Bloo to have some fun. (For example, replacing the Scotsman's flagon of mead with disgusting green goo.) Mac is constantly reminding Bloo to behave, but sentiments of this ilk usually fall on deaf ears. Regardless, Bloo will often help Mac out on an errand, especially if there's a possibility of getting some ice cream or pie as a result.

When Bloo learns of Eddy's various entrepreneurial endeavors in the wake of the war, he totally wants "in" on that action. Bloo and Eddy strike up a correspondence/friendship, and Bloo quickly becomes Eddy's go-to guy in the field for new items and merchandise. When most of these items, like used coffee filters, are determined to be useless, Bloo considers striking out on his own with a competing series of shops and warehouses. However, he finds it difficult to get the necessary funding...

Bloo's somewhat amorphous body is eminently malleable and flexible. Though he usually takes the shape of a smallish, rounded cylinder, Bloo can change his body into many different forms.

See also: Mac, Mandark, Eddy, Samurai Jack

1.26. WILT

Wilt is the kindest and most thoughtful imaginary friend around, sometimes to his own detriment -- Wilt routinely puts the needs of others ahead of his own. Regardless, he's always willing to lend someone a hand, even though he only has one to offer! Wilt is very sensitive as well, eternally apologizing for imagined slights and always making sure everyone around him is happy and OK.

No matter what the situation, Wilt retains his positive outlook on life. His sunny disposition is a breath of fresh air in light of the alien siege currently occurring across the globe. Despite the hostile nature of the enemy, Wilt is simply grateful to be able to learn a thing or two about a strange new culture! Even when some of Fuse's spawns are able to infiltrate Foster's Home, Wilt remains confident that he'll be able to get rid of them, no problem.

Creeping across the property late one night, the evil Spawns of Fuse sneak into Foster's and morph into bizarre Scribble Spawns. (Scribbles, incomplete and somewhat uncontrollable imaginary friends that have a tendency to spread like vermin, are kept under tight lock and key in a small closet inside the house.) Though not particularly dangerous, the Scribble Spawns are insidious. Wilt takes it upon himself to rid the house of the spawns, but he is going to need help to get their numbers under control.

See also: Eduardo

Writer's Note: We can use this as an explanation for vacating the house if necessary.

Writer's Note: Fusion Wilt has enhanced vision and a cybernetic arm.

Character Data	
Series:	<i>Foster's Home for Imaginary Friends</i>
Nano:	Yes
Fusion:	Yes
Age:	N/A
Occupation:	Imaginary Friend
Powers/Abilities:	Shape-shifting
Relatives:	None
Group Affiliation:	None
Aliases:	Blooregard Q. Kazoo
Location:	Command center, Downtown

Character Data	
Series:	<i>Foster's Home for Imaginary Friends</i>
Nano:	Yes
Fusion:	Yes
Age:	N/A
Occupation:	Imaginary Friend
Powers/Abilities:	None
Relatives:	None
Group Affiliation:	None
Aliases:	None
Location:	Foster's Home, Summerland (1123 Wilson Way)

1.27. EDUARDO

Eduardo is a monstrous beast on the outside, but a timid pussycat on the inside. Created by a young boy who needed a fearsome creature for protection, Eduardo's intimidating exterior belies the gentle and neurotic imaginary friend that lies within. In truth, Eduardo wouldn't hurt a fly. And he's scared of the dark. And loud noises. And flies, for that matter. But he loves potatoes!

When weird green alien creatures start appearing down the road from Foster's, Eduardo is too afraid to leave the house. Interestingly, the severe nature of this threat casts some of Eduardo's other fears into a more realistic light. How can he be scared of thunder and lightning when there is an alien machine a few blocks away pumping green gooey monsters into the sky? Suddenly, Eduardo's everyday anxieties pale in comparison. But that doesn't mean he's ready to leave the house. Eduardo is still too scared to go anywhere.

However, when Fuse's invasion strikes close to home, Eduardo's tempers flare and his monster side comes out. Late one night, with the entire house asleep, a small group of spawns manages to make its way onto Foster's property. While the ones that get inside the house become hideously twisted Scribble Spawns, the ones outside morph into terrifying Extremospawns. With the house in immediate danger, Eduardo suddenly finds the bravery he needs to protect his friends, at least temporarily. Hopefully, someone will come along to help out...

Eduardo agrees to take on the Extremospawns, but he won't do it alone. He calls Mac at the command center and asks him to send the best of the best to help with the problem.

See also: Mac, Wilt

1.28. COCO

Coco was imagined by a young girl who had the misfortune of winding up marooned on a deserted island. This fact explains Coco's stumpy airplane body, her coconut tree face -- heck, her bizarre appearance altogether. Who can think straight on a deserted island?

Coco is an odd bird, indeed. For one thing, "Coco" is the only word she can say, making her a bit of an outsider (although people who know her well enough generally grasp what she's talking about). Regardless, Coco clearly operates on a different plane than the rest of us, so the fact that the planet is under siege by a hostile alien force appears to exist outside her realm of concern or understanding. Not so. The bizarre Coco moves in mysterious ways, and is more "plugged in" than most realize. She also has a nifty little talent.

Coco has the ability to lay magic eggs -- the plastic kind that shoppers can find at the supermarket checkout lane. Coco's eggs are big, though, about the size of a watermelon. These eggs can contain just about anything and everything -- cheese, a pair of clean underwear, a car battery -- and Coco has an uncanny knack for producing exactly what is needed at exactly the right time. Maybe she's a little bit intelligent, after all. At the very least, she appears to be in tune with the wants and desires of those around her.

After Fuse invaded, Coco laid eggs all over the place. Lots of eggs. (Lots.) She started with Foster's home. Then she moved out to the suburbs. Then to the wilderness and jungles beyond. Coco's magic eggs can be found all over the planet, and just about every one contains something useful inside. Some of them may even contain clues to Coco's whereabouts or other hidden treasures. To prevent Fuse's minions from stealing these items, Coco places special safeguards on the most valuable eggs.

See also:

Character Data	
Series:	<i>Foster's Home for Imaginary Friends</i>
Nano:	Yes
Fusion:	Yes
Age:	N/A
Occupation:	Imaginary Friend
Powers/Abilities:	None
Relatives:	None
Group Affiliation:	None
Aliases:	None
Location:	Foster's Home, Summerland (1123 Wilson Way)

Character Data	
Series:	<i>Foster's Home for Imaginary Friends</i>
Nano:	Yes
Fusion:	Yes
Age:	N/A
Occupation:	Imaginary Friend
Powers/Abilities:	Laying magic eggs
Relatives:	None
Group Affiliation:	None
Aliases:	None
Location:	Jungle

1.29. MR. HERRIMAN

Mr. Herriman, Foster's housemaster, subscribes to the idea of "a place for everything, and everything in its place." A firm believer in the need for order, Mr. Herriman demands strict adherence to the rules and insists on proper etiquette and conduct from house residents at all times. Gee, lighten up, already!

Truthfully, Foster's would probably not operate as smoothly as it does without somebody to make sure that the little details are addressed. Dishwashing duties, lawn care, non-profit tax ID forms...these are the kinds of things that Herriman gets done. Well, not personally. Herriman delegates all the chores to the residents, and leaves it to Fankie ("Miss Frances") to manage the day-to-day operations of the house. If Mr. Herriman seems more than just a little bit old-fashioned, well, he is. Mr. Herriman was actually Madame Foster's imaginary friend from her childhood, and as such he shares many of her generation's likes and dislikes. (Likes: variety shows. Dislikes: reality shows.)

One day, Foster's is visited by a young man named Mandark, president of Mandark Industries. Herriman is immediately impressed with the boy's attire and good manners. Surprisingly, Mandark is not interested in adopting a friend -- he is interested in the human imagination, and is looking for the best child/friend duo to participate in a study at his corporate headquarters. Herriman suggests Mac and Bloo. Not only does he get a sizable contribution from Mandark Industries in return, but he also gets rid of a certain blue thorn in his side. Eureka! Thanks to the grant, Foster's begins construction of an Imaginasium (an interactive exhibit devoted to imagination) next to the main house.

Meanwhile, the current situation with Fuse has Mr. Herriman in a tizzy. The house is in massive disarray! By focusing on more immediate concerns, such as the Scribble Spawns and the Imaginasium, Mr. Herriman chooses to ignore the larger conflict and hopes that it simply goes away. Of course, it won't, but there's still plenty of stuff going on around Foster's to keep him busy: dirty dishes, burnt-out light bulbs, and Extremospawn attacks. Visitors to the house are sure to be able to pick up a few tasks from a trip to Mr. Herriman's office.

See also: Frankie, Mac, Bloo, Mandark

1.30. FRANKIE

Frankie is the granddaughter of Madame Foster, the founder of Foster's Home for Imaginary Friends. Make no mistake, Frankie loves her job as the manager of Foster's, but it's exhausting and brimming with chaos. It's like trying to baby sit a room full of toddlers -- except these toddlers often have segmented bodies, winged heads and sixteen legs! Talk about high maintenance residents...

Reporting directly to Mr. Herriman, Frankie has to make sure everything in the house runs smoothly and that all the imaginary friends who live there have their needs met. This includes replacing toilet paper, taking out the garbage, changing the light bulbs, planning meals...the usual. Frankie also maintains the house's website (since Mr. Herriman still uses a typewriter) and drives the Foster's bus when someone needs to go downtown or to the mall.

Frankie is the peaceful sort and has no interest in getting involved in the war with Fuse. Frankly, the whole thing scares her a great deal. She's most concerned about keeping her residents safe. To keep her mind off the conflict, Frankie has adopted the Imaginasium construction project as her own. When completed, the Imaginasium will certainly be an amazing addition to Foster's, bringing lots of people from far and wide who are interested in adopting an imaginary friend or creating one of their very own. Spreading the power of imagination...now that's a cause Frankie can support. Unfortunately, the project has stalled due to the war, and Frankie is doing her darndest to make sure nothing happens to the partially-constructed attraction in the meantime.

Though the Imaginasium is designed to provide a showcase for the imagination, many of the exhibits would have been about imaginative ways to take over the world were it not for Frankie's constant intervention and creative oversight. She often gets into arguments with Mandark Industries representatives, or with Mandark himself, about the nature of the building's displays.

See also: Mr. Herriman, Mandark

Character Data	
Series:	<i>Foster's Home for Imaginary Friends</i>
Nano:	No
Fusion:	Yes
Age:	N/A
Occupation:	Housemaster, Imaginary Friend
Powers/Abilities:	None
Relatives:	None
Group Affiliation:	None
Aliases:	Funny Bunny
Location:	Foster's Home, Summerland (1123 Wilson Way)



Character Data	
Series:	<i>Foster's Home for Imaginary Friends</i>
Nano:	No
Fusion:	Yes
Age:	22
Occupation:	House Manager
Powers/Abilities:	None
Relatives:	Madame Foster (grandmother)
Group Affiliation:	None
Aliases:	Miss Frances
Location:	Foster's Home, Summerland (1123 Wilson Way)

1.31. NUMBUH ONE

Numbuh One (real name: Nigel Uno) is the Supreme Commander of the Kids Next Door in Sector V, located in the heart of the suburbs. The KND is a worldwide (and intergalactic?) organization dedicated to freeing kids from the tyrannical rule of adults. For decades, the KND operated subversively and largely underground, but over time transformed into an influential and positive force for kids everywhere. With tree house bases across the globe -- and even one on the moon -- KND operatives are always there to defend a kid's right to stay up all night, eat sugar cereal and to...well, to just be a kid.

Numbuh One's hard work and dedication quickly established Sector V as one of the most important KND teams in the organization. Nigel takes his role as a defender of kids' rights very seriously, embodying the core principles of the KND with every fiber of his being. Even though his strategies are often outlandish to the point of ridiculous, Numbuh One has a passion that his followers find hard to resist. And in any case, Nigel's plans often work. It is this combination of cunning and daring that led to Numbuh One's being recognized as a true leader and hero.

For this reason, Numbuh One often finds himself as the spokesman for kids worldwide, a responsibility (nay, a privilege) he accepts with enthusiasm. For example, as a chief consultant for the Mayor, Numbuh One has a great deal of influence over citywide operations. This relationship led to the building of downtown's awesome HabiTube transportation system, and also helped turn many formerly drab public spaces into cool places for children to play. Nigel takes great pride in having helped craft a world in which kids are taken seriously.

It is therefore only natural that Fuse's invasion thrusts Numbuh One into a pivotal role. With the Mayor's cooperation, Nigel quickly sets up a command center at City Hall and taps his KND resources to funnel 2x4 equipment and weapons into the resistance pipeline. Numbuh One is also preoccupied with the attacks on the various KND tree houses across the globe, and is especially concerned about the moon base headquarters, which has been offline since the start of the conflict.

See also: Numbuh Two, Numbuh Three, Numbuh Four, Numbuh Five, The Mayor, Father



Character Data	
Series:	<i>Codename: Kids Next Door</i>
Nano:	Yes
Fusion:	Yes
Age:	10
Occupation:	KND Supreme Commander (Sector V)
Powers/Abilities:	None
Relatives:	Monty Uno/Numbuh Zero (father), Father (uncle), Grandfather (grandfather)
Group Affiliation:	KND
Aliases:	Nigel Uno
Location:	Command center, Downtown

1.32. NUMBUH TWO

Hoagie Gilligan, AKA Numbuh Two, is the KND's resident inventor, engineer and pilot. A master of 2x4 technology, Numbuh Two has an incredible knack for taking ordinary objects and turning them into shining examples of extraordinary craftsmanship. His classic sidearm, the G.U.M.Z.O.O.K.A. (a hairdryer attached to a gumball machine), is now standard-issue for all new KND recruits. Numbuh Two is also an expert with surveillance equipment, communication devices and gadgets in general.

Though Numbuh Two is undoubtedly brilliant, it doesn't mean he has an overabundance of common sense. Quite the contrary...when Hoagie is responsible for planning a mission, it invariably falls apart. Numbuh Two is meticulous in the shop but quite unfocused in the field, getting distracted easily and not often thinking things through. Fortunately, with a great leader like Numbuh One at the helm, Numbuh Two is an invaluable asset to the KND.

Numbuh Two is a bit of a daydreamer. He likes to imagine himself in different roles, such as a hardboiled detective, a hotshot pilot or a superhero ("Numbuh Two Guy"). This behavior may help Hoagie deal with his unspoken feelings about his weight. Even though he seems to have a strong self-image on the surface, deep down he wishes he was a dashing stud with the physique of a Greek God.

The war with Fuse is both frightening and exciting for Numbuh Two, but mostly, it's exciting. Hoagie thrives on adventure, and a full-scale alien invasion certainly offers the thrill of a lifetime. In the wake of the conflict, Hoagie gets to meet some truly amazing people that he quickly grows to admire. He talks shop and compares notes with Dexter, shares exploits and outer space knowledge with Ben Tennyson...the list goes on.

As the KND operative in charge of all equipment and supplies, Numbuh Two keeps the heroes stocked with whatever they need. He also meets all new recruits and talks them through basic weapons training. Finally, Numbuh Two is supervising the construction of a Kids Next Door S.H.U.T.T.E.L. (Space Hauler Unequivocally Transports Troops Excluding Luggage) at the spaceport downtown.

See also: Numbuh One, Numbuh Three, Numbuh Four, Numbuh Five, Dexter, Ben Tennyson



Character Data	
Series:	<i>Codename: Kids Next Door</i>
Nano:	Yes
Fusion:	Yes
Age:	10
Occupation:	KND Tech Engineer (Sector V)
Powers/Abilities:	None
Relatives:	Tommy (younger brother)

Group Affiliation:	KND
Aliases:	Hoagie Pennywhistle Gilligan, Jr., Numbuh Two Guy
Location:	KND tree house, Suburbs

1.33. NUMBUH THREE

There are two distinct sides to Kuki Sanban, AKA Numbuh Three. On the one hand, Numbuh Three is cheerful, boisterous, loud and carefree. This is the Kuki that screams for cotton candy, crushes on boys and loves Rainbow Monkeys (a line of cuddly toys based on a rare species of simian). The other Kuki Sanban is surprisingly quiet, level-headed, composed and calculating. This Numbuh Three is the master spy, a specialist in stealth tactics, tracking/infiltration and covert ops. This is the side of Numbuh Three that her enemies would rather avoid.

Granted, the bubbly Numbuh Three is the one that her friends see most often. Kuki always retains her sense of humor and loves having a good time. However, she has a short attention span and is quick to "move on" if the activity in question isn't cute, fun or weird enough to hold her interest. KND business, on the other hand, is a different matter entirely. When it's time to get into mission mode, Kuki can quickly transform into the silent professional that adults have come to fear far and wide. In fact, her wrath is legendary. Numbuh Three does not suffer meanies easily, and her anger is a sight to behold.

When Numbuh One decides it is time to begin exploring the addition of a KND tree house in the jungle, Numbuh Three and Numbuh Four are selected to be the alpha team in charge of spearheading the operation. Kuki is well aware of Numbuh Four's feelings for her, and the feelings are mutual. However, because Numbuh Three has difficulty committing to a favorite color -- much less a relationship -- Numbuh Four's love remains unrequited, for now.

After Fuse invades, Numbuh Three and Numbuh Four dub their new base Sector ?. Because many of Fuse's chief underlings appear based in the Darklands, it becomes imperative that this new KND outpost act as the first stopgap to Fuse's further infiltration of the wilderness.

When Kuki meets Bubbles for the first time, it's obvious that they are kindred spirits. Their love for animals, similar temperaments and affinity for all things cute turn the two girls into fast friends.

See also: Numbuh One, Numbuh Two, Numbuh Four, Numbuh Five, Bubbles



Character Data	
Series:	<i>Codename: Kids Next Door</i>
Nano:	Yes
Fusion:	Yes
Age:	10
Occupation:	KND Spy (Sector ?)
Powers/Abilities:	Can smell Rainbow Monkeys
Relatives:	Mushi (younger sister)
Group Affiliation:	KND
Aliases:	Kuki Sanban
Location:	KND Outpost, Jungle

1.34. NUMBUH FOUR

Numbuh Four (real name: Wallabee Beetles) has a bit of a Napoleon complex. Yeah, he's short...so what's it to you? You wanna make something out of it? OK, let's go! Numbuh Four is ready to throw down with anyone at the drop of a hat, mostly just to prove that he's tougher than he looks. Since Wally often uses his mouth to overcompensate for his vertically-challenged build, he sometimes gets himself in over his head -- figuratively speaking, of course.

Wally might be a hothead, but the fact is that he's tougher than most. Picked on as a child, Numbuh Four spent a lot of time in physical training to make sure he would never be victimized again. As such, he is an accomplished hand-to-hand combatant and extremely useful to have on your side in a fight. However, his tendency to "punch first and ask questions later" has been known to get his KND teammates in trouble.

Numbuh Four is definitely not the brainy type, though he secretly admires Numbuh Two's smarts and know-how (they are good friends). In the end, Wally is a "boy's boy" -- he enjoys physical stuff like wrestling and dodgeball, and he hates girly stuff like stuffed animals and feelings. Nevertheless, Wally has a huge crush on Kuki, AKA Numbuh Three. Finally being able to express his feelings for her was actually the toughest fight of his life.

Numbuh Three and Numbuh Four make an awesome team: one sneaky, one brawny. For this reason, Numbuh One chooses them to set up a new KND outpost in the wilderness. When the war with Fuse begins, Numbuh Four immediately wants to return to the suburbs and join the frontline ranks. However, when Numbuh Three is nearly killed by a roving horde of Fuse's minions, he quickly realizes how important his role in the jungle has become.

Like many people who were once victimized by bullies, Numbuh Four has the unfortunate tendency of becoming a bit of a bully himself. He doesn't care for "nerds" and has a hard time dealing with Dexter and Mandark. Deep down, of course, he's jealous of their intelligence.

See also: Numbuh One, Numbuh Two, Numbuh Three, Numbuh Five



Character Data	
Series:	<i>Codename: Kids Next Door</i>
Nano:	Yes
Fusion:	Yes
Age:	10
Occupation:	KND Special Forces (Sector ?)
Powers/Abilities:	None
Relatives:	Joey (younger brother)
Group Affiliation:	KND
Aliases:	Wallabee Beetles
Location:	KND Outpost, Jungle

1.35. NUMBUH FIVE

Numbuh Five (real name: Abby Lincoln) is the coolest member of the KND. She strikes a crucial balance with each of her teammates --Numbuh One is loud and excitable; Numbuh Five is calm and laid-back. Numbuh Two is a spaz; Numbuh Five is always in control. Numbuh Three is flighty and flaky; Numbuh Five is dependable and always on her game. Numbuh Four has a temper; Numbuh Five keeps a level head. Though Abby is technically Numbuh One's second-in-command, in many ways, she is the central figure that keeps the whole Sector V team together and operating smoothly.

Though she is known to crack a smile from time to time, Numbuh Five does not tolerate cornball humor or silliness in general. She is the consummate pro. With any thing that she fancies -- whether it is sports, music, or KND strategy -- she likes to achieve a certain level of expertise. If she can't master it, she leaves it to the people who can do it better than she can. For this reason, Numbuh Five is very good at delegating responsibility. She is not threatened by the abilities of others and never needs to be the center of attention. As far as she is concerned, the whole is always greater than the sum of its parts.

Because Numbuh Five is so good at identifying talent and assembling specialized teams, she becomes the chief recruiting officer for the war effort. Numbuh Five is constantly looking for the best and the brightest kids to help take Fuse down. When a new recruit reports to Sector V, Numbuh Five conducts the initial orientation personally. She maintains a keen interest in each and every individual who steps inside her tree house. Numbuh Five is the coolest kind of cool person -- people feel cooler just by being in her presence.

This would explain Ben Tennyson's infatuation with Numbuh Five. He is always volunteering to help Abby find new recruits. Numbuh Five sees right through Ben's overtures, but she's too cool to let on. And she's WAY too cool to admit that she thinks he's pretty cute, too.

Numbuh Five has a secret stash of candy that she is extremely vigilant about protecting, especially from Stickybeard.

See also: *Numbuh One, Numbuh Two, Numbuh Three, Numbuh Four, Ben Tennyson, Stickybeard*



Character Data	
Series:	<i>Codename: Kids Next Door</i>
Nano:	Yes
Fusion:	Yes
Age:	10
Occupation:	KND Second-In-Command and Chief Recruiting Officer (Sector V)
Powers/Abilities:	None

Relatives:	Cree (older sister)
Group Affiliation:	KND
Aliases:	Abigail "Abby" Lincoln
Location:	KND tree house, Suburbs

1.36. STICKYBEARD

Stickybeard the Pirate is the Captain of the Sweet Revenge, a classic sailing vessel of the Spanish galleon variety. However, instead of gold doubloons, Stickybeard and his men hoard candy. Kids' candy! From lollipops and licorice to bubblegum and chocolate bars, Stickybeard has the best treats from all corners of the globe -- nay, the entire universe! Kids everywhere fear the call of the Candy Pirates, for they know that when they hear "Yo ho ho, let your candy go!" their precious sweets are in the captain's crosshairs.

Stickybeard has an entire fleet of ships at his command. And not just ordinary ships -- these ships can fly. In space. That's right; Stickybeard doesn't limit his plundering to the planet's surface -- he runs an interstellar operation. In addition to the standard cannons and sails, all his vessels are outfitted with laser turrets and rocket thrusters.

In the pantheon of KND villains, Stickybeard is unique. Though he is most clearly an adult, Stickybeard does not have the suppression of children first and foremost on his mind. He just wants their candy! Like any good pirate, Stickybeard's primary loyalties lie with himself. Though he has been known to partner with other KND villains in the past, he only does it when it serves his best interest. In fact, he kind of admires the KND -- especially his principal adversary, Numbuh Five.

Regarding Numbuh Five, Stickybeard really wants her treasure: a secret stockpile of candy stashed underneath the KND tree house. Consumed with the promise of the hidden loot, Stickybeard has parked the Sweet Revenge smack-dab in the middle of the Suburbs, laying siege to the tree house until Numbuh Five gives up the goods. When Fuse arrives, Stickybeard hopes that he invasion will serve as the perfect distraction, enabling him to finally satisfy his sweet tooth.

The cargo hold of the Sweet Revenge is literally filled to the brim with candy. When the Eds catch wind of this news, they are determined to

investigate. Edd, in particular, wants to see if he can get his hands on the rumored candy treasure maps.

Note: one of Stickybeard's hands and one of his legs have both been replaced with a candy cane-shaped hook.

See also: Numbuh Five, Edd, Eddy

1.37. FATHER

The most sinister of all adults is the notorious Father, the Kids Next Door's longtime enemy and Nigel Uno's (Numbuh One's) paternal uncle. Father prefers children who are well-behaved, obedient and submissive. As such, he opposes everything the Kids Next Door stand for and attempts to undermine them at every turn. As the adult leader, Father has a long roster of fellow villains -- including Toiletnator, Knightbrace and others -- that he relies upon to keep meddlesome kids oppressed and in their proper place. He even employs the aid of a group of kidnapped children known as the Delightful Children from Down the Lane (DCFDL), a creepy fivesome who follow Father's every word with brainless devotion.

Father's evil nature stems from the fact that he was never able to stand up for himself in the first place. As a child, Benedict Uno was a weak and cowardly youth. Only his brother, Monty Uno, was willing to defend himself from the cruelty of his father, AKA Grandfather. Wracked with guilt about his spineless nature, Benedict grew more and more embittered as he got older, ultimately transforming into the faceless and shadowy Father of today.

Father's hatred for the KND is firmly grounded in his own resentment of Numbuh One's ability to stand up for himself -- just as his father did before him. Father also hates the fact that, thanks to the KND's meddlesome influence, the world around him has changed for the worse. Adults, once unquestionable rulers of the status quo, now find themselves in the unlikely role of furtive insurgents. It simply burns Father up inside (often quite literally). Interestingly, Father's anger actually conceals a deep-seated respect for the Kids Next Door, a fact Father refuses to admit, even to himself.

When Fuse and his minions begin their invasion, Father is met with a conflict of interest. The war with Fuse is greater than any dispute he has with the Kids Next Door, but siding with children is clearly not an option. Instead, Father selects Toiletnator to be his adult representative in the heroic alliance, conveniently establishing a faux truce while giving him plenty of inside information about the KND and their comrades. While the battle rages, Father sits comfortably in his mansion, counting the days. At a moment of weakness, the adults will strike...

Character Data	
Series:	<i>Codename: Kids Next Door</i>
Nano:	No
Fusion:	Yes
Age:	Unknown
Occupation:	Candy Pirate Ship Captain
Powers/Abilities:	None
Relatives:	None
Group Affiliation:	Sweet Revenge (ship)
Aliases:	None
Location:	Stickybeard's Ship, Suburbs

See also: *Numbuh One*, *Toiletnator*

Character Data	
Series:	<i>Codename: Kids Next Door</i>
Nano:	No
Fusion:	Yes
Age:	Unknown
Occupation:	Grown-up
Powers/Abilities:	Disguise, fire control, limited flight
Relatives:	Numbuh One (nephew), Monty Uno (brother), Grandfather (father), DCFDTL
Group Affiliation:	None
Aliases:	Benedict Uno, Mr. Wigglestein
Location:	Suburbs

1.38. TOILETNATOR

He's the Kids Next Door villain dedicated to keeping all kids regular: the Toiletnator! Okay, so maybe he's not the most threatening bad guy of all time. Not even close. But when your primary weapons are a plunger and three sheets of two-ply, it's hard to be very intimidating. (Not to mention having a head shaped like a roll of toilet paper.) Seriously, who is this guy?

Truth is, nobody takes Toiletnator seriously. Not the police, not the Kids Next Door...not even his fellow adult villains. Since his power is roughly equivalent to that of a high-fiber diet, Toiletnator has spent his entire criminal career relying on sheer force of personality. Unfortunately, he is sorely lacking in that department as well. Toiletnator is not very bright, and he's rather inept at being a villain. For instance, he likes to sneak into houses through the plumbing. It's hard to come out of that situation smelling like a rose.

Because Toiletnator is an incompetent weakling, he is terrified of Fuse. It therefore comes as no surprise that he quickly joins the alliance of heroes and villains to fight Fuse -- for his own protection, if nothing else. However, Toiletnator's motives are murkier than they appear at first glance. In reality, the KND's arch-nemesis, Father, has asked Toiletnator to infiltrate the heroes' ranks. Acting as a double agent, Toiletnator plans to report all the KND's activities to Father while simultaneously hoping to sabotage their plans from the inside.

However, Numbuh One wants Toiletnator to be as far away as possible, so he sends him out to the backwoods to do reconnaissance (and where he ends up rebuilding outhouses at the abandoned Camp Kidney). Toiletnator's plans remain unclear for now, though once the heroes learn of a traitor in their midst, they will no doubt want to "flush" him out.

See also: Numbuh One, Father

1.39. BILLY

The first thing most folks notice about Billy is that he's not very smart. Okay, he's not at all smart. In fact, he's stupid. Really stupid. However, it's easy to forgive Billy's stupidity, since his main goals in life are to be happy and have fun. Video games? Yes! Super heroes? Absolutely! Junk food? Of course! Accidentally trashing a delicate alternate dimension with a loud and obnoxious fart? Why not? Even though he has a propensity for nose picking and flatulence, Billy's bottomless reserves of good cheer and humor win out every time.

Billy's brainless antics often get his best friends -- Mandy and Grim -- into deep trouble. For instance, if a "doomsday button" were to appear, Billy would be unable to resist the urge to push it. When cool magic objects show up, Billy wants to play with them. When monsters rear their ugly heads, Billy wants to talk to them. Billy is all about acting on impulse and instant gratification. His hyperactive attention span maxes out at approximately 3.5 seconds.

Fortunately for Billy, he lives in Endsville, where just about anything is known to happen. In fact, when Death himself arrived to claim Billy's pet hamster, Billy (and his best friend, Mandy) ended up with a new pal to play with: the Grim Reaper! Billy's relationship with Grim is a bit volatile, since even when Billy is on his best behavior, he tends to try Grim's patience. Nevertheless, the two have become close friends, and Billy is loyal to him till the end. Thus, when Grim starts "catching hell" for falling down on his job, Billy is all too happy to help out. Sometimes donning a shroud and scythe, Billy can often be found hanging out at one of Grim's many "Grim's Gardens" locations.

After bizarre alien creatures start appearing all over Endsville (an event that leaves Billy completely unfazed, if not a bit excited), Billy is eager to learn more about these strange creatures. Out exploring one day, Billy stumbles across a wayward Spawn of Fuse that has lost its way. Having a fondness for pets of all kinds, Billy decides to adopt the little guy. Nicknaming him Runty, Billy carries him home in his sock and lets him live inside a half-empty jar of peanut butter. Billy's pet cat, Milkshakes, instantly harbors a great deal of resentment for Runty.

Note: Billy has an irrational fear of clowns.

Character Data	
Series:	<i>Codename: Kids Next Door</i>
Nano:	No
Fusion:	Yes
Age:	Unknown
Occupation:	Adult diuretic
Powers/Abilities:	Improving regularity
Relatives:	None
Group Affiliation:	None
Aliases:	Toileterminator, Fearsome Flushifier, Lou
Location:	Wilds

See also: *Mandy, Grim*

Character Data	
Series:	<i>The Grim Adventures of Billy & Mandy</i>
Nano:	Yes
Fusion:	Yes
Age:	9
Occupation:	Student
Powers/Abilities:	None
Relatives:	Mom and Dad, Milkshakes (cat)
Group Affiliation:	Secret Snake Club

Aliases:	None
Location:	Endsville, Outskirts

1.40. MANDY

Mandy is Billy's best friend, though she is unlike him in just about every way. Mandy is smart, levelheaded and serious. However, instead of "cool, calm and collected" Mandy is cold, calculating and cruel. She hides her emotions behind a withering stare and a continual slow burn. She never raises her voice, and almost never smiles. Why she tolerates Billy, no one really knows, but it's probably because he's so easy to boss around. (Mandy loves bossing people around.) And surely, somewhere deep inside, Mandy has the teensiest bit of affection for her dimwitted pal.

As for Grim, Mandy is in awe of his power, though you wouldn't know it. She can be quite dismissive of Grim, even mean. Perhaps she resents the fact that Grim has the ability to reap souls, yet would rather fine-tune his recipe for shrimp etouffe. That said, Mandy relishes the "access" her relationship with Grim affords: visits to the underworld, experimentation with magic spells, games with ancient relics, and so forth. Mandy figures it's only a matter of time before she stumbles across the perfect spell, object or clandestine plot that will allow her to finally become master of all she surveys.

So, in the meantime, Mandy continues to put up with Billy, Grim and the rest of the oddballs and weirdoes that she has the pleasure (or displeasure) of coming into contact with. Fuse's arrival simply livens up the situation. Unlike everyone else's reaction, Mandy scoffs at Fuse's simpleton antics. As far as she can tell, Fuse is just a big, cosmic fat-ass with no actual understanding of what makes world-conquering fun. When the Spawns of Fuse start running through Endsville, Mandy has no problem kicking their tails into next week.

Secretly, Mandy has infiltrated Grim's chain of day spas, offering to save customers' souls for free in exchange for their undying pledge of allegiance. So far, Mandy has accumulated hundreds (if not thousands) of followers all over town, and she's not afraid to call on them if the situation requires it. With her current rate of expansion, she might very well be able to build an army of her very own...that is, until the heroes requisition Grim's Gardens for use as First Aid stations.

See also: *Billy*, *Grim*



Character Data	
Series:	The Grim Adventures of Billy & Mandy
Nano:	Yes
Fusion:	Yes
Age:	9
Occupation:	Student
Powers/Abilities:	None
Relatives:	Mom, Dad, Saliva (dog)
Group Affiliation:	None
Aliases:	Mandy the Merciless
Location:	Endsville, Outskirts

1.41. GRIM

How could this happen? In a lost wager over the soul of a pet hamster, Grim, AKA the Grim Reaper, became the best friend of two pathetic children! Once a well-respected and distinguished individual, Grim suddenly finds himself at the mercy of Billy and Mandy, two seemingly ordinary suburban kids with no intention of ever relinquishing their claim to his unflinching loyalty.

Robbed of his dignity and pride, Grim reluctantly settles in to a life in the suburbs. Surprisingly, he discovers that he enjoys it. Though Grim is an old-fashioned guy at heart, he loves the modern conveniences of frozen dinners, cable television and the Internet. Grim quickly becomes accustomed to a quiet, domestic existence, one that is constantly threatened by Billy's stupid antics. Not to mention his annoying job...

Unfortunately for Grim, he still has soul collection to take care of. This task is simply a grind for Grim; he is not inherently evil and takes no great joy in reaping the souls of the living. Frankly, Grim never much cared for his work, and now he feels unduly burdened by it. So it comes as no big shock when Grim's bosses in the underworld take note of his delinquencies and poor performance. Grim has to shape things up, pronto, or there will be serious repercussions.

Grim, in a moment of delightful ingenuity, devises a way to solve the problem of his job while retaining his peaceful existence. Opening a chain of day spas called Grim's Gardens, Grim invites those who are ready to turn in their souls with a "Rejuvenation Station" -- a place to quickly "rest their weary souls" so Grim doesn't have to reap them. Before long, soul collection is down, yet Grim's productivity rises a whopping 95% over previous years. And with some suggestions from Dee Dee, Grim is making some nice coin in merchandising, too.

Of course, Grim still has Billy to contend with. While he begrudgingly enjoys spending time with the little tyke, he sometimes reaches his limit. Grim likes to send Billy on errands when he becomes too much to handle, often to one of his far-flung spa locations. Though Grim is a laid-back guy who takes things in stride, he can have quite a temper. (He is the Grim Reaper, after all.) So when Fuse upsets his balanced lifestyle, Grim has no choice but to strike back.

See also: *Billy, Mandy, Him, Dee Dee*

Character Data	
Series:	<i>The Grim Adventures of Billy & Mandy</i>
Nano:	Yes
Fusion:	Yes
Age:	Ancient
Occupation:	Reaper of Souls
Powers/Abilities:	Various
Relatives:	None
Group Affiliation:	None

Aliases:	Death
Location:	Wasteland

1.42. HOSS DELGADO

Hoss Delgado is the epitome of the paranormal action hero. Sporting an eye patch and a bad attitude and armed to the teeth with all manner of weaponry and tools of destruction, Hoss is one bad-ass mofo. Though Hoss is not very bright, in his line of work, he doesn't need to be -- especially when he's got muscles out the ying-yang and a shotgun for a right hand. Not to mention a chainsaw-firing crossbow. Oh, and a rocket-propelled harpoon launcher. And a really big expense account.

Time and again, Hoss has been called upon to save the day. Like that time Billy opened a portal to an evil dimension in his basement. Or that time Billy baked a batch of evil brownies and attracted a legion of zombies. Or that time Billy accidentally resurrected one of the Ancient Ones at a yard sale. Or that time...well, you get the idea. When the chips are down and the poop has hit the fan, Hoss Delgado is always ready to charge right in and send the bad guys packing.

Which is why Hoss is up to his eyeballs in alien carcasses when Fuse arrives. Hoss doesn't take too kindly to his planet being invaded, thank you very much, and he makes fending off Fuse's forces a top priority. (In fact, he clears his schedule for the next six months.) Though Hoss seems to have a mindless, gung-ho approach, he's actually quite strategic: looking for enemy base camps, identifying important machine locations, etc. What he lacks in book smarts, he makes up for in action smarts. Hoss proves to be quite handy to have around, as he is one of the first to interpret the enemy's movements and motivations, and becomes a cunning predictor of Fuse's strategies.

Hoss always has a new mission or plan of attack. The guy doesn't appear to sleep. Our heroes rely on Hoss for specialized weapons and brute force, and he's more than happy to oblige. Hoss is especially impressed with people like the Scotsman and Juniper Lee, who don't appear to take any crap from anyone. And he'll always have a soft spot for the two kids who conquered Death himself, Billy and...that ugly little blond boy.

See also: Billy, Mandy, The Scotsman, Juniper Lee

1.43. BEN TENNYSON

Ben Tennyson is an ordinary ten-year-old kid...with the ability to transform into a number of different alien beings. While on a camping trip with Grandpa Max and his cousin, Gwen, Ben stumbles upon a powerful piece of alien technology called the Omnitrix. Shaped like a wristwatch, the Omnitrix binds itself to Ben's arm and refuses to come off. Upon further experimentation with the bizarre device, Ben learns that the Omnitrix allows him to transform into one of ten aliens for a period of ten minutes. Awesome!

Unfortunately for Ben, the intergalactic villain known as Vilgax also wants to get his hands on the Omnitrix. Having successfully tracked the device, Vilgax now has his crosshairs set squarely on Ben, but he hesitates when he senses Fuse's approach. Ben, meanwhile, quickly becomes too distracted by the sudden alien invasion to worry about his old nemesis.

When Fuse arrives, Ben's reaction (as usual) is to leap right into the action. Though it's not yet clear who or what they are dealing with, Ben does not hesitate to help his fellow heroes. Despite his age, he quickly earns the respect of his comrades. Though Ben loves the attention, he really wants a certain member of the KND to notice him: Numbuh Five. When Abby calls for assistance in enlisting new recruits for the resistance, Ben is all too happy to oblige.

Though Ben has had all manner of exploits on his home planet, he is desperate to learn more about the rest of the galaxy. (Certainly, his experience with many different alien races has piqued his natural curiosity.) Ben loves talking with fellow heroes who have had adventures in space, such as Numbuh Two. He has a particular fondness for Coop, a guy who seems to embody all the things any ten-year-old loves: video games, junk food and action movies.

Ben's alien forms include: Diamondhead, Fourarms, Ghostfreak (TBD), Grey Matter, Ripjaw, Stinkfly, Wildmutt, Heatblast, XLR8, Upgrade, Wildvine, Cannonbolt, Ditto (TBD), Spitter (TBD)

See also: Gwen Tennyson, Grandpa Max, Vilgax, Numbuh Two, Coop

Character Data	
Series:	<i>The Grim Adventures of Billy & Mandy</i>
Nano:	No
Fusion:	Yes
Age:	33
Occupation:	Hero, Hunter, Spectral Exterminator
Powers/Abilities:	Interchangeable weapon arm
Relatives:	None
Group Affiliation:	None
Aliases:	Rene Gado
Location:	Darklands



Character Data	
Series:	<i>Ben 10</i>
Nano:	No
Fusion:	Yes
Age:	10
Occupation:	Hero, Student
Powers/Abilities:	Various (alien form dependent)
Relatives:	Gwen (cousin), Max (grandfather)
Group Affiliation:	The Galactic Enforcers
Aliases:	None
Location:	Command center, Downtown

1.44. GWEN TENNYSON

Ben's level-headed cousin Gwen is the perennial voice of reason, acting as a counterbalance to Ben's "look before you leap" attitude. Having joined Ben and Max on their road trip, Gwen finds herself suddenly mixed up in Ben's Omnitrix adventure, and she's more than willing to come along for the ride. Though she's frustrated that someone as irresponsible as Ben has stumbled across such incredible power (isn't it always the way?), she's eager to learn more about the strange device -- while hopefully saving Ben from himself in the process.

While Ben likes to learn by doing, Gwen prefers a more thoughtful approach. A voracious reader, she likes to dig beneath the surface and get at the heart of a problem before taking action that she might regret later. Since cosmic villains and alien bounty hunters don't always afford her such a luxury, Gwen is perfectly capable of getting physical when she has to. In fact, during an altercation with the evil sorcerer Hex, Gwen obtained one of his magical charms and for a short time adopted a superhero identity of her own: Lucky Girl.

Under ordinary circumstances, Gwen is an average ten-year-old girl with above-average ten-year-old interests: fine art, organic cuisine and foreign cinema. However, the Fuse invasion is far from ordinary, and Gwen's family is uniquely qualified to assist in the fight. Flanked by Ben's powers and Grandpa Max's experience, Gwen is ready to kick some alien butt and send the vile Fuse back to where he came from.

While following a lead in the Wasteland, Grandpa Max's RV breaks down. Stranded, Gwen offers to go get help while Max remains to work on repairs. During her exploration of the wilderness, Gwen's inquisitive nature gets the better of her, and she can't help but investigate interesting developments as they arise. She is also fascinated by the multitude of extra-terrestrial objects that she encounters, and has been corresponding via email with a knowledgeable stranger in Nowhere.

See also: Ben Tennyson, Grandpa Max, Courage



Character Data	
Series:	<i>Ben 10</i>
Nano:	No
Fusion:	Yes
Age:	10
Occupation:	Adventurer, Student
Powers/Abilities:	None
Relatives:	Ben (cousin), Max (grandfather)
Group Affiliation:	None



Aliases:	Lucky Girl
Location:	Backwoods

1.45. GRANDPA MAX

Max Tennyson is not your average run-of-the-mill AARP member. Though happily retired, Max is far from ready to settle into his Golden Years, with its endless parade of bingo parlors and Early Bird specials. Instead, Max is taking his grandkids Ben and Gwen on a road trip for the summer in his aging RV, nicknamed the Rust Bucket. Still physically fit and keen on experiencing new adventures, Grandpa Max has the attitude and abilities of a man half his age.

But that's not the only thing that makes Max different. Max has told Ben and Gwen that he used to be a plumber, and while this is technically true, Max was not exactly the kind of "plumber" that the kids had first envisioned. In fact, Max was a member of a secret government organization known as the Plumbers, a covert team of operatives charged with tracking and containing alien threats. When the group dissolved, Max traded in his uniform for a Hawaiian shirt and a date with the open road.

When Ben first obtains the Omnitrix, Max quickly identifies its otherworldly origins. He grows increasingly concerned as it becomes apparent that dangerous alien forces throughout the galaxy are eager to obtain the device, including the world conqueror, Vilgax. Grandpa Max has tangled with Vilgax in the past, and is all-too-familiar with the villain's nasty predilection for destruction. However, Vilgax is nothing compared to Fuse, an entity of which Max has only the most cursory knowledge. However, learning that most sentient life forms flee from the name in terror is knowledge enough.

Max uses all his resources as a former Plumber to obtain whatever information he can about Fuseworld. Partnering with Dexter and Professor Utonium, Max helps with research, obtaining various samples and other info to help the heroes learn more about the enemy. When Max gets a tip (from Shard Tetrax) that Vilgax was recently seen in the Wasteland, he quickly goes out there with Gwen to investigate.

The Rust Bucket is equipped with a number of special devices and equipment, including rocket thrusters, a battering ram and a holographic GPS tracking system.

See also: Ben Tennyson, Gwen Tennyson, Vilgax, Dexter, Professor Utonium, Shard Tetrax

Character Data	
Series:	<i>Ben 10</i>
Nano:	No
Fusion:	Yes
Age:	~65

Occupation:	Retired
Powers/Abilities:	None
Relatives:	Ben (grandson), Gwen (granddaughter)
Group Affiliation:	Plumbers
Aliases:	None
Location:	Nowhere, Wasteland

1.46. HEX

With his skull face and flowing black robes, Hex looks like a cross between a voodoo priest and a heavy metal refugee. (He's also not the kind of guy you'd care to meet on a dark night.) Hex possesses potent magical powers, which he has been known to augment with a number of different artifacts and enchanted items. His weapon of choice is a staff, which he can use to fire blasts of concussive energy. Hex also has the power to levitate, create explosions and disappear in a puff of smoke. The evil wizard really has only one goal: to further enhance his powers until he is the most powerful magician in the world.

At one time, Hex possessed five magical stones called the Charms of Bezel, which he used to spread chaos everywhere he went. However, after stealing one of the charms, Gwen Tennyson was able to use it to obtain "good luck" powers and defeat Hex in the process. Though the Charms of Bezel have since been destroyed, Hex nevertheless does not give up the hope that he will be able to somehow restore the magic gems. He also hopes to make Gwen pay for what she did to him.

After an encounter with the Spawns of Fuse, Hex sees an unlikely opportunity. The creatures' adaptive properties may allow Hex to use existing small fragments of the stones to create entirely new charms. However, Hex is not powerful enough to take on this menace alone. Forming a tentative alliance with Gwen and her family, Hex hopes that their combined might will allow him to get closer to his goal. And perhaps once he regains some of his former power, he will be able to turn the tables on his enemies once again.

Hex has a niece named Charmcaster, who possesses similar (but weaker) versions of Hex's powers. Charmcaster's magical weapon of choice is an enchanted bag, from which she draws energy bombs and other attacks. Hex and Charmcaster no longer speak, after Charmcaster

foiled one of Hex's efforts to rebuild the Charms of Bezel by attempting to steal the stones for her own use.

See also: Gwen Tennyson

1.47. VILGAX

Vilgax is a cosmic bully with planetary conquest as his primary order of business. Anything he does simply serves his ultimate desire for intergalactic supremacy. Though he already holds many planets firmly in his grip, Vilgax will not rest until all beings throughout the universe bow to his will. Vilgax has identified the key to his success: a prototype weapon called the Omnitrix, which has the ability to bestow its bearer with the strength of the most powerful races in the cosmos. Vilgax wants to outfit an army with a multitude of Omnitrixes in order to crush and conquer all who oppose him.

In a battle for the Omnitrix, Vilgax's ship is severely damaged and Vilgax himself is mortally wounded. While the Omnitrix crashes down, found by a young human named Ben Tennyson, Vilgax is rushed into a medical regeneration tank in order to save his life. While various cybernetic enhancements are performed on his body, Vilgax sends his minions to reclaim the Omnitrix. However, each attempt is met with failure as Ben proves to be a worthy adversary. Adding insult to injury is the fact that Ben's grandfather, Max, caused Vilgax endless irritation as a member of the underground government organization known as the Plumbers.

When his robotic upgrades are finally complete, Vilgax attempts to get the job done himself, but is ultimately defeated by Ben and his family. Returning to a remote corner of the galaxy to lick his wounds, Vilgax collects his thoughts and slowly musters the strength to go after the Omnitrix yet again. Vilgax's plans are interrupted by the approach of a dreadful power, one that sends a shiver down his cybernetically-enhanced spine: Fuseworld.

Vilgax hates and fears Fuseworld. Seemingly random yet enormously powerful, Fuseworld represents a serious threat to Vilgax's master plan of intergalactic domination. However, fortune smiles upon him. The location of the Omnitrix is situated directly in Fuseworld's path. Perhaps he can kill two birds with one stone: gain the Omnitrix, then destroy the only being more powerful than himself. Surreptitiously returning to Ben's planet ahead of Fuse in a cloaked ship (along with Ben's nemesis, Kevin), Vilgax quietly prepares for his triumphant return from his secret base in the Wasteland.

Character Data	
Series:	<i>Ben 10</i>
Nano:	Yes
Fusion:	Yes
Age:	~40
Occupation:	Evil Sorcerer
Powers/Abilities:	Levitation, energy projection, various magic-based abilities
Relatives:	Charmcaster (niece)
Group Affiliation:	None
Aliases:	None
Location:	Ruins, Jungle

See also: *Ben*, *Gwen*, *Grandpa Max*, *Kevin*, *Shard Tetrax*

Character Data	
Series:	<i>Ben 10</i>
Nano:	Yes
Fusion:	Yes
Age:	Unknown
Occupation:	Intergalactic Conqueror
Powers/Abilities:	Cybernetically-enhanced strength, speed, armor, energy blasts, etc.
Relatives:	Unknown
Group Affiliation:	None
Aliases:	None
Location:	Nowhere, Wasteland

1.48. KEVIN

Born with the superhuman ability to absorb and redirect various forms of energy, the boy known only as Kevin had an opportunity to effect real change in the world around him. However, after years of being called a "freak" by his peers, Kevin decided to let his anger and resentment fuel his decisions, leading to gross misuse of his powers for shameful and selfish purposes. At first, Kevin was merely responsible for petty crimes: stealing change from vending machines, breaking into warehouses and so on. This all changes when Kevin meets Ben Tennyson.

At first, Ben is impressed with Kevin's devil-may-care attitude and independent lifestyle. However, he quickly learns that Kevin only cares about one thing: himself. When Ben and Kevin's disagreement leads to a superheroic throwdown, Kevin uses his energy-absorbing powers to steal the alien properties of the Omnitrix. At first, Kevin is able to transform into any one of Ben's alien forms with ease. But over time, Kevin finds it more and more difficult to revert to human form, causing him to be trapped in an alien body most of the time.

Eventually, Kevin mutates into a hulking patchwork of all of Ben's alien forms, turning him into more of a freak than ever. Now irrational and borderline psychotic, Kevin concludes that Ben is responsible for his confinement in this bizarre, disfigured body, and he will stop at nothing until Ben is destroyed. In his mutated form, Kevin has the powers of all ten original Omnitrix aliens, but in diminished amounts. For instance, Kevin possesses only a fraction of Fourarm's strength (but he is still pretty strong).

While drifting through the galaxy on the gladiator ship known as the Megacruiser, Kevin is recruited by the world conqueror, Vilgax. Together, they return to Ben's planet to plot his demise. However, Kevin senses that something is amiss with Vilgax. Perhaps he only wants Kevin around so that he can study his adopted Omnitrix powers? Uncertain, but Kevin is not nearly stupid enough to be taken for a fool. Meanwhile, he's satisfied with staying focused on one thing: destroying Ben. Then maybe he'll steal the Omnitrix and see how badly this Vilgax jerk wants it.

See also: Ben Tennyson, Vilgax

Character Data	
Series:	<i>Ben 10</i>
Nano:	No
Fusion:	Yes
Age:	11
Occupation:	Former juvenile delinquent, current intergalactic criminal
Powers/Abilities:	Energy absorption, various (alien dependent)
Relatives:	Unknown
Group Affiliation:	None

Aliases:	Kevin 11
Location:	Darklands

1.49. SHARD TETRAX

Hailing from the planet Petropia, Shard Tetrax is a member of the same alien race as Diamondhead, one of the otherworldly forms Ben can adopt by using the Omnitrix. Petrosapiens have diamond-hard bodies composed of organic crystal, making them nearly invulnerable to conventional physical attacks. Their razor-sharp hands can cut through almost any material as well as fire lethal crystalline projectiles. Though their bodies can be shattered by sonic attack, Petrosapiens have the ability to regenerate their damaged limbs.

A skilled fighter and strategist, Shard works for an intergalactic law enforcement agency that polices some of the universe's most notorious villains, including Vilgax. When Vilgax nearly obtains the Omnitrix, Shard is assigned to undercover operations and ordered to infiltrate Vilgax's organization. Posing as the bounty hunter known as Hoverboard, Shard is hired to recover the Omnitrix from a human boy named Ben Tennyson. Though doubtful of Ben's abilities at first, Shard is ultimately impressed with his skills and urges him to respect the great power of his unlikely gift.

Shard is on board Vilgax's ship when Fuseworld's approach is detected. Though Shard has never heard of Fuse, it is apparent by Vilgax's reaction that this is a most ominous development, indeed. Shard accompanies Vilgax on his mission to intercept Fuse and retrieve the Omnitrix. However, at his first opportunity, Shard sneaks off to warn Ben and his family of the imminent danger that their planet is in. As the war with Fuse intensifies, Shard continues to act as a source of inside information, providing the heroes with valuable data about both Vilgax as well as the larger enemy. If only he knew where the slippery Vilgax had set up camp...

Shard is extremely wary of Vilgax's latest underling, Kevin. Unlike Ben, this human possesses unbelievable power yet does not care who he hurts as he learns to control that power.

See also: Ben Tennyson, Vilgax, Kevin

1.50. COURAGE

Courage is a small pink dog who lives in the middle of Nowhere with his owners, two elderly farmers named Eustace and Muriel. Like its name implies, Nowhere is a remote and semi-deserted rural area located far from civilization. As such, it tends to attract all manner of bizarre, horrific and supernatural creatures and events. Crop circles? Got 'em. Swamp monsters? Yesiree. Alien probes? Sure -- you prefer oral or rectal? In fact, one of Nowhere's cornfields is littered with crashed UFOs from worlds all across the galaxy (a perfect hideout for scary alien creatures or would-be interplanetary conquerors).

Unfortunately, Courage is a timid creature who would really just like to be left alone by the fire so he can take a snooze. No suck luck. Courage is constantly being forced to contend with matters ranging from the frightening (werewolves) to the spooky (ghosts) to the downright bizarre (mutant vegetables). Because Courage is generally nervous and high-strung, he has a particular sensitivity to what's going on around him. In fact, he seems to be more aware of his surroundings than either Muriel or Eustace, and as a result often has to come to their rescue.

At first, when strange alien creatures start appearing in Nowhere, nothing seems to be amiss. But these creatures are different than most. Morphing and changing with the landscape, these aliens -- the Spawns of Fuse -- clearly have a more sinister purpose. Courage has some success fighting them off, but as they grow in number it becomes clear that he is going to need some help.

Meanwhile, some of the spawns have encountered a resident race of aliens known only as the Chickens from Outer Space. At the same time, another group of spawns has found a colony of mutant eggplants living below Courage's farmhouse. When spawn versions of the eggplants begin attacking the chickens (and vice-versa), a chicken-eggplant war breaks out beneath the surface of Nowhere.

Speaking of, it's rumored that a giant UFO magnet is buried somewhere underneath Nowhere, further explaining its unusual attractiveness to alien life forms.

See also: Vilgax

Character Data	
Series:	<i>Ben 10</i>
Nano:	No
Fusion:	Yes
Age:	Unknown
Occupation:	Intergalactic Law Enforcement, Bounty Hunter
Powers/Abilities:	Invulnerability, crystalline projectiles, regeneration
Relatives:	None
Group Affiliation:	Space law enforcement TBD
Aliases:	Hoverboard
Location:	Darklands

Character Data	
Series:	<i>Courage the Cowardly Dog</i>
Nano:	Yes
Fusion:	Yes
Age:	Unknown
Occupation:	Household Pet
Powers/Abilities:	None
Relatives:	Eustace (owner), Muriel (owner)
Group Affiliation:	None
Aliases:	None
Location:	Nowhere, Wasteland

1. 51. COOP

Despite his love of fast cars, the lovable goofball known only as Coop prefers to spend most of his time parked in front of his TV playing video games or watching pro wrestling. When he's not on the couch, Coop is out in his mom's garage tinkering with all manner of vehicles, hotrods, motors and other junk. Coop just loves modifying mechanical equipment, with upgrades both practical (turbo chargers) and impractical (laser hubcaps) in mind.

Coop's world totally changes when he accidentally acquires a giant robot from the future: MEGAS! The Mecha Earth Guard Attack System is the principle weapon in a futuristic Earth's fight against a hostile alien race called the Glorft. However, in Coop's hands, Megas is nothing but the coolest, hottest, most tricked-out ride he's ever seen. Turns out, Coop is an excellent pilot, having developed "mad skills" as a result of his years of playing video games.

Before Megas' true owner (a futuristic hottie named Kiva) can arrive from the future to reclaim her weapon, Coop has modified it with flame decals, hydraulics and a booming sound system. Sweet! As always, Coop gets most of the equipment that he needs from the local junkyard, which is run by a greasy gearhead named Goat. When Coop is not off in another galaxy fighting the Glorft (or at his best friend Jamie's house watching monster movies), he keeps Megas parked at Goat's junkyard.

However, Megas is not as safe as he seems. When Fuse arrives, his minions rampage through Goat's junkyard and trap Megas under enormous heaps of Fusion Matter and scrap metal. Eventually, Megas' systems shut down, and Coop is not sure how to get him operable again. Fortunately, this seems to be Coop's biggest problem. As far as he can tell, the Spawns of Fuse are a bunch of pansies, at least compared to the menacing Glorft.

Coop's cool factor has not gone unnoticed by a young hero named Ben Tennyson, who thinks Coop is the awesomest grown-up he's ever met.

See also: Ben Tennyson



Character Data	
Series:	<i>Megas XLR</i>
Nano:	No
Fusion:	Yes
Age:	~20
Occupation:	Slacker
Powers/Abilities:	None
Relatives:	None
Group Affiliation:	None
Aliases:	Mr. Kaplowski
Location:	Junkyard, Summerland

1. 52. JUNIPER LEE

Juniper Lee is the Protector -- AKA the Te-xuan-ze -- the one chosen to help maintain the balance between the world of humanity and the world of magic. Though Juniper is very good at this job, she never really wanted the responsibility. Juniper comes from a long line of Te-xuan-ze, and she is just the latest member of her family to have adopted this sacred duty. Though she was reluctant at first, over time Juniper has come to respect and even enjoy her role as one of the planet's most important and beloved heroes.

Juniper has the strength of ten women, enhanced speed and agility, and can manipulate various otherworldly energies and spells. She can also communicate with beings from the monster realm, including creatures that most other humans cannot see, such as Leprechauns. From Juniper's perspective, the monster world plays a vital role in the universe. It is just more chaotic than the human one, and thus needs to be controlled. So when a rampaging Manticore threatens Orchid Bay, Juniper is the one to call.

And call, they do. Being bright and enterprising, soon after high school Juniper decided to open her own paranormal consulting agency, aptly naming it Te-xuan-ze, Inc. (Sometimes also called TXZ, Inc.) Together with her 17-year-old brother Raymond (who can also see monsters and has limited magic abilities), Juniper protects Orchid Bay and elsewhere from all manner of mythical beasts, monsters and mayhem.

When bizarre alien creatures begin creeping through Orchid Bay on a regular basis, TXZ's phone starts ringing off the hook. After Juniper explains (in an exasperated tone) that she doesn't "do" aliens, she nevertheless decides to investigate...and what she discovers chills her to the bone. The entire planet is being threatened by a nefarious enemy called Fuse, and he intends to eliminate humans and monsters alike in his plot to overwhelm and absorb the planet. Looks like it's time for more butt kicking, after all.

Years of interacting with magical and other-dimensional creatures have made Juniper Lee and Grim (AKA Death) very close friends.

See also: Grim



Character Data	
Series:	<i>The Life and Times of Juniper Lee</i>
Nano:	Yes
Fusion:	Yes
Age:	20
Occupation:	Paranormal Investigator
Powers/Abilities:	Super strength, speed, Kung Fu, spellcasting
Relatives:	Raymond (brother)
Group Affiliation:	Protectors
Aliases:	Te-Xuan-Ze, The Protector, June
Location:	Orchid Bay



2. FUSION NPCS

This section will detail all of the Fusion NPCs to be used in the game, including locations, current goals and special creation items.

2.0. CHARACTER LIST

This is a complete list of the Fusion NPCs in the game. View the detailed summary of each character for more information.

No.	Name	No.	Name
1	Fusion Dexter	26	Fusion Coco
2	Fusion Dee Dee	27	Fusion Herriman***
3	Fusion Mandark	28	Fusion Frankie
4	Fusion Computress	29	Fusion Numbuh One
5	Fusion Blossom	30	Fusion Numbuh Two
6	Fusion Bubbles	31	Fusion Numbuh Three
7	Fusion Buttercup	32	Fusion Numbuh Four
8	Fusion Utonium*	33	Fusion Numbuh Five
9	Fusion Mojo Jojo	34	Fusion Stickybeard
10	Fusion Him	35	Fusion Father
11	Fusion Fuzzy	36	Fusion Toiletnator
12	Fusion Princess	37	Fusion Billy
13	Fusion Mayor	38	Fusion Mandy
14	Fusion Ace	39	Fusion Grim
15	Fusion Jack	40	Fusion Hoss
16	Fusion Scotsman	41	Fusion Ben
17	Fusion Demongo	42	Fusion Gwen
18	Fusion Ed	43	Fusion Max
19	Fusion Edd	44	Fusion Hex
20	Fusion Eddy	45	Fusion Vilgax
21	Fusion Kankers**	46	Fusion Kevin
22	Fusion Mac	47	Fusion Shard
23	Fusion Bloo	48	Fusion Courage
24	Fusion Wilt	49	Fusion Coop
25	Fusion Eduardo	50	Fusion Juniper

*Professor Plutonium

**Kankersaurus Rex

***Unfunny Bunny

2.1. FUSION DEXTER

Fusion Dexter has been charged with infiltrating Dexter's original laboratory in the suburbs. Located both adjacent and below Dexter's old house (now occupied by Dee Dee), the lab is actually connected to Mandark's original lab via a series of subterranean tunnels. Fusion Dexter has surreptitiously infiltrated Mandark's lab, and is slowly working his way through the lab's still existing security systems to enter Dexter's former inner sanctum. (These are the sounds Dee Dee hears from below.) It is only a matter of time before he is successful. Once inside, Fusion Dexter will have all manner of gadgets and weaponry at his disposal with which to battle our heroes.

Character Data	
Creation Item:	Wrench
Powers/Abilities:	

Location:	Mandark's backyard, Suburbs
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2.2. FUSION DEE DEE

Unlike the bubbly and vivacious Dee Dee, Fusion Dee Dee is a nasty creature tasked with the job of infecting Charles Darwin Middle School. Fusion Dee Dee is a clever trickster, having developed ingenious traps and confounding puzzles to keep players on their toes.

Character Data	
Creation Item:	Pony Puff Princess doll

Powers/Abilities:	
Location:	Charles Darwin, Suburbs

2.3. FUSION MANDARK

Fusion Mandark is the gatekeeper of the Darklands. Stationed near Mandark Industries' remote research facility in Dinosaur Valley, he stands guard to prevent players from getting deeper into the heart of Fuse's territory. Unlike his human counterpart, Fusion Mandark is genuinely terrifying, with beady eyes, clawed hands, and an almost animalistic stance. Fusion Mandark has many prehistoric (spawn) minions at his disposal, and he is all too happy to send them out to do his dirty work for him.

Creation Item:	Glasses
Powers/Abilities:	
Location:	Dinosaur Valley, Darklands

2.4. FUSION COMPUTRESS

Like an upgraded Terminator, Fusion Computress is an enhanced, evil version of Dexter's loyal robotic assistant. At the command of Fusion Dexter, Fusion Computress acts as a lethal sentry, defending the perimeter of Dexter's old lab while her boss continues his work underground. She also maintains the terraforming machines that are preparing the infected zone in Mandark's backyard.

Character Data	
Creation Item:	N/A
Powers/Abilities:	Phasing?
Location:	Mandark's backyard, Suburbs

2.5. FUSION BLOSSOM

Fusion Blossom has set up shop in a trailer on the peripheral edge of the Park-n-Flush trailer park. From the outside, it is obvious that this trailer is infected, with Fusion Matter and green goo oozing from the windows and underneath the front door. Like the Kankers, Fusion Blossom is trying to infiltrate the Eds' cardboard fortress. However, unlike the real Blossom, who is extremely tactical and clever, Fusion Blossom is impulsive and mean. She prefers to hit fast and hard, worrying about the consequences later. Maybe this is why she is not having much luck with her assaults on the fortress? Since she and the Kankers have (sort of) the same goal, she more or less leaves them alone to their own devices.

Character Data	
Creation Item:	Hairbow
Powers/Abilities:	
Location:	Trailer park, Suburbs

2.6. FUSION BUBBLES

Fuse has tasked Fusion Bubbles with infecting the Pokey Oaks neighborhood to prep the planet for collection. As such, Fusion Bubbles has been terrorizing the homes in and around the Powerpuff Girls' old stomping grounds with monsters and mayhem. Unlike the real Bubbles, Fusion Bubbles is a fierce and ruthless fighter. Hate burns in her bright green Fusion eyes, and she will stop at nothing to put the players in their place. In general, Bubbles patrols the area surrounding the infected zone at Pokey Oaks Junior High.

Character Data	
Creation Item:	Octi
Powers/Abilities:	
Location:	Pokey Oaks Junior High, Suburbs

2.7. FUSION BUTTERCUP

Fusion Buttercup is a punk rock nightmare! She is holding the real Buttercup captive (along with her boyfriend, Ace) somewhere around (or beneath) the band shell Downtown. Like her real world counterpart, Fusion Buttercup is tough as nails, but she's also as ruthless as they come. She's a tough fighter that will show players no mercy! She is also responsible for spreading Fuse's infection further south towards the beach and Orchid Bay.

Character Data	
Creation Item:	Green lipstick
Powers/Abilities:	
Location:	Band shell, Downtown

2.8. FUSION UTONIUM

Fusion Utonium has been nicknamed "Professor Plutonium" -- and for good reason. Being stationed at the Endsville nuclear power plant has rendered this Fusion dangerously unstable and lethally radioactive. In addition, this crafty Fusion is working on developing a "mutant" strain of Fusion Matter that could potentially create a new resistant form of monster. Where the human version of the professor is even-tempered and level-headed, this monster is crazed and unpredictable. Driven mad by radiation poisoning, Professor Plutonium will threaten to blast his enemies with concentrated nuclear attacks. With Fuse's infection spreading freely in and around the nuclear power plant, players will have to work swiftly to return the area to normal.

Character Data	
Creation Item:	Calculator
Powers/Abilities:	Radiation attacks
Location:	Nuclear power plant, Endsville

2.9. FUSION MOJO JOJO

One of Fuse's most important and powerful minions, Fusion Mojo Jojo oversees a large portion of the Wilds from his headquarters atop the mysterious peak of Monkey Mountain. Once a haven for various jungle creatures, Monkey Mountain has been rechristened as a sanctuary for spawns great and small. Lording over all of them is the evil monkey king, Fusion Mojo himself. All of the monsters and Fusions in the area report in to him.

Character Data	
Creation Item:	White glove
Powers/Abilities:	
Location:	Monkey Mountain, Jungle

2.10. FUSION HIM

Fusion Him is a dark and cunning master of the macabre. He has an extensive knowledge of arcane powers and mystical objects, and He knows where to find them, too: Billy's basement. Fusion Him is well aware of the magical forces that Grim has introduced to Endsville, and He desperately wants to get his claws on them to further Fuse's invasion plans. As such, He is camped out somewhere on the border of Pokey Oaks and Endsville, preparing to strike when the time is right. And if He can take out one or two of those pesky Powerpuff Girls while he's at it, so much the better.

Character Data	
Creation Item:	Pink stole
Powers/Abilities:	
Location:	Graveyard, Suburbs

2.11. FUSION FUZZY

Fusion Fuzzy is a wild, rampaging beast, prowling the streets of Endsville like a B-Movie monster on the warpath. Look out for the creepy-crawlies and gruesome ghouls that he has under his control!

Character Data	
Creation Item:	N/A
Powers/Abilities:	
Location:	Endsville, Suburbs

2.12. FUSION PRINCESS

Princess Morbucks may be a snobby brat, but Fusion Princess is a down-to-earth kind of gal. She hangs out around the Cul-de-Sac, terrorizing the Eds and the Urban Rangers, all while alternating between scaring and impressing the Kankers. Fusion Princess is in cahoots with Fusion Blossom, who has been camped out at the trailer park looking for a way to spread Fuse's infection into the wilderness.

Character Data	
Creation Item:	N/A
Powers/Abilities:	
Location:	Cul-de-Sac, Suburbs

2.13. FUSION MAYOR

The Mayor of Townsville adores the Powerpuff Girls, but Fusion Mayor can't stand them! This little beast of a creature stalks the neighborhood of Pokey Oaks, hoping to catch the Professor unawares...or some other unsuspecting passerby who might fall victim to his criminal mischief.

Character Data	
Creation Item:	N/A
Powers/Abilities:	
Location:	Pokey Oaks, Suburbs

2.14. FUSION ACE

Fusion Ace takes the hoodlum role a little too seriously. He hangs out around the docks down in Orchid Bay, looking for people to rough up or a boat to sink. Along with Fusion Stickybeard and Fusion Numbuh One, Fusion Ace has got Fuse's infection flowing nicely along the seaside.

Character Data	
Creation Item:	N/A
Powers/Abilities:	
Location:	Wharf, Downtown

2.15. FUSION JACK

Dark, deadly, mysterious...Fusion Jack is a frightening sight to behold. In fact, Fusion Jack is the first Fusion character ever to appear on the planet. When Samurai Jack stumbled upon Fuse's hidden lair in the Darklands, he was captured, and one of his sandals was stolen to create his evil doppelganger. Like Jack himself, Fusion Jack prefers to let his lethal actions speak for themselves. He guards the top of the Dark Tree, which is the central feature of the Darklands.

Character Data	
Creation Item:	Sandal
Powers/Abilities:	
Location:	Dark Tree, Darklands

2.16. FUSION SCOTSMAN

Fusion Scotsman is employed by Fusion Demongo as the guardian of the Wilds. When players exit the safe confines of Camp Kidney, they will emerge on the shores of Leahey Lake. If not careful, they may run into Fusion Scotsman, who keeps a watchful eye on all heroes entering the wilderness. If he sees someone who looks like a likely candidate for Fusion Demongo's soul-stealing ability, he swoops down and challenges players to a duel!

Character Data	
Creation Item:	Kilt, Skull (Demongo)
Powers/Abilities:	
Location:	Leakey Lake, Wilds

2.17. FUSION DEMONGO

Fusion Demongo is a formidable enemy and one of the most powerful Fusions in the game. When Demongo arrived on the planet and began absorbing the essences of our warriors, Fuse tracked his power and ordered his spawns to steal one of the skulls that make up Demongo's otherworldly form. Fusion Demongo, thus created, confronted Demongo in a terrific battle that resulted in Demongo losing all his collected essences to Fuse's powerful underling. Now Fusion Demongo prowls the fire swamps in the Darklands, looking for more brave warriors to become his latest victims.

Character Data	
Creation Item:	Skull, Tooth (Aku)
Powers/Abilities:	Can absorb warrior essence
Location:	Fire swamps, Darklands

2.18. FUSION ED

Mean. Strong. Vicious. Fusion Ed has been tasked with locating a stash of pirate candy loot located somewhere on the edge of the wasteland in the catacombs. Apparently, this hidden bounty contains a mind-control candy that would do wonders for Fuse's assault. Fusion Ed locates the candy...then stays on guard beneath the surface hoping to surprise anyone who might come looking for the treasure.

Character Data	
Creation Item:	Jawbreaker
Powers/Abilities:	
Location:	Catacombs, Wasteland

2.19. FUSION EDD

Fusion Edd is a scientific mastermind, using his intellect for devilish purposes. Fuse has charged him with collecting as much technology as possible from the heroes, and Fusion Edd has set his sights on Mojo Jojo's volcano headquarters. If he is capable of breaching the volcano's defenses, Fusion Edd plans to turn Mojo's giganto destructo ray on Dextech and Mandark Industries, thereby freeing the technological marvels that lie within.

Character Data	
Creation Item:	Sock hat
Powers/Abilities:	
Location:	Mojo's HQ, Science District

2.20. FUSION EDDY

Unlike the original Eddy, Fusion Eddy is the ruler of a vast commercial empire: the infected zone once known as Morbucks Mall. Now overrun with monsters, this former temple of consumerism has been transformed into a dangerous hive of spawn activity. The large number of stores makes the mall a perfect place for Fuse's minions to work and prepare the planet for collection.

Character Data	
Creation Item:	Nickel
Powers/Abilities:	
Location:	Morbucks Mall, Endsville

2.21. FUSION KANKERS (KANKERSAURUS)

Fuse's minions stole the Kanker sisters' lip gloss (vanilla, chocolate and strawberry) and used it to create a terrifying Fusion behemoth: the Kankersaurus Rex. This three-headed monstrosity prowls some of the most dangerous areas of the Darklands, notably, the tar pits and surrounding wilderness. When the Kankersaurus doesn't have an unfortunate prehistoric creature to turn into its latest meal, any players unlucky enough to be nearby will do just as well (and be just as tasty).

Character Data	
Creation Item:	N/A
Powers/Abilities:	
Location:	Tar pits, Darklands

2.22. FUSION MAC

Leaping from treetop to treetop, quiet as the wind, using Mother Nature as the ultimate weapon...this is Fusion Mac. Like a miniature Tarzan, Fusion Mac has staked out the infected foliage of the Twisted Forest and claimed it for his own. At night, furtively, Fusion Mac leads raids on the treetop village -- with the ferocious Fusion Coco beast at his side -- hoping to lure out his enemies and take them down before they even know what's happening. Fast, silent, deadly...this is Fusion Mac.

Character Data	
Creation Item:	Backpack
Powers/Abilities:	
Location:	Twisted Forest, Wilds

2.23. FUSION BLOO

Fusion Bloo is a scary and enormous creature of the wild, standing head and shoulders above nearly all the other Fusions. Primal, animalistic, fierce and cunning, Fusion Bloo is perhaps the most gruesome and distorted Fusion of them all.

Character Data	
Creation Item:	Juice box
Powers/Abilities:	
Location:	Arboretum, Downtown

2.24. FUSION WILT

The original Wilt is known for his kindness and generosity...not so for his Fusion counterpart. This villain is on the prowl for our heroes, and he's upgraded himself physically in an attempt to facilitate this goal. Once created, Fusion Wilt fled to Goat's salvage yard -- located not too far from Foster's Home -- where he surreptitiously pilfered plenty of forgotten gear and technological whizbangs to build a laser visor and cybernetic arm for himself. Now outfitted with these weapons, Fusion Wilt is positioned as the guard for the territory leading from the Suburbs into the Wilds. Look out, travelers!

Character Data	
Creation Item:	Basketball
Powers/Abilities:	Cybernetic arm, laser vision
Location:	Junkyard, Suburbs

2.25. FUSION EDUARDO

Fierce and ferocious, Fusion Eduardo is the leader of the pack at the infected city zoo. Having freed most of the zoo's animals and replaced them with evolved spawns, Fusion Eduardo leads a collective of dangerous and deranged creatures which he uses to terrorize the city. This is NOT the timid Eduardo we are used to!

Character Data	
Creation Item:	Stuffed Animal
Powers/Abilities:	
Location:	City Zoo, Downtown

2.26. FUSION COCO

Coco may be a lovable oddball, but Fusion Coco is a bizarre and twisted beast. She has made a home for herself deep in the Twisted Forest in the Wilds, where she orders Fuse's strange bestiary to do her bidding. She also terrorizes the dwellers of the nearby treetop village, orchestrating random attacks by the light of the moon.

Character Data	
Creation Item:	Egg
Powers/Abilities:	
Location:	Twisted Forest, Wilds

2.27. FUSION HERRIMAN (UNFUNNY BUNNY)

This freakish, twisted bunny (an unfunny bunny, indeed) guards the base of the Dark Tree, the central point of Fuse's infection in the Darklands. Fusion Jack rules the top of the tree and keeps Fusion Herriman nearby as a "guard dog" to sic on wandering heroes.

Character Data	
Creation Item:	N/A
Powers/Abilities:	
Location:	Dark Tree, Darklands

2.28. FUSION FRANKIE

Though Frankie Foster is all about order, Fusion Frankie likes just the opposite. She has stayed close to Foster's Home, near the housing development down by the trailer park, where she tries to stop heroes from continuing on to the wilderness. At the housing development, Fusion Frankie tries to use the half-built environment to her advantage, utilizing tools and construction equipment (and entire buildings?) to create a scene of danger and chaos.

Character Data	
Creation Item:	N/A
Powers/Abilities:	
Location:	Housing development, Suburbs

2.29. FUSION NUMBUH ONE

Like his namesake, Fusion Numbuh One is a leader with many loyal followers. However, this ruler is a tyrannical despot that resides in a strange and twisted castle of sand down near the beach. With many monstrous subjects at his command -- some of whom seem to come from the mysterious Skull Rock -- Fusion Numbuh One leads the assault on the Downtown area from the south.

Character Data	
Creation Item:	Sunglasses
Powers/Abilities:	
Location:	Sand Castle, Beach

2.30. FUSION NUMBUH TWO

Whereas the human Numbuh Two is goofy and lighthearted, Fusion Numbuh Two is a dangerous, swashbuckling scoundrel -- an evil pirate with flight goggles instead of an eye patch. This diabolical Fusion has planted himself directly between the KND tree house and Stickybeard's candy pirate ship (the Sweet Revenge), where he alternates between raids on the tree house and attempts to loot and plunder Stickybeard's cargo hold. Fusion Numbuh Two has gathered an impressive number of spawn followers, and this small army of monsters is all too willing to do the bidding of its captain at all times.

Character Data	
Creation Item:	Flight helmet
Powers/Abilities:	
Location:	Stickybeard's ship, Suburbs

2.31. FUSION NUMBUH THREE

Together, Fusion Numbuh Three and Fusion Numbuh Four are responsible for spreading Fuse's infection throughout Devil's Canyon. Though Numbuh Three is cute and sweet, Fusion Numbuh Three is anything but. She would be happy to bite off your head and use it for a softball. Or a basketball. It really doesn't matter. She is constantly orchestrating attacks on the treetop village nearby, where the real Numbuh Three and Numbuh Four are always on high alert.

Character Data	
Creation Item:	Flower necklace
Powers/Abilities:	
Location:	Devil's Canyon, Wilds

2.32. FUSION NUMBUH FOUR

Together, Fusion Numbuh Three and Fusion Numbuh Four are responsible for spreading Fuse's infection throughout Devil's Canyon. Fusion Numbuh Four is mean, nasty and strong, fond of lifting huge rocks out of the earth and heaving them at players. He often swoops in with fists flying when attacking the dwellers of the treetop village or the unsuspecting populace of Nowhere.

Character Data	
Creation Item:	Football
Powers/Abilities:	
Location:	Devil's Canyon, Wilds

2.33. FUSION NUMBUH FIVE

Fusion Numbuh Five is an important field operative for Fuse's army. She is responsible for leading the invasion of the residential zone from the Wilds. Having amassed a large army of creatures from the jungle, she is prepared to launch her assault immediately, starting with the area surrounding Foster's Home for Imaginary Friends.

Character Data	
Creation Item:	Gold earring
Powers/Abilities:	
Location:	Foster's exterior, Summerland

2.34. FUSION STICKYBEARD

Arrr! Fusion Stickybeard be his name, and he be the ruler of the high seas! (Or at the very least, the ruler of the simulated seas at the downtown aquarium.) Unlike the real Stickybeard, who is driven by his desire for candy, Fusion Stickybeard is more of a traditional pirate. Rough, ruthless and encrusted with barnacles, Fuse has placed Fusion



Stickybeard in charge of the infection along the coast of Orchid Bay. Having set up shop in the infected zone in and around the aquarium, Fusion Stickybeard sends out his minions to do his bidding all along the wharf and the beach. He works closely with Fusion Numbuh One at the sand castle.

Character Data	
Creation Item:	N/A
Powers/Abilities:	
Location:	Aquarium, Orchid Bay

2.35. FUSION FATHER

Wander in the desert at your own peril...you may come across the mysterious Fusion Father. An enemy that practically appears from nowhere like a mirage, and can disappear just as easily, Fusion Father

will sneak up on you like a silent scorpion and sting you without hesitation or remorse.

Character Data	
Creation Item:	N/A
Powers/Abilities:	
Location:	Desert, Wilds

2.36. FUSION TOILETNATOR

Presiding with pride over the infected zone at the great waterfall in the wilderness, Fusion Toiletnator helps to pump sludge downriver to the



valley below. He is a crafty and conniving creature, able to leap from rock to rock with ease. Unlike the original Toiletnator, who is a bumbling buffoon, Fusion Toiletnator is an adversary to be reckoned with. Don't let him flush you away!

Character Data	
Creation Item:	N/A
Powers/Abilities:	
Location:	Waterfall, Wilds

2.37. FUSION BILLY

Fusion Billy is a mad little gremlin, having taken over a large portion of the downtown amusement park. The little imp is doing his best to slowly but surely spread Fuse's infection throughout many of the previously enchanting rides and attractions. Where once stood a tilt-a-whirl, now stands a giant, misshapen wheel of fortune, ready to spin careless players off to their doom. The bumper cars have been transformed into carnivorous creatures of carnage. And the hall of mirrors is a particularly vexing maze of madness.

Character Data	
Creation Item:	Baseball Cap
Powers/Abilities:	

Location:	Amusement Park, Downtown
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2.38. FUSION MANDY

The villainous Fusion Mandy is responsible for holding down a very strategic point for Fuse, between Downtown's City Hall and the Great Machine in the park. Leading some of Fuse's most elite soldiers, Fusion Mandy alternates between raiding the heroes' command center and the ever-important Great Machine.

Character Data	
Creation Item:	Headband

Powers/Abilities:	
Location:	City Hall, Downtown

2.39. FUSION GRIM

Fusion Grim actually does some justice to the "embodiment of death" description. Dark, creepy and menacing, Fusion Grim genuinely looks the part -- unlike the Grim from the Suburbs we have come to know and love. As such, Fusion Grim leads a horde of demonic specters and ghouls from the depths of the haunted mines somewhere on the edge of the backwoods. Deep in the mines, Fuse has discovered mass amounts of exotic crystals, along with natural deposits of Chemical X. Fusion Grim leads the effort to extract the Chemical X, combining it with Fusion Matter to produce bizarre otherworldly creatures.

Character Data

Creation Item:	Shrunken head
Powers/Abilities:	
Location:	Haunted mines, Backwoods

2.40. FUSION HOSS

Fusion Hoss is one-hundred-percent muscle. He stands guard near Fuse's Dark Engine, while the vile mechanism spreads its gooey Fusion Matter throughout the land. Be careful not to get too close, or you'll not only be up to your neck in ooze, but you'll have to tangle with Fusion Hoss, as well!

Character Data	
Creation Item:	N/A
Powers/Abilities:	
Location:	Dark Engine, Downtown

2.41. FUSION BEN

Fusion Ben is a ruthless fighter. He is partnered with Fusion Shard at the spaceport, keeping the heroes' spaceships grounded and the facility in a general state of infection and disrepair. Like Fusion Shard, Fusion Ben may be facilitating communications between Fuse's forces and the denizens of Ghostfreak's home planet. Fusion Ben has even stolen a sample of Ghostfreak's ectoplasm in an attempt to create a new breed of alien Fusion monster.

Character Data	
Creation Item:	Sumo Slammer card, Ectoplasm (Ghostfreak)
Powers/Abilities:	
Location:	Spaceport, Downtown

2.42. FUSION GWEN

Fusion Gwen is responsible for spreading the infection throughout Nowhere. Relying on Gwen's knowledge of interstellar races, Fusion Gwen has attempted to commandeer as much alien technology as she possibly can for Fuse, generally by ransacking the remains of old spacecraft. She has also cleverly engineered a war between the two strange races of Nowhere: the Chickens from Outer Space and the Mutant Eggplants.

Character Data	
Creation Item:	Sketchbook, barbell (Fourarms)
Powers/Abilities:	
Location:	Nowhere, Wasteland

2.43. FUSION MAX

Fuse has ordered Fusion Max to descend upon the science district, where his goal is to sabotage or destroy as much of the planet's technology as possible. This would include anything created by Dextech, Mandark Industries or Mojo Jojo. Fusion Max commands legions of distorted robot monsters to do his dirty work.

Character Data	
Creation Item:	Hawaiian shirt, microchip (Upgrade)
Powers/Abilities:	
Location:	Tech Square, Downtown

2.44. FUSION HEX

Fusion Hex possesses all of Hex's arcane magical knowledge, but none of his colossal ego. Fusion Hex is all about collecting the mysterious objects supposedly buried throughout the wilderness -- particularly from the ancient ruins in the jungle -- to help fuel Fuse's war. Interestingly, Hex is also trying to achieve the same objective, so he quickly discovers that he is in a race with a dark version of himself.

Character Data	
Creation Item:	Staff
Powers/Abilities:	
Location:	Ruins, Wilds

2.45. FUSION VILGAX

Fusion Vilgax is responsible for spreading the infection throughout the park downtown. He manages all the creatures that are infecting and digging in the area surrounding the fissure, and is also trying to destroy the heroes' command center. Additionally, Fusion Vilgax is hard at work trying to revive a powerful earth golem that currently sleeps at the base of the fissure. If this creature cannot be forced to fight for Fuse, he could potentially be absorbed by Fusion Demongo's soul collecting abilities.

Character Data	
Creation Item:	Armor shard
Powers/Abilities:	Flame?
Location:	Fissure, Downtown

2.46. FUSION KEVIN

Fusion Kevin is Fuse's chief lieutenant, and probably the most powerful boss monster in the game. This ferocious and intimidating villain, all raw power and strength, guards Fuse's inner sanctum. Only by defeating him will players be able to confront Fuse himself.

Character Data	
Creation Item:	N/A
Powers/Abilities:	
Location:	Fuse's Lair, Darklands

2.47. FUSION SHARD

Fusion Shard has been placed in charge of running the infected zone at the spaceport. Fuse wants to make sure that nobody is able to leave the planet, and by keeping the spaceport inoperable, his plan seems to be working. It is rumored that Fusion Shard has brokered a deal between Fuse and the denizens of Ghostfreak's homeworld, and that they have aligned to take full control of the spaceport, facilitating a second wave of the overall invasion.

Character Data	
Creation Item:	N/A
Powers/Abilities:	Crystal projectiles
Location:	Spaceport, Downtown

2.48. FUSION COURAGE

Like the ancient mythological beast Grendel, Fusion Courage terrorizes the innocent population of a human caveman village deep in the Darklands. Samurai Jack is there to defend the inhabitants, but even the ferocious Fusion Courage might be too much for him to handle alone. Unlike the small, quivering dog we've come to know and love, this gigantic monster is completely devoid of fear.

Character Data	
Creation Item:	Collar
Powers/Abilities:	
Location:	Caveman village, Wilds

2.49. FUSION COOP

Fusion Coop uses the gearhead know-how of the original Coop to fuel his own schemes. Having positioned himself as the "foreman" of the infected zone at the downtown construction site, Fusion Coop has put together an assortment of deadly spawn machines that are threatening to take over all of Downtown.



Character Data	
Creation Item:	Belt buckle, Fuzzy dice (Megas)
Powers/Abilities:	
Location:	Construction site, Downtown

2.50. FUSION JUNIPER

Fusion Juniper is stationed in the Wilds, responsible for finding hidden mystical objects for Fuse's forces to utilize in their hostile takeover of the planet. Her base of operations is in the jungle, near the ruins, where she works in tandem with Fusion Hex. However, while Fusion Hex does the actual investigating, Fusion Juniper patrols the jungle looking for unsuspecting heroes to attack.

Character Data	
Creation Item:	Lock of hair
Powers/Abilities:	
Location:	Ruins, Wilds



3. FUSE AND FUSEWORLD

This section will detail Fuse, the game's main villain, and his home planet, Fuseworld.

3.0. HISTORY

Millions of years ago, at the very edge of our universe, a lone planet orbited a fading sun. With its people destined for extinction, the great leaders of the planet convened to devise the means to their salvation. Time was on their side, as destruction was not imminent -- thousands of years away. Yet, with each passing generation, a solution remained elusive. Finally, it was decided: the planet's population would need to relocate or face permanent eradication.

Unfortunately, the planet's location was remote. No habitable planets or systems were within reasonable reach, and the people's existing space fleet did not support the warp drive technology necessary to travel great distances. And in any case, any outer habitable systems, if they even existed, were a complete unknown. The situation was dire. However, great strides in genetic engineering seemed to hold the answer.

A lone scientist, whose name now remains long forgotten, developed an incredible cellular organism in his laboratory. This creature, though microscopic, presented an eminently adaptable nature, allowing it to absorb any matter that it encountered. However, instead of consuming this matter, the organism combined with it, growing and changing as it searched for more material to absorb. The process appeared to be self-sustaining and could seemingly continue ad infinitum. The scientist thought: could this creature create a new planet?

Released into space and monitored carefully from below, the organism sought out all the matter available to it. Freed from the confines of the laboratory, the creature continued to grow as it fed off all manner of cosmic material: meteors, planetoids, space dust. And as it grew, the people of the dying planet gained hope, as it seemed they would be able to create a new home out of virtually nothing at all.

Well, that's not how it turned out. No one knows what happened to that planet, but we do know what happened to the bizarre organism. Over the millennia, as it continued to grow, its desire to obtain and absorb never abated for an instant. If anything, its hunger grew proportionately along with its size. Eventually, the being gained sentience, and its furious appetite suddenly knew no bounds.

This being became known as Fuse.

3.1. FUSE

Aliases:	The Great Collector
Location:	Darklands

Character Data	
Age:	Ancient
Occupation:	Force of Nature
Powers/Abilities:	Material amalgamation on a planetary scale
Relatives:	Unknown
Group Affiliation:	None