

Brynn (she/her)

Hyrbrid-Damage Duelist

“My Whip to catch, and my spear to skewer.”

Abilities:

Whip of Lightning // Gladiator's Spear: Brynn's attacks use either her electric whip or her spear. This ability can be toggled to swap between them. Her spear deals physical. Her electric whip deals magic damage.

Disarming Arc: Brynn targets an enemy avatar, and swings her whip at their weapons, shocking the enemy avatar, and disarming them for a few seconds (meaning they cannot attack).

Jolting Grasp//Gore:

Jolting Grasp: Brynn swings her electric whip in a straight line. The whip grasps the first enemy avatar hit, preventing them from moving and allowing this ability to be recast as Gore for a few seconds.

Gore: Brynn pulls the grasped avatar toward her and thrusts her spear into them.

Bolt of the Champion//Piercing Arc: This is Brynn's ultimate ability. When activated, Brynn either casts Bolt of the Champion or Piercing Arc depending on whether she is currently using her electric whip or spear respectively.

Bolt of the Champion: Brynn throws her spear, stopping when it hits an enemy avatar or a target location. When the spear stops, whether by hitting an enemy avatar or reaching its target location, lightning strikes the spear, stunning and dealing heavy damage to enemies in an area..

Piercing Arc: Brynn grasps the shaft of her spear with her whip and swings it in a circular arc for a few seconds, dealing heavy damage to enemies hit.



About the Game:

In this game, you will enter a magic-filled world inspired by ancient Greece and Rome. Two teams of 5 players each select avatars to play as, before fighting it out for control over a large map with various objectives to grant your team an edge in combat.

Bio: Brynn is a brutal gladiator, who uses 2 different weapons to keep her enemies on their toes. Her village was raided by the empire when she was only 7. Taken as a captive, she was forced to fight as a gladiator for the entertainment of her new rulers. During her first fight mere days later, she was on the brink of death against a large brute. That was when lightning struck both participants, killing the brute, and giving her an affinity with electricity. 15 years later, she is one of the top gladiators of the empire, adored by fans when she fights with her signature electric whip and spear combo.

Intro Vignette: A coliseum gate slowly opens as Brynn calmly walks into the arena. Her foe is a large ogre with a battleaxe. A horn blows, and both combatants charge at each other. Brynn jumps over the ogre's first swing and swings her whip, grasping the ogre. She pulls the ogre toward her, but the ogre is ready to hit back. She stops pulling and releases the ogre, jumping back. She grabs the ogre's axe with her whip and flings it across the arena. The ogre chases it. Then Brynn raises her spear, and it begins to glow with a blue/yellow aura. She throws it into the ogre's back, impaling it. A bolt of lightning strikes the ogre from the sky. Brynn calmly walks over to the corpse of the ogre, and retrieves her spear, and then raises her arms in victory, receiving loud applause from the audience. Her expression is blank.

Sample Barks:

- Two weapons are better than one.
- What's wrong? Can't handle your *current* situation?
- I am lightning-blessed
- No fight is without purpose
- No, I'm not signing any autographs.
- They think I've forgiven them. Ha! They couldn't be further from the truth.

Art and Animation Notes

- Brynn has medium length straight red hair. She has pale skin with freckles. She wears a chainmail shirt and leather pants with combat boots and gloves. She wields a spear in her left arm and a blue electric whip in her right. She is about 5'6" and weighs around 150 pounds. She is 26 years old.
- Brynn's movement is calm and methodical. She has good posture. Her whip flows in the air as she moves.
- Disarming Arc's animation does not need to actually hit an enemy avatar's weapon, and should look like an overhand swing of the whip.
- Jolting Grasp's animation should be an underhand swing of the whip. The marked effect should appear over the enemy avatar as a spear icon. The ground around the enemy should have an electric particle effect to indicate that they can't move.
- Gore's animation involved a tug on the whip, followed by a forward thrust of the spear into the target's model.
- Spear of the Champion's animation should have a larger version of Brynn's spear traveling as a projectile, with an electric particle effect at the tip.
- Piercing Arc's animation should have either motion blur, or after-images of the spear to indicate the fast speed of revolution.



Made with Hero
Forge: [Heroforge.com](https://heroforge.com)

Avatar Skins

- Toxic: Her color palette changes to a lime green+purple+pink.
- Brynnbarian: She wears Fur covered leather and her spear now has a bone shaft with a flint tip.
- Rainy Brynn: She wears a yellow raincoat and her spear is replaced by an umbrella.
- Bunny: She has bunny ears with an Easter-themed color palette and her spear is replaced by a large carrot.
- Demonic: She has black demon wings and a red/black/gray color palette. The lightning bolt from Spear of the Champion is replaced with the stomp of a giant demonic hoof.

