

**Name: Buzz Shenhugo**

**Nickname: Flare**

**Rank**

**A**

**Name Translation**

**Buzz Shenhugo (圣护狗) - Buzz, the Saint Protector Dog**

**Nickname Translation**

**Flare**

**Gender**

**Male**

**Zodiac Sign**

**Greh, The Vices**

**Age**

**22**

**Attack Type**

**Pierce**

**Attribute**

**Fire**

<b>Type</b>
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<b>Support</b>
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<b>Main Focus</b>
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<b>ATK and Anomaly Mastery/Proficiency</b>
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<b>Personality</b>
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<b>Gentle, Polite, Timid, Nervous, Kind-hearted, Skittish, Soft-spoken, Gentle Giant</b>
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<b>Faction</b>
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<b>Search and Rescue Hollow Investigation Squad - Squad 4</b>
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<b>Short backstory</b>
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**Buzz Shenhugo, a dog Thiren, grew up in the vibrant streets of New Eridu, where humans and Thirens coexisted in a precarious balance. Alongside his older sister, Sofie, Buzz lived a peaceful life in the city, away from the chaos of the Hollows. As Thirens, they both inherited keen senses and protective instincts, often leading Sofie to take on the role of Buzz's guardian during their early years.**

**Despite their relatively calm upbringing, Buzz and Sofie felt the pull to serve their community. With their natural talents as Thirens, they were ideal candidates for the Search and Rescue Hollow Investigation Squad (SRHIS). The pair enlisted at 16, joining Squad 4, a unit tasked with navigating dangerous Hollows to rescue those trapped within.**

**Now, at 22, Buzz and Sofie are still inseparable, working side by side in Squad 4. Their close bond and years of experience make them one of the most trusted pairs in the squad. Buzz continues to focus on keeping his team safe, always ready to lend support when needed most. Sofie's confidence and strength complement his protective, thoughtful approach, and their teamwork is legendary among their fellow squad members.**

# Weapon, Combat Style, and Inspiration

Buzz's weapon is a cutting-edge fusion of a cyberpunk hand cannon and a versatile polearm. The weapon features a powerful cannon at one end, capable of firing bright and explosive flares, illuminating dark areas and creating chaos on the battlefield. This cannon also incorporates a flamethrower function, allowing Buzz to unleash devastating streams of fire in close-quarters combat.

Extending from the cannon is a long, segmented polearm shaft, which enhances maneuverability and allows for dynamic attacks. The edge of the cannon seamlessly transitions into a keen, voulge-styled blade, designed for slicing through tough armor and delivering blunt force strikes.

To add an extra layer of versatility, the blade is equipped with an integrated heat-emitting system, allowing it to radiate intense heat when activated

The weapon is adorned with striking neon red and orange accents, pulsating with an inner glow that reflects its volatile capabilities.



Medival hand cannon

Buzz has the fourth-fastest combat style from his faction.

Buzz Shenhugo's combat style combines the elegance of fluid movements with bursts of overwhelming power, reflecting his gentle personality contrasted with the potency of his advanced weapon. His technique features heavy, impactful attacks that showcase agility and flexibility, reminiscent of Chinese Wushu and Polearm-based Silambam. These martial arts emphasize fluid transitions between offense and defense, using the weapon's reach to control the battlefield.

Buzz moves gracefully with swift footwork, delivering powerful, sweeping strikes and thrusts that channel his weapon's weight, similar to the dynamic movements of Wushu staff techniques. At the same time, his cannon adds versatility, allowing him to fire explosive projectiles or use controlled bursts in mid-combat to create space and control his environment. This blend of martial fluidity and firepower allows him to protect and support his allies while disorienting and overwhelming his foes.

## Physical attributes

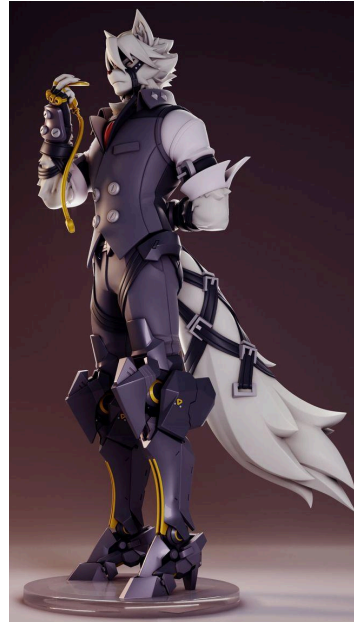
<b>Skin color</b>	<b>N/A</b>
<b>Fur-color</b>	<b>Ghost White(f8f8ff)</b>
<b>Fur-Color-Gradient</b>	<b>Yes</b>
<b>Fur-Color-Gradient-Color</b>	<b>Saddle Brown(8b4513)</b>
<b>Fur-Color-Highlight</b>	<b>Yes</b>
<b>Fur-Color-Highlight-Color</b>	<b>Sienna(a0522d)</b>
<b>Eye-Heterochromia/Single</b>	<b>Single</b>
<b>Eye-color-1</b>	<b>Ochre(cc7722)</b>
<b>Eye-color-2</b>	<b>Ochre(cc7722)</b>
<b>Eye-Pupils-Different/Matching</b>	<b>Matching</b>
<b>Eye-Pupils-1</b>	<b>Slit</b>
<b>Eye-Pupils-2</b>	<b>Slit</b>
<b>Extra/Other</b>	<b>Jacket Color - Fire Engine Red(ce2029)</b> <b>Undershirt Color - Firefly(0d1c2b)</b> <b>Boot Color - Crimson Glory(be0032)</b> <b>Pants Color - Nile Blue(19415c)</b> <b>Glove Color - Fire Brick (b22222)</b> <b>Glove Padding Color - Calypso(2a5f7a)</b> <b>Necklace Color - Gold (Metallic)(d4af37)</b>

## Other Items or features

**Buzz is based on my Youngest St.Bernard, Buzz.**

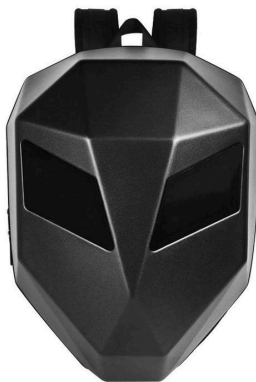


**Buzz's body features are similar to Von Lycaon.**



[Pinterest](#)

**Buzz's modified backpack, which is attached to his armor, is where he stores his supplies, fuel, and ammunition for his weapon.**



[Pinterest](#)

## Basic Attack


### Basic Attack: Impact Flare

Press  to activate:

Unleashes up to 5 slashes, inflicting a mixture of Fire and Physical DMG.

1. **First Strike:** A fluid horizontal slash with the polearm, dealing Physical DMG.
2. **Second Strike:** A quick thrust with the polearm, causing a fiery burst and dealing Fire DMG.
3. **Third Strike:** A spinning slash that hits all nearby enemies with Physical DMG.
4. **Fourth Strike:** A downward cleave dealing Physical DMG.
5. **Fifth Strike:** A powerful overhead strike with an explosive effect, stunning enemies and dealing Fire DMG.

### Basic Attack: Blast Flare


After unleashing the 5th hit of the Basic Attack, hold down or pause for a short while, and then press  to activate:

Shoots a large Flare that inflicts Fire AOE DMG.

The anti-interrupt level is increased while using this skill.

# Dodge


## Dodge: Decoy Flare

Press  to activate:

A rapid dodge.

Character is invulnerable while using this skill.

## Dash Attack: Illumination Flare

Press  during a dodge to activate:

Dashes forward, releasing a spinning piercing attack at nearby enemies within a large area, dealing Physical DMG.


## Dodge Counter: Signal Flare

Press  during a perfect dodge to activate:


Launches multiple large Flares that inflict Fire DMG.

## Assist


### Quick Assist: Guide Flare

When the on-field character is launched, press  to activate:  
Slashes all nearby enemies, that inflict Physical DMG.  
Character is invulnerable while using this skill.

### Defensive Assist: Smoke Flare

When the character on the field is about to be attacked, press  to activate:  
Parries the enemy's attack, dealing massive Daze.  
Character is invulnerable while using this skill.


### Assist Follow-Up: Meteor Flare

Press  after an Evasive Assist to activate:  
Releases a heavy upward slash, inflicting Physical DMG, and Knocking most enemies in the air before launching a flare at the airborne enemy, inflicting Fire DMG.



## Special Attack

### Special Attack: Solar Flare

Press  to activate:

Shoots a large Flare that inflicts Fire AOE DMG.

**This attack launches faster when used after the 5th hit of the Basic Attack or Basic Attack: Flare Impact**

**The anti-interrupt level is increased while using this skill.**

### Ex-Special Attack: Cluster Flare

With enough Energy, press  to activate:

Shoots multiple large Flares that inflict Fire AOE DMG.

**This attack launches faster when used after the 5th hit of the Basic Attack or Basic Attack: Flare Impact**

**Character is invulnerable while using this skill.**

**You can prolong the duration of Ex-Special Attack: Cluster Flare by holding  .**

# Chain Attack

## Chain Attack: Pyrotechnic Flare

When a Chain Attack is triggered, select the character to activate:



**Buzz** dashes forward and releases a spinning slash attack, dealing Physical DMG while also launching multiple flares and dealing Fire DMG to all nearby enemies.

## Ultimate: Supernova Flare

When the Decibel Rating is at Maximum, press  to activate:

**Buzz** fires multiple large flares straight into the air that scatter across the battlefield, each one creating massive Fire AOE DMG explosions that incinerate anything upon impact.

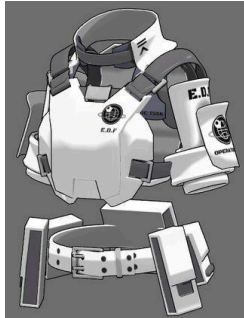
It also knocks enemies back and creates a lingering fire zone that deals additional *burn* damage over time.

Appearances - (Basic idea)	
Main Appearance - (Basic idea)	Exclusive Skin - (Basic idea)
 <p>(C)2024 CHARAT</p>	 <p>(C)2024 CHARAT</p>
<p><b>The Exclusive Skin for Buzz changes his fur color and gradient from <i>Ghost White</i> to <i>Saddle Brown</i> to <u>Fountain Blue(59c0c0)</u> to <u>Calypso(2a5f7a)</u>.</b></p> <p><b>His Highlight color changes from <i>Sienna</i> to <u>Nile Blue(19415c)</u>.</b></p> <p><b>His eye color changes from <i>Ochre</i> to <u>Firefly(0d1c2b)</u>.</b></p> <p><b>The laces of Buzz's boots and the black line at the bottom of his jacket inverts from black to white.</b></p>	

# More Clothing Details

**I found some reference ideas for extra details I couldn't add.**

The Idea and Inspiration for the Armor:



([Pinterest](#))

The Idea and Inspiration for the Boots:



([Pinterest](#))

The Idea and Inspiration for the Pants:



([Pinterest](#))

The Idea and Inspiration for the Jacket:



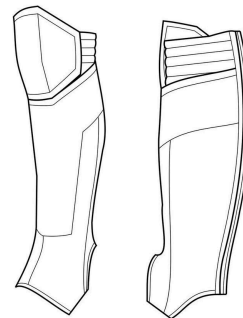
([Pinterest](#))

The Idea and Inspiration for the Gloves:



([Pinterest](#))

The Idea and Inspiration for the Arm Armor:



([Pinterest](#))

I will include a few graphs with my detailed design ideas for the boots, gloves, and anything else I deem necessary in Buzz’s folder.
In the graph, if it says “Glowing”, it means that the aspect it’s a part of either emits light or is reflective if it isn’t made of metal, the decision is up to the designer.
Despite looking like normal boots in the Main Appearance and Exclusive Skin designs, Buzz’s shoes are combat boots.
Buzz’s Exclusive Skin color palette is based on this AI-generated color palette for <a href="#">blue fire</a> .
Buzz wears gloves and arm armor on both hands and arms.
Buzz-armored gloves are based loosely on opera gloves.
Buzz’s Boots also has another reference, <a href="#">Pinterest</a> .
The acronym “ <i>S.H.R.I.S</i> ” on Buzz’s outfit stands for: “Search and Rescue Hollow Investigation Squad”
On the shoulder pads on his Armor, there are built-in flashlights and emergency lights, like those that police and paramedics use.