# Baddies

## Chemical Rogue:

A villain who uses hazardous chemicals and biological weapons in combat. They might wear a gas mask and protective suit, and could use these substances to control certain areas of the city or as traps. The image should include the character from their feet to their head, and only include the character, don’t use concept art styling, and ensure the foreground and background are white to make it easier to cut the image and layer it into the game.

## Neon Assassin character.

These are Stealthy killers who use the neon-lit environment to their advantage, blending in with crowds and the city's bright lights before striking. They could use silent weapons like energy blades or monofilament whips. The character is female. Don’t include any extra elements except the character and ensure the full character from their toes to their head is visible.

## Mutated Street Thug.

These are Gang members who have undergone illegal genetic modifications to enhance their strength, speed, or resilience, making them formidable opponents in physical confrontations.

## Corporate Mercenary

These characters are Hired guns by the corrupt corporations, clad in high-tech armor and armed with advanced weaponry. They could have a variety of gadgets at their disposal, such as cloaking devices and drones. To start with render a male mercenary.

## Rogue AI Security Drone

These are Autonomous drones gone rogue, patrolling certain areas of the city. They could be equipped with surveillance technology and non-lethal weapons to subdue intruders or chase the player through the streets. As before, only render the drone character. Ensure the character portrayal isn’t l cut off by the edge of the frame, I.e. that the whole extent of the character is rendered in the image. Place the character on a white background with no foreground or background elements.

## Cybernetic Hacker

A villain skilled in cyber warfare, capable of hacking the player's equipment or the city's infrastructure to create obstacles or traps. They could wear augmented reality glasses and have a cybernetic arm equipped with hacking tools.

## Mechanized Enforcer:

A heavily armored enemy with a suit of powered exoskeleton, making them nearly impervious to standard attacks. The player might need to find creative ways or specific weapons to take them down.

## industrial mutant

This character is a result of industrial accidents or experiments, this character could have unique abilities derived from their mutation, such as toxic breath, corrosive touch, or the ability to merge with machinery.

## Snarling dog

A vicious dog, snarling with its mouth open showing its sharp teeth. It is a stocky muscly build. This is to be a baddie that can attack the player.

## Woman with dogs

She is slender in build, holding the stocky dog by a chain lead. The dog is angry with its mouth open showing its fangs. The woman is pointing with her other hand straight at the player and looking menacing. The image should show the full woman from her feet to her head. The dog is positioned in front of her. the woman should be holding the lead in one hand and pointing with the other hand. Re do the image with this correction in place.

## Ninja

female ninja character. She is wearing all black, with a scarf around her face, billowing in the wind behind her, with just her eyes and bridge of her nose visible in a gap in the scarf. She has a knife tucked into her belt. She is crouched on the floor.

## Street thugs

**Thug 1:**

street gang member. He wears a white vest, he is strong with defined muscles, he has tattoos on his arms which can be seen, and an eye patch on one eye. The eye covered by the eyepatch masks a scar, which you can see extends beyond the top and bottom of the eye patch. His other eye has an implant which shines red - this is in fact a targeting system he has had illegally implanted. He has a gold tooth, and gold pistols. His hair is black and spiked, with a white streak within it. He is if Afro-American ethnicity. He wears dark camouflage trousers and has gold dog tags around his neck from when he was in the military before his dishonourable discharge. He wears army boots on his feet. He looks angry, and is snarling as if ready for a fight. Render 3 images of this character, ensuring each one does not overlap and has a transparent background. Ensure each portrayal within the image shows the character in full from his feet to his head, ensuring the full portrayal of the character is within the image and not falling outside the frame.

**Thug 2:**

3 street gang members. One is holding a baseball bat. One is holding a lead pipe one is holding a metal chain. I just need one image this time containing all 3 members together as a group, facing the player. As before ensure the background is transparent. each of the 3 characters can be a man or a woman, and any ethnicity or nationality. They need to look mean, as if about to fight the player.

**Thug 3:**

a huge muscly brute of an enemy, with big fists and no weapons. His fists are his weapons. He is angry and gritting his teeth. He has ripped shorts on but is wearing no top. He is stood with his feet shoulder width apart, one fist balled into the other hand (similar to a baseball player holding a ball in a mitt) and has his head tipped to one side as if he is cricking his neck in readiness for a brawl.

**Thug 4:**

another muscly street thug. Though this time a woman, with muscles not as big as before, with long hair, a vest top, and tattoos.

Caucasian, obvious the character female. Keep the vest top and cargo pants. Have her wearing trainers. Give her blonde hair and blue eyes. Her hair should be tied up in a loose pony tale.

# Other NPCs

## old man

He is a pleasant character who means no harm to the player. He has no hair except some short side burns, he wears a blue jumper and black jeans, he has glasses, and a kind face. He has black smart boots that are polished. He has a green coat that is quite long. He has a holder for his phone on his belt.