

angler

Origins
Super Powers
Weakness
Arch Enemy

Origins

City of Residence: Lost City of Atlantis

Andras looked just like everyone else in Atlantis until one night when everything changed. He was exploring the underground caves when he fell into a pool. The pool was dark except for a dim light that he began following. The dim light got brighter, reveal that it belonged to an anglerfish. After fighting with the anglerfish, Andras managed to escape with only a bite from the menacing fish. However; when he left the pool he realized he was now glowing in the same manor the anglerfish was. Andras’ jaw jutted forward in a grotesque underbite with jagged teeth and he was suddenly hyper aware of the marine life around him.

Andras tried to live normally after his transformation; however, the horrified reactions from the people in Atlantis forced him to exile himself. Little did he know that after leaving, a terrifying creature, Kraken, sunk the city of Atlantis! Andras returned to the sunken city to find all its people lost. He vowed to avenge his city. Becoming Angler, he now searches the seas for Kraken saving sea life from pollution along the way. Although, Angler is tempted to eat the fish he saves, his heroism overrules the urge.

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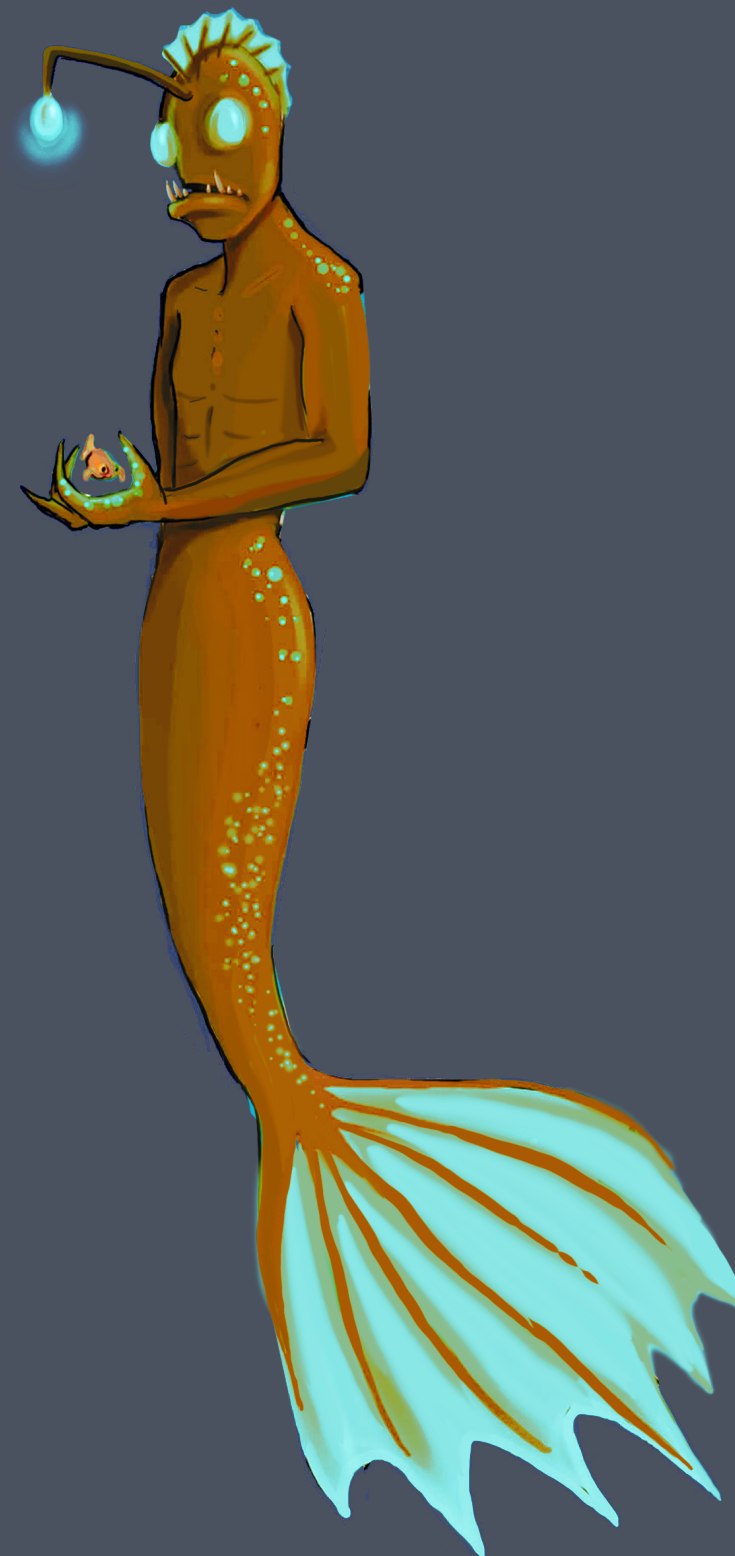
Arch Enemy

Super Speed: Angler can swim up to 200 mph. This allows him to search the seas for his enemy, Kraken. This also helps him reach the pollution site in time to save the sea life that has fallen victim to it.

Super Strength: Angler can move an entire oil rig. This helps him remove the source of pollution that is harming sea life

Communication with sea life: Using his “fishing rod”, the esca, Angler uses his bioluminescence to communicate with sea life in peril and lead them away from harm. It also keeps him hyper aware of fish that are in distress from pollution or other man made disasters.

Super Powers



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Weakness

Angler's weakness is ink. He uses his bioluminescence to communicate with fish in peril and his power comes from it. Ink blocks Angler's light making him weaker.



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Arch Enemy

Angler's arch enemy is Kraken.

Kraken has eight tentacles and spews ink. He terrorizes the sea and is responsible for the sinking of Angler's home- Atlantis.

Arch Enemy

