

■ Rogue — Drobidan Coxx

Archetype: Trickster / Comedic Disruptor

Prototype: Hoppoai (Ranma ½)

Pose:

Slightly hunched, with a mischievous grin. A bow slung behind his back and a dagger loosely held in hand — always ready for mischief.

Appearance:

- Elderly, short-statured man
- Expressive wrinkles and a small beard
- Squinting eyes full of mockery and cunning

Decorations:

- Quiet village backstreets
- Shadows and rooftops
- Loot sacks and hidden corners

Color Palette:

Earthy browns, muted greens, dusty tones — blending into the background.

Mood:

"I am unmatched — the greatest trickster of all!"

Gameplay Mechanics:

Rogue excels at disruption and psychological warfare. His taunts provoke the Black Baron, causing the antagonist to misplay abilities, shorten cooldowns incorrectly, or even assist the player unintentionally.

- Can cancel or deflect Baron abilities
- Introduces controlled chaos to the board
- Rewards risky, clever playstyles

Design Philosophy:

Drobidan Coxx embodies humor with teeth — a comic figure whose jokes hide deadly precision.