

GREMLIN

Backstory



The only daughter of a working-class family in Tennessee, Katy Fox grew up with a lot of free time. Time she spent tinkering with machines, from her family's dishwasher to her neighbor's classic car. Her dad worked in construction and would often bring her onto job sites—until her fiddling with a cement truck's transmission almost brought down an office building. This mischievous curiosity has generally served her well and even landed her a free ride at MIT. Unfortunately, Devil's Night put the kibosh on that dream as America's hallowed halls of learning shut their doors as the country regrouped. She found another dream though in MAYHEM.

As Gremlin, she runs the R&D Lab aboard the Ark the only way she knows how: controlled chaos. She likes mess, loves mistakes, and can't wait to get her hands on something new so she can tear it apart and see how it works. She has a natural affinity for machines. She understands them, and they understand her.

She's the little sister of the MAYHEM. Pretty much everybody loves the spunky little sprite in charge of creating the team's deadliest weapons. Even Persephone appreciates Gremlin's shiny disposition, though the head of MAYHEM will never admit to it.

Personality/Motivation

Gremlin is always perky, upbeat and thrilled to be doing her job. She has a front row seat to the best technology in the world, and constantly has several side projects going. To Gremlin, nothing breaks; things just present new, wonderful opportunities.

Spunky, positive.

Rarely gets frustrated.

Nothing breaks; things just present new, wonderful opportunities.

Quirks

Doesn't blaspheme or use conventional swear words; she invents her own terms.