

CHARACTERS

SAM'S PARENTS

- Sam's parent die in an "accident" when Sam is just a baby.
- Sam's parents were just under 30 when they had Sam.
- Both father and mother are good looking, healthy, ambitious people.
- Sam's mother was a competitive track athlete on 100 meters – and 200 meters.
- Sam's father was a gifted wrestler, who competed in wrestling at the highest level.
- He was a big fan of Mixed Martial Arts.
- Sam's father was an engineer.
- Sam's mother was a nurse.
- Before Sam was born, they opened a clinic, where people could go in and get stem cell injections.
- A large company controlled the stem cell market in this region of the world.
- Sam's parents ended up suing this company for targeting their business.

- They used their connections to appoint a specific judge to their case.
- A couple days after this judge was appointed, and their prospects of winning were high, Sam's parents perished in an "accident".
- An elevator crashed and they died upon impact.
- Sam was at home with their nanny, when this happened.
- It is commonly believe that they were killed off, and this is indeed what happened.
- Sam's parents had been contacted by a Powerful Crime Syndicate, and asked to insert a slow-acting poison into a stem cell injection. They refused.
- This lack of cooperation, plus the lawsuit, made them desirable targets.
- They were standup citizen within their community, on their way up.
- They business was doing well, and they were in the process of opening new locations.
- They used a specific type of stem cell, that turned out to be more healthy and potent than "normal" stem cells.
- They had "integrity". This is also why they died.
- Sam only knows that they ran a business, and suddenly died in an accident.

- He has seen video footage of his mum competing in track, and his father competing in wrestling.
- After high school, his mum fell into a depression, started doing drugs, and was homeless for a while.
- She sold her body to get money for drugs, but was only took “clean and sober” customers – at safe locations.
- By the time she met Sam’s father, she had turned her life around. She was deeply ashamed about this episode of her life.
- Sam’s father only knew she was addicted to drugs, and was homeless for a while.

LOAM: A Side Character

- “Loam” is a male “Siren”.
- Aliens with seductive superpowers are called “Sirens”.
- Loam is an “Alien”, and has Human DNA + Alien DNA.

- ATTEMPT 1: He was recruited to “seduce” Angel, but her experiences with “Siren” (also an Alien) – enabled her to resist the attempt.
- ATTEMPT 2: Loam also tried to seduce a male Mutant in Sam’s camp, which they thought was gay. He was not. It failed.
- ATTEMPT 3: Loams ends up seducing Siren, which enables the humans to infiltrate the camp.
- There are only a few “Sirens” on planet Earth, most people do not know that they exist. Most Sirens have never met another Siren.
- The lack of public knowledge about their existence, makes them *much more effective*.
- They can put almost any creature (human, monster, hybrid, mutant) into a deep trance, where they experience a high euphoria, and become highly suggestible.
- But it takes time to build the connection.
- Some professional Sirens also use drugs, like Ecstasy (creates euphoria) and Scopolamine (makes you suggestible).
- When the humans find out about Siren, and that she lives in the luxury underground bunker beneath the camp, they hire Loam to go and seduce her.

- Sirens can ONLY fall in love in other Sirens. They cannot fall in love in humans.
- They cannot reproduce, but are experts in companionship, sex, pleasure, and conversation.
- They are built like humans. They look like humans, but ages slower, heals faster, and rarely get sick.
- They avoid all forms of confrontation, violence, and warfare. In a tough environment they tend to get used and abused.
- Loam seduces Siren, who falls for him, who seduces four different men in the camp.
- 1) **The Main Builder** (a human mercenary): Level 3 Security Clearance
- 2) **Riley** (former gang leader): Level 2 Security Clearance
- 3) **A Mutant** (a mercenary who specialize in Traps): Level 1 Security Clearance
- 4) **The Electrician** (a human mercenary): Level 3 Security Clearance
- In order to access the **Main Computer**, who controls all the security systems, you need **three people** with *different* levels of Access.
- You need a person with a Level 3 Security Clearance.
- You need a person with a Level 2 Security Clearance.
- You need a person with a Level 1 Security Clearance.

- In order to access the **Electrical System**, and disable the backup generators, you need also need **three people** with a *different* level of Security Clearance.
- Siren takes the Main Builder (Level 3), Riley (Level 2), and Mutant (Level 1), and makes them go to the Main Computer, and insert a pre-prepared USB stick, which disables the security system.
- She replaces the **Main Builder** with **The Electrician**, as only The Electrician and Sam has a **Level 3 Security Clearance** to the electrical control system. They disable the electricity.
- Everything goes dark.
- The humans invade the camp. It is a SLAUGHTER. Almost everybody in the camp dies.
- They had lured out both **Bane** and **Slice** to a different location, to make the invasion smoother.
- Bam was also at another location, on a job, and is assassinated.
- Slice *barely* survives a well-planned assassination attempt, at his location.
- Bane is killed, after a fixed fight, and medical malpractice, at a hospital in the human kingdom.
- Siren is taken to a medical facility, and tested extensively, but is treated well, and released after 5 years.

- Loam promised Siren that he will live with her forever in this bunker – if she seduces these men.
- Siren does not know that he is a Siren, too, she has never met a Siren before.
- She has never been in love before. She did not even think it was possible.
- Siren is good friends with Angel.

SAM: The Main Character

- Smart
- Cerebral
- Perceptive
- Hesitant
- Instinctive
- Strategic
- Hacker
- Kind
- Altruistic
- Mechanically Gifted
- Independent

- Insecure

BEN: Side Character (part of a small local criminal gang who operates in Sam's area)

- Emotional
- Disruptive
- Loud
- Confident
- Impulsive
- Unstable
- Street Smart
- Cannot handle numbers or paperwork
- Does not read books or manuals
- High energy
- Motivated
- Selfish (somewhat)

THOMAS: Large Side Character

- An older man, retired
- A successful former **Monster Coach** (record 54-14-5)
- Lives as a moderately successful professional sports gambler
- Becomes a Monster Battle Sports "Mentor" to Sam.
- He meets sam during one of the unregistered **Local Robot Fights**.
- Goes to the party after Sam and the **Local Gang** rob the **Crime Syndicate**. Falls asleep on a couch.
- Thomas helps Bane recover from this PTSD.
- Thomas becomes Bane's Monster Coach, when he joins the **Pro League**.
- Also becomes the Monster Coach of slice.
- Follows Sam to "The Nest", after they get betrayed, and "everybody" dies.
- Only Sam, Thomas, and Angel managed to flee.
- Thomas helps Sam recover from his depression.
- Thomas becomes Sam's Monster Coach, when he starts competing as Monster in the **Pro League**.
- Thomas joins Sam in the **Mixed Colony** that is created at the end, in the "Down Under".
- Thomas was forced out of the **Monster Fighting Business** when he refused to "take a dive" – and intentionally lose to the Crime Syndicate.

- Thomas is well liked by everybody who knows him, and by his former Monsters.
- Thomas ended up “releasing” a couple Monsters in the “Down Under”, after they retired. He still goes and visits them, sometimes.
- This is illegal, since this increases the population of the Down Under.

ANGEL: Large Side Character

- Very Pretty. Slim & Athletic.
- Feminine personality.
- Has a “minority complex” for not being a “real human”.
- A so-called “Alien”.
- Part Human DNA + Part Alien DNA
- The only known survivor from extensive medical trials – where they injected humans with Alien DNA
- The only reason she survived, was that the injection gave her a healing gift, so that she could recover from the acute illness the injection caused

- She was bedridden for couple months after the injection, it took her a year to recover
- Angel can heal herself and others
- But it requires energy
- If she overextends herself, she gets tired, then sick, then she ages prematurely, then she dies
- Angel was a "Medic" at Bane's "Breeding Camp" for the Monsters.
- She was *so effective*, that the humans started using her, as well!
- Lives in Bane's "Security Zone" around the abandoned Breeding Camp.
- She helps him with logistics, as he does not want to be seen, and get his identity revealed (he is wanted)
- She does not know how to fight, but she likes *watching* the fights!
- Angel managed to flee through the tunnel system beneath the camp.
- She comes to Sam and Thomas, when they live in **The Monster Kingdom**.
- Angel ends up getting together with Sam, at the end. But they were always attracted to each other.
- The gang's leader Riley hits on her CONSTANTLY. Rude sexual comments. Smacks her butt, when she walks by. The other men like her, too.

- She does not like it, but she does like the sexual attention she is getting.
- Angel once convinced the other psychic Alien, Aurora, to stop Riley's heart for 60 seconds. He did not mess with her after that!
- This was a "mock assassination" – using **Psychic Powers!**
- She stood over his body laughing hysterically as he was crawling around on the floor, he **100% DESERVED** it!
- She knew he would not get hurt. Plus, she had the power to heal him, anyway!

AURORA: Side Character

- Aurora is a **Psychic Alien**.
- She has Human DNA + Monster DNA
- Unlike "Angel", she was made in a laboratory, and has much more Monster DNA inside her.
- Angel is mostly Human, Aurora is mostly Monster.
- Aurora has "Psychic Powers", and can perform "Psychic Assassinations".

- But in order for it to work, she needs a lot of information about the subject. The more she knows, the better. Name, background, hobbies, personality, location, friends – everything is useful.
- Her process is to go into a sensory deprivation room, and meditate for hours. Eventually she goes into a “trance”.
- She also injects herself with the drug “Scopolamine”, as it enhances psychic powers.
- She has developed this method over many years. She started off giving people colds.
- It does not always work. The more “open-minded” and “curious” as person is, the easier it gets.
- The more she DISLIKES the person, the more POWERFUL the attack. “Emotion” is a source of energy – in her Psychic Attack.
- The emotion “**Hate**” is the best source of energy.
- She would not be able to kill a close friend, even if she tried. But she could make them sick!
- She mostly uses her **Psychic Power** to gather information about various subjects.
- This is relatively easy work, and does not harm anybody.
- She is recruited into Sam’s camp, during the weeklong preparation for the **Human Invasion**.

- Angel had already hired her a couple times, when she was informed about incoming attacks into Bane's territory.
- One time, her information saved Bane's life.
- Aurora was made sick a couple days before the Human Invasion. This neutralized her Psychic Powers, and prevented her from warning everyone.
- Aurora has been hired, by some Monster Coaches, to WEAKEN the opposing Monster before a fight.
- These were the most profitable jobs she ever got, as there is a very large amount of money in Monster Fights.
- 28 of the richest 100 people on planet Earth, gained their wealth from some aspect of the **Monster Sport Fighting Business**.
- It accounts for **17%** of the **Earth's Total BNP**. The fights, the promotion, the marketing, the betting, the training facilities, the camps, the rights – it all adds up!
- Whenever there is a **big event**, the bars are full, and the excitement is high!
- Aurora always had a crush on Sam, but felt like a "freak" – since she always looked more like an Alien than Angel.

- She admires Angel for her elegance and femininity, but she also *hates* that it makes her look bad in comparison.
- Despite of the sickness, Aurora managed to glimpse into the future, and gave Sam the tip to be extra careful.
- Sam chose to sleep in the safe room that night. He told Weronica to come, but she did not.
- Thomas slept on a couch just outside the safe room. Bro was in there, and Wolf was standing guard outside.
- Aurora managed to delay the Human Invasion a couple days, by making key operative figures sick – just before the attack.
- They responded by poisoning her, which negated her psychic ability.

SIREN: A Side Character

- “Siren” is a so-called **Seductive Alien**.
- She has Human DNA + Alien DNA

- She can make almost any man – and woman – fall in love with her! But it works better on **straight men**, and **lesbian women**, for obvious reasons.
- Siren lives in a large underground bunker, and tunnel system, beneath Bane's Breeding Camp.
- This was originally created for security reasons, and then "upgraded" – when the staff decided to move down here. It now looks like a luxury apartment.
- It has everything you might need. Water, Food, Beds, Showers, Toilets, Ventilation, Medical Supplies, Gym, Entertainment Area, a Pool, Bathtub, Sauna.
- The **15 Men** and **2 Women** who worked here, moved down to this bunker permanently. As they did not want to be the next victim of Bane (but they did not know the identity of this predator).
- The female staff, Sara, who helped Bane flee, moved down here with everyone else.
- Eventually they got so bored, that they moved in the Seductive Alien "Siren", who previously lived upstairs. This was against current regulations.
- Siren has been used to reward Monsters for winning their fights. They craved her companionship, like nothing else!

- Siren can put almost any living creature into a euphoric state of mind, an intense state of relaxation and pleasure.
- The **17 Staff Members** (15 Men + 2 Women) ended up losing themselves completely. They stopped working. They stopped leaving the bunker.
- They formed a "cult". They started worshiping Siren as their Goddess.
- They all slept in a giant bed they have created together, and had huge **cuddling parties**, which became **sex parties**.
- The Human Kingdom ended up sending a team of Robots, which ended up transporting the staff members to Human Civilization.
- But Siren stayed.
- When they reopened the camp, she barely noticed. The camp had been closed for 7 years.
- She was taking rich male clients, one client a month, for one full week. She only works one week a month, and she makes **a fortune**.
- She only has 4 clients, in total. She sees every client for 1 week, 3 times a year. She works 12 weeks a year.

- When the camp shut down, her Alien friend Angel would help her out. She would go and get food, drugs, supplies, and everything else.
- The underground bunker is accessed through hidden passages from many of the rooms in the facility.
- After the two failed human attacks, the humans find out about Siren.
- They actually managed to locate a **Male Siren**, called **Loam**.
- One of her existing clients, end up suggesting him as replacement, after ending the relationship.
- The male Siren goes there as a client, but he is actually there to **SEDUCE HER**.
- It succeeds. She falls in love.
- She is told to go and seduce four different men in the camp, and use the secret passages that already exist.
- She seduces them over many months, and makes them go shut down the **Security System**, and the **Electrical System**.
- The Humans Invade Successfully.
- They capture Siren and transport her to a medical facility, where they run tests on her. But they are not painful, and the living conditions are good.

- The male Siren made a deal, that they cannot hold her for more than 5 years. He comes and visits her, to make sure everything is okay.

SARA: A Side Character

- Sara is one of the two female staff at Bane's Monster Camp, while it was open.
- This camp was nicknamed "CRUNE", among the hardcore fans, the professionals, and gamblers.
- CR is short for "CRUEL", and NE is short for "NECKLACE". As the training methods were harsh, and all Monsters wore a necklace.
- This camp has **15 Men** and **2 Women**.
- It also has **10 Guards**, who are all men.
- So **27 People** in, total.
- All guards have special **Training, Weapons,** and **Equipment**, in order to deal with monsters effectively.
- They have **Detailed Knowledge** of every single Monster in their camp, their abilities, their strengths, their weaknesses.

- The Camp is managed by **Milton Hex**, who visits it sometimes.
- **The Investor is "Savoy Vogue"**, the future President of The World.
- Sara's brother got really sick. The Alien "Angel" told her to bring him in, against the rules, and she saved his life.
- Angel always had a good relationship to Bane. She would heal him after his brutal fights.
- Angel convinced Sara to help Bane escape the facility. His necklace needed to be removed. He needed to escape his cell. Escape the facility. Then go into hiding in a secret location.
- Sara actually fled with Bane, and came along with him. But she ended up getting killed on her way to the market. She was bit by some type of animal, and passed out before they could get help.
- Sara is important for this story, since without her, Bane would probably never have escaped the facility. He needed some type of inside help.
- Sara had background as a "Monster Rights Activist", which she had hidden from her employer. If they had known this, she would never have been hired.
- Since Sara dies before this story begins, we never get to meet her.

- She was known to be sentimental. She was known to cry when she saw the injured Monsters coming back from the fights. She never watched the fights, herself.
- She wanted to make the entire Monster Battle Sport phenomena illegal, just like in space. She did not mind Robot Fights, though!
- Sara is directly responsible for Bane's killings in the camp, since she was the one who helped him leave.
- At one point, the **10 Guards** were invited to a "**Show**" in the underground bunker. Siren danced for them, sang for them, drugged them, and hypnotized them.
- She put them all in a deep trance, and they ended up having sex with Siren in front of everybody else.
- The cult had gone from 16 people to 26 people. 1 Woman and 25 Men.
- The guards never left the bunker. They joined the cult. Since they were all healthy heterosexual men in their prime, they started worshiping Siren with a sexual intensity.
- Siren knew what Bane was doing, and from her point of view, she saved their lives.
- Some of the Guards had tortured Bane, or helped out in some way, and she knew that was a sensitive subject for him.

WERONICA: Main Character (other main character)

- **Weronica** is the daughter of the **President of Human Civilization** (Space + Earth)
- On a famous visit to Earth, she is kidnapped, and held hostage, she is 5 years old.
- They demand a sum equal to 12% of the President's Total Net Worth.
- He refuses to pay (according to the policy)
- Everybody thinks she is killed, but they decide to let her go – instead
- She is put into a harsh foster home (nobody knows her real identity)
- She runs away at age 12
- She started off begging. Then she started doing small cleaning jobs.
- She also started selling everyday supplies in the street for extra income.
- She meets Sam when she is 14, and he is 16.

- He starts coming by her spot in the street, buying some stuff, and talking to her.
- He invites her to his place, his new apartment.
- Sam and Weronica are mentally and physically compatible, and become romantically involved later in the story.
- Weronica is slim, cute, and attractive – in a likable sort of way!
- Weronica has a gentle, easy going personality.
- She loves to read science fiction and fantasy, play computer games, watch movies, long conversations, and various role-playing games.
- The leader of the Local Gang, Riley, ends up **“taking” Weronica from Sam**, and making her his girlfriend. This creates a lot of tension and conflict.
- Riley would kiss her in front of Sam, smack her ass, and brag about the sex they were having. This gave Sam nightmares, and **he had plans on killing Riley**.
- Weronica ends up coming along at the robbery of the **Powerful Crime Syndicate**.
- She comes to the party, afterwards. At this party, Riley wrestles Weronica to the ground, dry-humps her, and humiliates her.
- Weronica’s real identity is breached that night, the news leaks out online. The news goes viral.

- The police thinks she is kidnapped, and surround the house the next morning.
- They flee to the **Down Under**, where they start preparing for the attack.
- The two human attacks are defended.
- But Weronica is captured in the successful human attack, a year later.
- She is brought to her dad, and lives with him.
- Sam reaches her at the ceremony for **Ranked Monster Fighters**.
- She tells Sam they are about to kill him.
- Sam manages to survive the his assassination attempt. He goes and meets Weronica in the Down Under.
- It is a hidden spot near Slice's place. He guards that area. It is safe.
- They go public with everything that has happened, and Sam's new **Monster Identity**.
- Weronica agrees to go live with her father is his Monster beats Sam in a fair fight.
- She will move to him permanently if Sam dies during the **Monster Fight**.
- Sam ends up losing that fight. Weronica goes and lives with her dad for 1 full year.

- She then comes back to Sam in the **Down Under** and becomes his **second wife**, after Angel.
- They start a **New Mixed Colony**, where all the different races are welcome. Weronica handles logistics and supplies, and other matters.
- Weronica is not injured during this entire process, because Sam was very careful, and constructed a pink “**Body Suit**” – which could repel almost any attack.
- It also had a **powerful shield** made with forgotten technology. He bought that device off the black market, it cost him a fortune!
- In the the next part of this story, Weronica is kidnapped **FOR REAL**, and Sam *does* pay the ransom.
- But they do not want *money*, they want every single person he loves, and his soul.
- Sam has already lost his *humanity*, now he is about to lose *his soul*, as well!

WOLF: A Mechanical Dog

- After a failed robbery down the street, where a neighbor gets gunned down, Sam starts building a mechanical guard dog, called "Wolf".
- It looks like a large gray wolf. It is a highly effective guard dog. It never bites the wrong person.
- It is run by a sophisticated artificial intelligence, that has processed every single dog video known to man.
- After popular demand, Sam starts selling this dog himself. First at small scale, then more, and more.
- Eventually he scales up production, and hires another company to do it.
- But the competition fakes several dog attack stories, and pays off the local authorities, to shut down his production completely.
- The corrupt police chief, Stan, comes by in person, and instructs him to "Disable" his personal dog. He claims that it is illegal.
- Sam refused to kill his own dog, that he made with his own hands.
- This dog follows Sam around everywhere. It sits outside his house when he is home, and when he is sleeping.
- Wolf is disabled and killed in the brutal human invasion of their camp.

- Sam eventually rebuilds Wolf, while transitioning into a Monster inside The Nest.
- To disguise it, Sam grows organic skin matter, made from the DNA of Bane, as he had the toughest skin of all Monsters.
- No human hand-held weapon can penetrate this skin, it is *highly durable*.
- Wolf helps saving Sam in the assassination attempt at the **Ceremony** for **Ranked Monster Fighters**.
- This dog is **100% Loyal to its Maker**, it is programmed into it.

BRO: A 50 kg Fighting Robot

- When the production of "Wolf" shuts down, Sam builds a 50 kg **MMA Fighting Robot** called "**Bro**".
- He enters it into several local unregistered battles (does not count towards your record).
- He goes 3-3-1. 3 Wins 3 Losses. 1 Draw.

- He gets a **Sponsor**, that builds cheap durable labor robots, that can operate in high temperatures.
- The local gang finds out, and makes Sam pay 25% of his **Sponsor Income** (he makes money from the Sponsor, but not from the fights themselves)
- He enters the **Amateur League**, and does well. Goes 5-0-0. 5 Wins. 0 Losses. 0 Draws.
- Because of this, he gets invited into the **Pro League**
- At the ceremony, where he gets his Pro Card, he is approached by an older man who works for the **Federal Fighting Association**.
- This man demands 50% of all future income inside the **Pro Robot League**. This applies to Sponsorship money, but not money from Investors.
- This man claims to be representing a **Powerful Crime Syndicate**. Sam concludes that he is getting scammed.
- Sam explains the situation to the Local Gang, who is currently making a lot of money from Sam.
- Sam is also a rising star within the **Pro Robot League**, if they lose him now, they are not going to get him back.
- The impulsive gang leader, **Riley**, declares that this is "unacceptable", and that they must go "punk" this other gang.

- They have a known location nearby. Riley even knows some of these guy! They are losers!
- Sam objects. Riley explains that they need **Wolf** and **Bro** for backup, and they will not leave Sam's side. Because of that, he *has* to come.
- They go there, break in, and rob the place. They find a safe and manages to open it.
- They go back to Sam's place to party.
- When the police surround Sam's house the next day, they flee through a secret tunnel into the **Down Under**.
- The robot Bro is trained in general security, human psychology and body language, police tactics, weapons, and military warfare.
- This robot is Sam's bodyguard, and defends his home against intruders.
- Sam eventually hooks it up to his computer, which has access to the **entire internet database**, and the processing power of thousands of hacked computers
- It eventually is connected to Sam's **10 Mechanical Spider Monkeys**, who share knowledge, and operate as one unit.
- Later on, Sam starts growing organic tissue on Bro, made from Bane's DNA, as he had highly durable skin.

- Sam also gives him a fun-loving, humorous personality.
- Bro gradually becomes more and more human.
- Bro is “**Disabled**” and **Killed** in the Human Invasion of their camp.
- Sam eventually **Rebuilds Bro** while residing inside the Monster Kingdom.

SPIDER MONKEYS: Small Mechanical Spider Monkeys

- When Bro starts winning his fights in the **Amateur Robot League**, Sam starts making **Mechanical Monkeys**.
- It is actually an abandoned side project by the skilled **Hacker** he hired on the **DarkNet** (to help program Bro).
- This guy send Sams **The Blueprints**, and Sam starts working right away.
- These monkeys can climb any wall, any roof, and get into small spaces, and ventilation systems.

- They move around the house slowly, the rats do not even notice them.
- Later on, they start sharing knowledge with each other. They eventually become connected to Bro, Wolf, and Sam's computer.
- They form a very strong team.
- These monkeys do not have great destructive power.
- They are there to gather information, confuse the enemy, slow them down, and waste their time.
- They also have "**EMP Grenades**", which can disable other robots temporarily (but not break them).
- They can throw "**Foam Balls**", which migrate to the head of humans, and expand, until the human cannot breathe. When the human passes out, it immediately dissolves.
- The **Foam Balls** can also expand around the arm of a human, making it impossible to use that arm. But it does not injure the arm.
- On human shaped robots, they can expand around the head, and block all forms of electronic communication. They also block vision, sound, smell. They effectively disable the robot, as it has no information input.
- They regenerate their battery from the natural vibrations of the Earth.

- **Each Monkey** can reshape itself into **5 Birds, 10 Rats**, or **100 Cockroaches**.
- This flexibility makes them highly effective at surveillance.
- Only one **Spider Monkey** survives the **Human Invasion**. Sam ends up growing organic skin on it, and putting an enlarged brain of a highly intelligent rat.
- It develops its own personality. It tends to sit on Bro or Wolf – when they are traveling.

BAM: A Robot

- Bam is a **Powerful Military Robot Mercenary**.
- He was built by the **Military Division** of the small **Robot Kingdom** – in **The Beyond**.
- He was wounded, and left to die at a scrap yard, with the most valuable parts removed.
- An unknown person found him, took him in, repaired him, and installed personality into him.
- Bam became **self-aware**, and gained a **personality**.
- Bam is confident, even over-confident, and arrogant. He lies and exaggerates.

- It has been suggested that he has an **organic brain** inside his skull, or that he is infected with some type of **virus**.
- Bam is no longer loyal to the **Robot Kingdom** that made him, and which he served.
- He roams the planet taking jobs as a **mercenary**, and **cracking bad jokes**.
- He is 2.5 meters tall (8 Feet & 2 Inches)
- He weighs 125 kg. His gear weighs 75 kg.
- He is a sniper, by trade.
- He also has a large Knife, a Shield, Smoke Bombs, EMP bombs, Concussion Grenades, and Sedative Darts.
- These are mostly used whenever something goes **WRONG!**
- Something in his design made it immune to EMP signals, nobody knows how it works.
- **His Shield** is made from **Ancient Titanium**, which is 2.5 times more valuable than gold.
- Bam is able to repair himself, if he has the right tools and the right parts.
- Bam is "specialized" at hunting elusive runaway Monsters – who hide in the Down Under.
- On a difficult mission, Bam can hire as much as 20-30 people, who support him in various ways. These are

generally speaking Mercenaries, Bounty Hunters, Engineers, or experts in some field.

- Bams **Sniper Weapon** is so powerful, that the shock would kill a human being, if they ever used it.
- It is the most **Powerful Sniper Weapon** on planet Earth.
- It is **2.5 Meters Long** (same as him). Bam has to lie down, in a special position, in order to use it accurately.
- This weapon can only fire **3-6 Shots**, before it starts breaking down.
- The velocity of his **Sniper Rifle Bullets** are **3500 meters/second**. This is three times as fast, as the best human Sniper Rifle, commercially available in the "Underground".
- When the **Sniper Weapon Fires**, it sounds like a bomb explosion, every single time. Even though it has a silencer. This, of course, reveals his location.
- For this reason Bam prepares many **different locations** before a confrontation.
- His **Sniper Weapon** is so powerful, that it produces the vibrations of a minor Earthquake, every single time it fires.
- His **Sniper Weapon** is based on a **Forgotten Technology**.

- In order to find it, he had to venture into “The Beyond”, which runs 7.5-10 kilometers beneath the Earth. A flourishing **Robot Civilization** used to exist, there.
- He managed to find the most important parts, and hired a **gifted robot engineer** – to make the rest of the weapon.
- Bam helped Sam defend the Fortress from the Humans. He was the most expensive mercenary that they hired.
- Bam was was lured out on a big job before the Human Attack, and was **killed**.
- Bam once fell in love with a **sex-robot** called “**Trey**”.
- He spent **a fortune** on turning her into his assistant, she follows him everywhere.
- **Trey** is a specialist in **traps**. She can defend any position with various types of traps.
- Trey also as **a personality**. They always argue, or talk shit to each other.

TREY: Bam's Female Robot Assistant

- **Trey** started off as a highly desired **Sex-Robot**, serving the elites of the **Robot World**.
- Bam **fell in love** with her, and spent a lot of money on turning her into his assistant.
- Trey gained **a personality**, and became **independent**
- She is a specialist in traps.
- She follows Bam everywhere, and they always sleep together.
- Trey can "**Take Over**" machines by "**Hypnotizing**" them. She can bypass the basic programming that makes them loyal to their maker.
- Bam once joked, that she used to be his personal **vacuum cleaner**. She did not like that!
- People who know them have referenced the "**Bonnie & Clyde**" phenomena.

MILTON HEX: Large Side Character

- **Milton Hex** works for the **Federal Sport Association**.
- When Sam first meet him, he is **The Leader** of that organization.
- He is tall, slim build, confident, arrogant, selfish, effective, loyal, ambitious.
- He is in his low 50s.
- He trains **Judo**, as a hobby, and has a **Black Belt**.
- He also trains in **armed melee medieval combat**.
- He is a **Former Monster Coach**, and was known for his ruthless training methods. He deliberately used "Torture" as training device, and punishment, for bad results.
- **All** his Monsters had a so-called "**Necklace**", which controls the Monster, and makes it impossible to escape – or run away.
- He once **executed** a **Monster Prodigy** on the spot, for breaking an important rule in the camp. His **Investor** – Savoy Vogue – did not like that!
- Although Milton **works** for the government, he has ties to the most **Powerful Crime Syndicates**.
- Milton **Siphons Money** from the **Pro Monster Fighters**, to himself, the **World President**, and the **Powerful Crime Syndicates** (which control that region).

- He does this by charging a hefty 25-50% commission on everything they make: **fight purse, sponsorships.**
- If they have **no connections** within the monster industry, the government, or within the crime syndicates – it is **a standard 50%.**
- **Milton** used to run the abandoned Breeding Camp that Bane and Siren shut down. **Savoy Vogue** was an Investor, and lost a lot of money on that.
- Sam discovers this facility while **foraging for parts**, then he **starts making drugs** there, then **he flees there**, then he **restarts the camp.**
- **Milton is a sadist**, and used to **torture Bane himself.** He would even record videos, and show them to the other fighters – to scare them.
- When a new Monster came to the camp, they would be “**Broken Down**”, according to **a specific protocol.**
- They would barely **need a Necklace** – after this extensive program.
- **Bane hates Milton** above anything in this entire world.
- Milton would **brag about torturing Bane**, and show the staff **the videos.**

- Bane also knew the young Monster that Milton executed.
- Milton used to work as a **Monster Coach**. He then started running the camp. From there he started working for the **Fighting Sport Association**.
- He has a formal and informal relationship with the **World President**. They get along well.
- Their **personal relationship** is not publicly known or advertised, although it is known by people within the industry.
- Milton only manages one Monster, today. That is the President's own **Personal Monster**.
- A fierce competitor with a record of **17-1-1**. 17 Wins. 1 Loss. 1 Draw.
- It is built like a "**Borealopelta**" dinosaur – a low, armored, tank, with a long, spiked tale.
- Milton is known for not showing "**Mercy**" when his Monster wins.
- Many opponents have gotten sick, or died, before, or after the fight. There is a trail of death following this man.
- One **Monster Coach**, and **His Monster**, died shortly after giving Milton's Monster *his only loss*.

- The public thinks he tried to bribe them, it failed, and he killed them as a result. This is indeed, what happened.
- Milton wanted everybody to know what happens when you **refuse to cooperate**.
- Milton Hex used to run another **Monster Breeding Camp**, but the “Monster Rights Activists” protested outside it daily, and got 175 000 signatures to shut down the camp.
- It became a **massive headache** – and **PR nightmare** – for the **Fighting Sport Association**, which is run by the government, so they shut it down.
- The Monster Rights Activist that organized those protests ended up dying in an “accident” – a couple months later.
- Milton used the controversial **Necklaces**, on all the Monsters in that camp, too.
- Milton is known be highly effective, but also ruthless and cruel. He is a psychopath. But he is not impulsive.

LOCAL GANG: A Small Local Criminal Gang of Young Guys (age 15-25)

- “Ben” is part of this gang.
- “Riley” is the leader of this gang.
- Weronica becomes Riley’s “girlfriend”.
- **Ben, Riley, and Weronica** all flee with Sam to the Down Under.
- Sam comes into contact with this Local Gang, when he moves into his first apartment, which is in their area.
- Sam lives on the outskirts of human controlled civilization, deep within the Earth, where the rent is low, and the law is loosely enforced.
- Just a couple miles down, the “**Down Under**” begins, but it is sealed off, and it is forbidden to go there.
- There are big **warning signs**, and **metal fences** you have to climb over.
- There are also **traps**, set up by people who do not want any people in their area of the “Down Under”.
- When Sam gets his own place, and starts making money on his repair business, the local gang approach him, and demand **25% from all his earnings**.
- Sam reluctantly pays, as he sees no other way. Sam starts training MMA, for self-defense, and to ventilate his frustrations.

- The Local Gang will just drop by and tell him to repair their stuff for free. He always does. But he doesn't like it!
- They even set up a camera outside his home, to see how many customers he gets.
- Sam thinks this is creepy, as they will know where he is, and they can rob him – when he isn't home. But they haven't, so far!
- He reports everything he makes, by the books.
- This Gang takes 25% of Sam's REVENUE, not his PROFIT. Since Sam spent money on those repairs, this 25% – ends up being about **50% of his profits**.
- He tries to inform them about this, but they just grab a beer from his fridge – and laugh it off.
- They do not even respond – to what he said. They know he cannot do anything about it.
- They know the **Local Police** are harassing him, too, which makes it a safe bet!
- When Sam starts competing in **Robot MMA**, and make money from **Sponsors**, The Gang end up taking 25% of this, too!
- **The Local Gang, Weronica, and Sam** – end up robbing another gang's headquarters. They make a lot of money.

- They flee to a spot in the **Down Under**, where they prepare for the Human Attack. The first two attacks are repelled.
- But the **camp falls** a year later, due to betrayal from within. Almost everybody dies.

RILEY: Leader of The Local Gang

- The leader of this **Local Criminal Gang** is called **Riley**.
- He is a big, confident, obnoxious jerk, and a bully.
- He can be violent, even to his own gang members. They both fear and respect him, which he is aware of.
- He once murdered a local police officer, and got away with it. This has given him a fierce reputation, and the local police are hesitant to “punk” him. That is, go after him, and prosecute him.
- Two years ago they started an investigation about a robbery, and the local police chief’s house burned down, three days later. He did not have insurance.

- Something they suspect Riley was aware of, as most working people *do* have home insurance.
- They informed the regional government about the situation, but this area has a low priority.
- They currently have an informal “truce”, where Riley does not cause problems for them, and they do not cause problems for him.
- He knows that if he did something **REALLY BIG**, like rob a bank, or kill somebody, they would arrest him – and charge him with the crime.
- One time, when the gang paid Sam a visit, WERONICA (main character) was there, and RILEY simply grabbed her, and took off with her, and made her his new girlfriend.
- She knew about his violent history, and did not dare to “say no”. But she was also somewhat attracted to him.
- Sam and Weronica had been hanging out for about a year, when this happened. It became “awkward” after that, as Sam had plans of asking her out.
- Sam would drop by her spot on the street, give her money, give her food, but some of her gadgets, and just hangout.

- One time, he paid a local “Thug” to chase off a creepy old man, who would not stop staring at her. He did not bother her, after that!
- One time, he convinced a local police officer, to stop coming by – and asking her for “a permit”. He said he would give this guy free repairs for a year. They are still on good terms.
- Police officers aren’t paid well in this part of the world. They are “encouraged” to try to make an “extra buck” here and there. It’s not “corruption” – it’s way things work!
- Police officers are actually *suspicious* of other police officers who DO NOT do this, because they might snitch on them, and cause problems for everybody.
- After they **Attack & Rob** the local branch of the International Crime Syndicate, they go to Sam’s place to party.
- They think they got away with it. But a hidden low resolution camera, and the reports from a local homeless guy, give them enough information to identify the group.
- **The Powerful Crime Syndicate**, called “VERON”, which has ties to the government, report them to the authorities.

- The local police surround the house the next morning. They have Weronica's real identity, at this point.
- Riley answers the phone, and immediately informs them that Weronica is their HOSTAGE, so they BETTER not come in!
- He is trying to buy them time, but it backfires. The rest of the crew jump him – and wrestle him to the ground – for saying "That Stupid Shit!".
- They end up escaping through a hidden tunnel from Sam's Safe Room, which he had constructed in secret.
- They flee to the "Down Under", and setup a camp there. They know the humans are coming, so they start building defenses, traps, surveillance, around the clock.
- They use the cash from the robbery to hire many mercenaries for the upcoming war.
- They recruit people from nearby **Hybrid Camps**, and **Mutant Camps**, so that they will be on their side in this conflict.
- This increases their loyalty to Sam, and gives him a good reputation in these circles.
- Riley is seduced by the **Seductive Alien "Siren"**, and helps shutting down the main security system (three other men are also seduced).

- Riley joins the humans after the successful attack on Sam's Camp.

LOCAL POLICE: The Local Police Where Sam Lives

- Sam's specific area only has 10-15 different police officers. They all know who he is, and he knows them.
- They know he is a runaway kid with no connections.
- They will drop by and make him repair their stuff for free, *just like* the criminal gang! But they do not eat his food, or drink his beer – so THAT'S an upgrade!
- The police officer Stan will actually drop by in private, and bully Sam into giving him money, since Sam does not have "permits" – for this apartment, or his repair business.
- **Nobody** has permits in this part of the world. He knows this. These permits are virtually impossible to get, and this is by design.
- This industry is controlled by a few large companies, that crush the competition, with rules and regulations.

- It started off small. But Stan would come by and increase the rate over time. Sam would eventually pay Stan a significant amount of money. Stan ended up taking almost as much as the Local Gang.
- When Sam told another police officer about this, he was upset, but only because Stan did not split the money with everyone else, which is standard.
- He also told Sam "You aren't exactly starving".
- The free repairs for the police **is standard**. But the large amount money Stan takes **is not normal**.
- If you establish connections within **organized crime**, or high up in **the government**, the harassment stops right away.
- You need these connections in order to get the right "permits".
- Sam lives on the outskirts of human civilization within planet Earth, where the rent is low, and the police officers are few.
- The **Murder Resolution Rate** in this part of the world is only **27%**. It is **56%** halfway up the surface. It is **89%** at the surface.
- There are no murders in space. Any type of **assault** becomes **first page news**.

- **Professional Assassins** often lure their victims to poor areas before killing them. As they know the police investigation will be slow and short.
- **Police Officers** are also much easier to bribe in this part of the world. Police Officers in Sam's area makes **75%** of the police officers halfway up the surface. They make **50%** compared to the police officers on the surface.
- **Police Officers** with a **criminal history** (nothing serious) are forced to work deep within the Earth.
- But a series of unresolved murders, makes the regional government install a **New Police Chief**.
- They promote the **Local Police Officer**, Stan, the one that was – already – taking extra money from Sam!
- Sam dislikes this man. Stan dislikes Sam. Their *similar names* just makes the who situation worse!
- Sam also accidentally **injured his son's shoulder**, in a kimura, **an armlock**, when they sparred at the local **MMA Gym**.
- Stan's son has a robot repair business, that he is constantly promoting. But his son isn't that skilled at repairing Robots.
- He also charges much more than Sam. Sam will not even take the money – if he does not fix the problem.

- This rivalry has existed for years. Sam knows nobody is harassing his son, because his father works for the **local police department**.
- Who just became the **Local Police Chief**.
- A couple days after his promotion, Stan comes by and informs Sam about the “very large medical fees” that came with the resetting the shoulder. Sam knows the shoulder wasn’t dislocated, but he does not say anything.
- Stan asks Sam for a very large monetary compensation. Sam would have to borrow money from a “Shadow Bank”, in order to afford this.
- Sam tells him he cannot pay this kind of money. Sam does not know what to do.

STAN: A Local Police Officer in Sam’s Area

- “Stan” is a police officer in Sam’s area.

- He has a **criminal record**, but not a serious one. But for this reason, he is forced to work deep within planet Earth, for low pay, at high temperatures.
- Sam reminds Stan of everything he *wished* his son was. **Good looking. Intelligent. Strategic. Athletic. Ambitious.**
- Sam once **injured the shoulder** of Stan's son, while grappling at the local gym.
- Stan's son has a **robot repair business**, but he is less skilled than Sam, and charges more.
- Stan is milking money out of Sam, by using his position as a police officer.
- When Stan gets promoted to **Local Police Chief**, he drops by Sam to extract even more money out of him.
- Sam would have to **borrow money** from a "Shadow Bank" in order to afford this.
- When Stan finds out about Weronica, and **her real identity**, he produces **a false a tip** about her being their **sex-slave**, and her being **kidnapped**.
- He leaks this information out online, and it goes viral.
- Stan is there when the **police surround Sam's house** the next morning, he wants them to go in **right away**, and use **excessive force**.

- Stan is hired to **help coordinate the invasion** on Sam's camp. But he does a **bad job** and is killed in the first attack.
- The **psychic alien Aurora** actually makes Stan sick, in order to delay the first invasion a couple days.

LOCAL MERCENARIES: Mercenaries in the "Down Under"

- Once they flee from Sam's apartment to the "Breeding Ground" in the "Down Under", they hire a few local mercenaries to prepare for the incoming human attack.
- They are Humans, Hybrids, Mutants, Aliens (Aurora), Monsters, and Robots (Bam).
- Bane's friends also join them. They are **Angel, Slice, Cerebro**.
- Some of these humans are "**Builders**" to help with security, traps, and fortifications.
- Others are local **Bounty Hunters**, skilled at surveillance and military warfare.

- They pay these mercenaries with the **Money + Resources** (physical cash, digital cash, gold, ancient titanium) they stole from the powerful criminal gang.
- They turn this abandoned “Monster Breeding Camp” into a **Physical Fortress**.
- This fortress exists in a legal freezone, no land or organization claims this territory.

BANE: A Monster

- Bane is a **Runaway Monster** with Social Phobia and PTSD.
- He looks like a mix between a Dragon and a T-rex. He walks upright, has four arms, and a long sharp tale.
- He used to be imprisoned in an ruthless Monster Breeding Camp, which use torture as a “Training Method”.
- **The Psychopath** and **Sadist** Milton Hex used to run this camp.
- Bane was the strongest Monster in that camp. He is **undefeated** in Monster Battle Sports.

- Bane has fought **8 Unregistered Monster Fights**, and won them all.
- He has an **amateur record** of 12-0-1. 12 Wins. 0 Losses. 1 Draw.
- Bane was about to enter the **Professional League** when he escaped – and shut down the camp.
- The facility staff moved into the bunker underground, which helped.
- After killing two guards in their sleep, the guards went down there to “check it out”. They never came back.
- Siren took over their minds.
- After the facility shut down, Bane claimed the territory around it, as well.
- Bane controls this area, and kills anybody who appears to be a threat. Bane has killed a lot of people.
- Because of this history, there is big prize on Bane’s head. But his identity is not publicly known.
- Many Bounty Hunters have tried killing him, they all died. Some of them were “Trap Specialists”.
- Even Mutants and Hybrids have tried killing him. One Mutant caught Bane in a new type of trap. Bane had to chew his leg off, in order to escape.
- He would have bled out if it wasn’t for Angel, who saved him. She slept for three days, after that. Bane was worried about her.

- Bane's identity is unknown to everyone who do not know him. Every stranger who sees him – dies.
- Because of all the horror stories, people stopped coming to this place. They avoid it. Walk around it.
- Bane promised himself to never allow this place to reopen.
- Bane lives off rats, and other vermin. Angel also buys high quality meat at the market.
- When a Bounty Hunter is killed by Bane, Angel "strips" them of all the gear, and sells it at the local market.
- When the facility shut down, some Monsters chose to stay.
- The Alien **Angel** stayed, she has healing powers.
- The Monster **Cerebro** stayed, he is highly intelligent.
- The Werewolf-like Monster **Slice** also stayed. He lives nearby. Slice was the second strongest fighter of the camp. He was a teenager, back then.
- The rest left. Some come back to visit Bane, Angel, Slice, and Cerebro.
- They occasionally bring back "tributes" of money, gold, weapons, supplies, or other resources.
- Bane is eventually murdered in a fixed fight, in the Human Kingdom.
- When Bane is pronounced dead, the Humans invade – and kill almost everybody.

- Both **Slice** and **Bam** was lured away from The Camp before the third invasion. Slice barely survives an assassination attempt. Bam is killed.
- Bane is known for having extremely thick and tough skin. Many monsters cannot penetrate his skin even with a clean hit.
- Bane also makes good use of his tale, in his fights. It is very powerful, and he can stand on it, and use his legs for kicking.
- Bane is very powerful, and highly explosive. But he runs out of energy, in longer fights.
- Bane is very large for a Monster Fighter, he has to cut a lot of weight before the fights. Bane weighs 350 kg when he meets Sam the first time.
- Bane's **first contact** with Sam is when he is scavenging the facility for valuable mechanical parts (Sam come back several times).
- The **second contact** is when Sam sets up a drug production facility. Bane lets him, and takes some of the drug, and uses them himself.
- Sam starts trading drugs for valuable machine parts, as scavengers have avoided this area for a long time.
- Bane helps Sam defend against the first and second human attack.

ANGEL: An Alien

- “Angel” is a so-called “Alien”.
- She has Human DNA + Alien DNA.
- The “Alien DNA” comes from deep within a frozen meteorite, which hit planet Earth, a long time ago.
- This DNA was sold on the black market to the highest bidder. A powerful organization bought it, and created a series of ruthless medical trials, where all but one test subject died. Angel.
- The **psychic Alien** Aurora was **created in a laboratory**. She is much more Alien than Human.
- Angel was not made in a laboratory. Instead, they **injected a healthy human woman** with this Alien DNA.
- Angel **managed to recover** from the acute sickness it caused, because of her newly gained healing power.
- Angel was **a medic** in the Breeding Camp, and healed the Monsters after their battles. One time, she used up so much energy – that she fell into a coma afterwards.

- Few Monsters died under her care.
- Angel does not only use her healing power.
- She also uses modern medicine.
- She also uses traditional medicine.
- Her **nickname** among the Monsters is “**Triple X**”, because she uses three different methods to get you well.
- She chose to stay after Bane shut down the camp. She catches animals with traps, which they share over an open fire.
- She goes into “Civilization” to get salt, herbs, food, supplies, clothes, mattresses, building materials, and medical equipment.
- Angel cannot fight better than a normal human woman.
- She has a slim, athletic build, is shaped like a human woman, and looks like a human woman.
- She and Sam are attracted to each other from the beginning, but they only get together towards the end.
- Angel manages to escape the camp in the last human attack. She used the hidden underground tunnel system to get away.

- She had used this tunnel system for years, already, to access Siren, who lives in a luxury bunker beneath the camp.
- Angel is a good friend of Siren, just like she is a good friend of Bane.
- Angel goes to Sam and Thomas when they live inside the Monster Kingdom. Only Angel, Sam, and Thomas **managed to flee** during the human attack.
- Angel ends up being Sam's first wife, and Weronica is Sam's second wife. They all live together, and sleep in the same bed!
- Angel never considered herself "worthy" of a good man. She always compared herself to Siren, who had **supernatural seductive power**.
- Siren's power does not work against a human who is already in love with another human.
- Angel would sneak downstairs and silently watch the sex-parties that Siren had with all those men.

CEREBRO: A Monster

- Cerebro is a **Highly Intelligent Monster** who helped the humans run the **Monster Fighting Camp**.
- He looks like a big "**Armadillo**", and can, in fact, become one big ball. In this defensive position, he can stay put, or roll away.
- Cerebro was originally a **Mining Monster**. He was captured by the Human Kingdom, who tried to make him fight. He refused.
- So they started using him for other things, instead. They soon realized he was **very smart**, and **very competent**.
- In the **Human's Monster Fighting Camp**, Cerebro was responsible for studying opponents, and coming up with gameplans.
- He was very good at this. His **winning rate was 87%**, which was the highest win-rate ever recorded in the modern **Professional Monster League**.
- Cerebro also **oversaw the training**, especially the sparring. He would record every single sparring session, and study it carefully.
- With Monsters that grew up at the camp, Cerebro had a **video library** of **every single sparring session** they ever had.

- He would walk up them and **reference a move** they did **several years ago**. He would take them to the screening room – and show them the video.
- He would run these videos through **a series of algorithms**, he had **a whole team** that worked for him (remotely).
- The camp manager Milton Hex **gladly paid for this**, since Cerebro had a good track record, and produced strong results.
- Nobody in the camp really understood what Cerebro was doing. They just knew **that it worked**.
- Cerebro could come and go as he liked, he had his own apartment in the camp.
- Cerebro did have Necklace, but it was never used – or activated, in any way.
- Cerebro **was getting a salary**, just like Angel.
- Cerebro cannot fight himself.
- Cerebro decided to stay when Bane shut down the camp.
- Cerebro is level-headed, logical, factual, strategic, calm, perceptive – by nature.
- Cerebro likes to relax, read books, and discuss philosophy. He is easy to get along with.

- Cerebro is a **strong chess player**. He was so good, that he was forbidden to play humans in formal competitions (he would always win).
- Cerebro's Chess ELO Rating peaked at 3637.
- Cerebro did win the non-human division of the **Chess World Championships** a couple years back, when he practiced more.
- Cerebro is interested in computers, programming, data analysis, and artificial intelligence.
- Cerebro follows **Human MMA , Robot MMA**, and **Monster Fights**.
- Cerebro did watch the fights with **Sam's MMA Robot**, when it was competing in the **Amateur League**.
- Before the successful human invasion of Sam's camp, Cerebro is lured out on a coaching gig.
- Cerebro is captured by the humans, who makes him work for them again.
- Cerebro actually makes the gameplan for **The President's Personal Monster** in the last fight against Bane.
- Bane loses that fight.

SLICE: A Monster

- **Slice** is a relatively small 135 kg **Werewolf-like** creature. Max weight in **Pro Monster Fights** is 250 kg.
- He was **8-0-0** in the **Pro League** when the camp was shut down.
- He has long claws on his hands, his is very fast, and has **lightning quick reflexes**.
- He can **dodge bullets**, if he is focused, and looking in the right direction.
- He was known to be the **fastest** and **most lethal** Monster in the Breeding Camp.
- They would not let him spar the other monsters, after he accidentally **killed one of them**.
- He would keep **injuring his sparring partners**, even though they put giant pads on his claws.
- One time, **a human trainer died**. Slice assured it was an "accident", but it was not.
- This trainer was hated by all the monsters, since he was incompetent, rude, and arrogant.
- If the camp had learned that it **was intentional**, Slice would have been **executed**.

- Slice is a loner, he likes to be alone. But he does not like extreme isolation.
- Slice **works as an Assassin** in the "Down Under". He only takes a couple jobs a year. He prefers difficult – and high paying jobs.
- He is an equal to Bane in terms of fighting power, but **they have different styles**.
- Slice is smaller, faster, uses more movement, more feints, and more combinations.
- Bane tends to allow the opponent to hit him, but **he does not get hit clean**. He then strikes back much harder than the opponent, since he is stronger, and more explosive.
- Bane also has **extremely tough skin**, that is difficult to penetrate. This thick skin also helps absorb the impact.
- Bane has a **tale**, Slice does **not have a tale**.
- Slice lives on the outskirts of Bane's "Security Zone", he does not "need" protection, but they help each other out whenever there is a "problem".
- When Bane is declared dead at hospital in the human kingdom, a sophisticated **assassination attempt** occurs on Slice. He has been **lured out of the camp** on a "job". He manages to survive.

- Slice **goes into hiding**. He goes to a **backup location** – and recovers from his injuries.
- Because of this, **Slice is alive** when this story ends.
- **Angel** also manages to survive.
- Slice has a **very good sense of smell**, it is 3.2 times better than the best dog.
- He can also “feel” electromagnetic fields. This makes it hard to surprise him.
- Since organic creatures **smell**. And robotic machines use electricity, which gives off an **electromagnetic field**.
- Without these two abilities, Slice would **not have survived the assassination attempt**. Slice keeps these “abilities” a total secret, even to his closest friends.

THE STAFF: The Hired Human Staff at The Monster Camp

- There are **15 Men** and **2 Women** working at the camp.

- Sara, one of the women, ends up helping Bane to flee. She comes and lives with Bane, **but is killed** by an intruder when Bane is gone.
- This happened only a couple months after they left the facility. Bane **became lonely** after this. But he still had Angel.
- After **two male staff members disappear** while on their way to the market, the remaining staff decide to **move into a luxurious underground bunker** and tunnel system.
- There is enough space for everybody. There are **13 Men** and **1 Woman**.
- After inviting Siren down to a party, she enchants them. She forms a cult, where they worship her as their Goddess.
- Siren has sex with her followers in front of everybody else. It is a show!
- The staff forget about their jobs, their family, their lives, and **do not leave the bunker**.
- When Banes finds out about what happened, he demands Siren to send **three specific individuals**, all men, to a specific location, where he plays with them, and kills them.
- This is revenge for what they did to him, when he could not fight back.

- This leaves **10 Men** and **1 Woman**.
- After **2 Guards** are slaughtered by some Monster (Bane), the remaining **8 Guards** start freaking out. All of these men are heterosexual.
- Siren invites them down for "Tea", drugs the tea, dances for them, enchants them, and put them into a deep trance.
- She ends up having **sex with each of them**, in front of everybody else. When this "Sacred Ritual" is concluded, they have joined the cult.
- The **8 Guards** forget who they are, and start **worshiping this Goddess** with **ferocious intensity**.
- There are now **18 Men** and **1 Woman**, in this cult.
- Her name is "**Amanda**". She is only 22 years old. She happens to be **bisexual**.
- This woman used to be **good friends with Sara**, but distanced herself from her, when Sara "betrayed" them – and left the Camp.
- In a "**Sacred Ceremony**", Siren arranges for all the men to take turns having sex with Amanda. A lot of it is intimate cuddling, and sensual massage.
- Amanda looks forward to these events, dreams about them, and fantasize about them.

- The Humans eventually send **specially designed robots** to capture these humans, and bring them back to civilization.
- Amanda **tries to escape** and go back to Siren, but fails.
- One of the guards **manages to escape** and make it back to Siren. He moves in with her, and helps her with everything.
- One week a month, Siren receives a rich customer, who stays for a full week.
- Although she makes **a lot of money**, she does it for **the pleasure**.

AMANDA: Female Staff at Bane's Camp

- Amanda is one of two female staff at Bane's camp.
- She **orders** and **makes all the food** to the Monsters, who eat completely different things.
- She is only **22 years old**. She is **bisexual**.
- Amanda is good friends with "Sara", which is the only other female staff at the camp.

- Amanda is upset when Sara helps Bane escape, and even runs away with him. She feels “betrayed”.
- After two male staff members **mysteriously disappear** on their way to the market, the remaining members staff decide to move down into the bunker.
- They do not know this at the time, but they were **killed by Bane**.
- **Amanda** and **13 Male Staff Members** move down into the luxurious underground bunker, below the camp.
- After inviting Siren down for company, **she takes over their minds**, and forms a cult, where she is their **Goddess**.
- When Bane finds out what happened, he asks Siren to **send three specific individuals** to a location nearby. **He kills them**. This is revenge for what they did to him.
- There are now **10 Male Staff** left.
- **2 Guards** are killed.
- Siren invites the remaining **8 Guards** down for “tea”, drugs them, dances for them, has sex with them, and **makes them join the cult**.
- The cult now has **18 Men** and **1 Woman**.

- Siren creates these “**Sacred Rituals**”, where all the men take turns **having sex with Amanda**. But a lot it is cuddling and intimate massage.
- The **Human Kingdom** eventually **send rescue robots**, which bring all staff members back to civilization.
- On one occasion, Amanda **tries to flee** back to Siren’s bunker, but is captured, and brought back to the group. When this happens, she has a mental breakdown.

THE GUARDS: These Guards Work at The Camp

- This camp has **10 Guards**.
- After Bane escapes, he comes back to kill **2 Guards**. The remaining **8 Guards** start freaking out.
- They have already **launched an investigation**, since the rest of the staff have disappeared.

- Siren invites them down for “Tea”. She **drugs the tea**, talks to them, **dances for them**, hypnotizes them – she puts them into **a deep trance**.
- All **8 Men** are straight. While under this trance, she has slow sex with each man in front of everybody else. The guards join the cult.
- The cult had **10 Men** and **1 Woman**. It now has **18 Men** – and **1 Woman**.
- The Human Kingdom eventually send robots to – “break the spell” – and bring them back to civilization.
- One of these guards ends up **escaping the rescue party**, and makes it back to Siren.
- Siren welcomes him with open arms. This man would become her boyfriend or assistant. He would help her with everything.
- Amanda, the only woman inside the cult, **tries to escape** and make it back to Siren – but fails. This makes her very upset.

SAVOY VOGUE: The President of The World

- Savoy is **The President of Human Civilization.**
Earth and Space.
- He lives in Space.
- He lives inside a special "**Gated Community**", built for celebrities, and rich people.
- Savoy travels to Earth for specific occasions, events, and ceremonies.
- Every time he comes back from Earth, **he feels "dirty"** and pays for a **special cleanup**, similar to what happens before you have surgery.
- Savoy Vogue does have "**Mysophobia**", which is a phobia for germs.
- Planet Earth has **15.2 Billion** people. Space has **3.7 Million.**
- That is a ratio of 4000:1. For **each person** in Space, there are **4000 people** on Earth.
- On a visit to planet Earth, Savoy Vogue's **daughter is kidnapped.** She is 5 years old, when this happens.
- Savoy Vogue personally knows the Monster Manager Milton Hex, who is the leader of the **Federal Fighting Association.**
- **Milton Hex** is a former Monster Manager. He manages Savoy Vogue's own personal Monster.

- This Monster was a **very expensive prodigy** that they bought from one of the main camps. It comes from a bloodline of **Titleholders** and **Champions**.
- It is called "**Rex**", and was trained from birth in Monster Fighting. It was **the strongest candidate** from a large handpicked batch of Monster children.
- Savoy Vogue becomes president soon after Sam is evicted, and hit the streets. He immediately launches an anti "**Begger & Hustler Campaign**", which makes Sam's life difficult.
- All street workers; prostitutes, beggars, street vendors, scammer, and others – are now fair game by **The Police** and the **Local Criminal Gangs**.
- Both the police and the gangs swiftly move in and take in money through various "**Protection Rackets**" and **Bribery**.
- The police approaches street vendors and demand "Fees" for standing at that specific street and making money.
- Ironically, this government policy ends up **making the life difficult** for his own daughter, **Weronica**.
- Savoy is "hated" by most people who live under ground.

- He is more popular among people who live on the Surface. But he is not especially popular among them, either!
- He does have **good support** among the people who live in Space.
- One public figure who criticized Savoy, got “Stripped” of **all possessions**, and **all rights** to be in space, and permanently demoted to planet Earth.
- This had never been done before. A criminal group on planet Earth, held this man hostage, and received a lot of money from his family, in order to spare his life.
- Savoy’s **campaign against street workers** also makes harassment and bullying from **the public** much more common – and accepted.
- Savoy once personally pardoned a police officer who lost his temper, with a street vendor, who would not pay him, and **MURDERED** him on the spot.
- Local Police officers get small fines for almost **beating beggars to death**, who have not harmed anybody.
- Only luxury prostitutes receive a proper investigation when they die. That is just how things work!
- Many prostitutes even **stopped going to the police**, contacting various Crime Syndicates instead, whenever they had a problem.

- Savoy also sometimes pardons hardened criminals, as a favor to the criminal gangs. This makes him less popular among the masses, but it is important to have **Powerful Crime Syndicates** – on his side.
- He also raised the **flat income tax rate** from 25-35%, for everybody in **The Underground**.
- The people on the surface used to have a tax rate of 20% – it is now 17.5%. *Half* of what the Underground people pay!
- Savoy is popular among the rich people, and among the criminal gangs, but highly unpopular by the majority who lives in the Underground.
- But on planet Earth, your **voting power is related to your wealth**, your Net Worth. So he only needs the rich people on his side, to keep winning elections.
- It used to be **1 person, 1 vote**. He changed that as soon as he became The President.
- He also has an ex-girlfriend who died suddenly, nobody knows what happened. The public suspects she was killed off for knowing too much.
- He had a neighbor whose dog died, after he publicly criticized Savoy. When the neighbor went public about that, the authorities started investigating him for “Tax Fraud” – and froze all his funds. He moved, soon

thereafter. He ended up **fleeing into the Down Under**.

- Another woman, who claimed to have been his **Mistress** a few years ago, disappeared, nobody knows what happened to her. He **would brag** to her about all the money he was making on the side.
- Savoy Vogue is essentially a “White Collar” criminal.
- He comes from a rich family with a lot of connections. This boosted his professional career significantly.
- Milton Hex is Savoy’s “Fixer” or “Personal Handyman”.
- Milton has direct connections to the **International Crime Syndicates**, which control the **Black Market** – and many **Underground Activities**.
- On a visit to planet Earth, Savoy’s daughter was kidnapped, the kidnappers demanded 12% of his Net Worth, as a ransom. But he REFUSED to pay. He **screamed at them** during the public press conference, **like a madman**.
- It later came out that the money was closer to 8% of his total Net Worth.
- Everybody thinks she got killed. But she was actually released and put into a foster home. The kidnappers could not follow through with killing her, even though she was a witness, and a liability.

- They would all get sentenced to DEATH, if they were caught. The kidnapping was done by a rouge local branch of a powerful crime syndicate, which had inside information about the security apparatus during the trip. Nobody was ever caught – or arrested – for this crime.
- Savoy has a “good” but “flat” relationship to his daughter, when she was kidnapped. He had a nanny that did most of the work. He was never the “sentimental” type, and avoided children in the rest of his life.
- Weronica liked her dad, but thought he was “less fun” than other dads, who actually played with their children, and spent a lot of time with them.
- Weronica was only 5 years old when she was kidnapped, she was never hurt, but she was scared, and she was lonely.
- They had hired a disguised “nanny”, to be with her throughout the process. This woman was a sister to one of the kidnappers. This was the only woman of the group. They were 5, in total.
- She never knew that her father became president about 7 years later (when she is 12). She did not know that she was the daughter of the current President of The World.

- Her father worked high up in the government, when she was kidnapped. He worked as an **Advisor/Assistant** to the **Minister of Mining**. He came from the mining industry, himself. His family made all their money from mining.
- They are known for their bad working conditions, low pay, and their “**Work Death Rate**” is **39% Higher** than the **National Average** (for those types of mines).
- The worker **who start unions** have a “Work Death Rate” **128% higher than normal**. It is commonly believed that they are “killed off” – through staged accidents.
- **Savoy Vogue** was a “Investor” behind the brutal Breeding Camp that Milton Hex managed. He convinced his family to buy the operation. They lost a lot of money when it was shut down.
- It was a public embarrassment. It was **technically illegal**, but everybody knew about it.
- The facility has **17 Staff Members** and **10 Guards**.
- **Bane** ended up **Killing 7** of these people.
- The rest fled into an underground bunker, and was eventually saved by a rescue party, and brought back to human civilization.

- The Breeding Camp had two **non-humans employees** – when it was shut down. The Alien “**Angel**”, who worked as a medic. The Monster “**Cerebro**” who made all the gameplans.
- They lived in their own apartment, and could come and go as they liked. Even the bad staff members treated them okay.
- The brother to the female staff member, Sara, ended up getting really sick. Against camp policy, Angel brought him in – and **saved his life**.
- This gave her leverage to **make Sara free Bane**, and run away with him. Sara ended up dying a couple months later, from a rogue accident.
- Angel always got along with Bane. She would heal him after viscous battles. Angel uses her healing power, modern medicine, and traditional medicine.
- **The Seductive Alien** “Siren” ends up creating a cult within the luxury underground bunker. All staff members and guards join her.
- They are eventually rescued by robots sent by the Human Kingdom.
- One guard escapes – and goes back to Siren. The only woman of the group tries to escape, but fails.

- After Sam and the Local Gang **rob** the local branch of the **Powerful Crime Syndicate**, the investigation reveals Weronica's true identity.
- When the **Local Police Chief**, Stan, finds out about this, he holds an **emergency press conference**, and explains that this group has made Weronica into their **sex-slave**, and are **holding her hostage**.
- He claims that she has been working the street for years, and that they take 100% of the money she makes. This is 100% false!
- He is pouring gasoline on the fire. This man hates Sam, and Sam hates him. Sam reminds this man of everything – *he wishes* – his own incompetent son was.
- This new information makes Savoy Vogue furious, so he personally orders a strong and swift response.
- Stan wants them to invade Sam's house, so that Sam gets injured or killed. If not, then get him arrested, and publicly exposed as a criminal.
- Stan's son runs a **repair shop**, which is not doing well – compared to Sam's **repair business**.
- Sam, Riley (gang leader), Ben (gang member), Thomas (pro gambler), Weronica end up **fleeing to the Down Under** through a secret tunnel Sam constructed.

- They set up camp in Bane's abandoned Monster Breeding Camp. They hire mercenaries and prepare for the human attack.
- **The first attack** is repelled.
- **The second attack** is also repelled.
- But **the third attack** succeeds, and most people are slaughtered.
- The Humans had inside information, knew where everyone was, had lured the strongest Monsters outside the camp, and managed to turn off the security system from within.
- Only **Sam, Thomas, and Angel** manage to flee.
- Weronica is captured and brought back to her dad.
- Sam goes to The Nest (The Monster Kingdom) and starts transitioning into a Monster.
- He competes in the Pro League. He survives an assassination attempt.
- He eventually challenges Savoy Vogue's own **Personal Monster Rex.**
- Weronica agrees to go stay with the winner. Rex wins. Cerebro made his gameplan, as he is working for the humans now.
- Weronica eventually goes back to Sam, and becomes his second wife, after Angel.

- They setup a new “Mixed Colony” within the Down Under. Where all the races are welcome. They also start a new “Ethical Monster Breeding Facility”.
- Savoy Vogue **promotes Stan** to a local police chief, which makes Sam’s life difficult. Stan has **established connections** within organized crime.
- Right before Sam’s last **Amateur Robot Fight**, he is contacted by a person who works for Milton Hex. This person asks him “take a dive”, that is intentionally lose.
- His MMA Robot, Bro, is currently 4-0-0. Sam considers but, but declines. Then he finds out that they **never intended on paying him**. It was a scam.
- One time, when Savoy was visiting planet Earth, one of his guards **pulls Sam into a back alley and beats him up**.
- He later learns that this was common occurrence. This body guard also took his money – and spat on him. Sam did not forget that.
- Savoy is at the ceremony where Sam gets his **Pro License** for his MMA Robot, “Bro”.
- Savoy is furious when poorly coordinated **first attack** on Sam’s camp fails.
- Even more so the **second attack**, though both sides took heavy losses.

- He uses a large amount of resources to gather information about the camp, and infiltrate it.
- Most residents are killed in the **third successful invasion**, which happens a year later.
- Savoy and Milton are responsible for Bane's death, as a result of cheating in his Pro Fight. Bane is poisoned at the **Monster Hospital** by a corrupt doctor.
- Savoy Vogue is **at the ceremony** where Sam holds a speech, as a Ranked Fighter.
- Sam **survives an assassination attempt**, shortly thereafter, due to warning from Weronica.
- Savoy uses every single trick in the book to get an advantage in the last fight against Sam. Sam loses but survives.

Author

Author: This text was written by Theo Alexander Gerken.

Email: theo.gerken@gmail.com

Phone: 0046 73 503 57 55

Address: Hjalmar Söderbergs Väg 16 B, 112 52, Stockholm, Sweden.

Todays Date: 19 September, 2024.

Facebook: [Here is a link.](#)

Personal Blog: [Here is a link.](#)

Substack: [Here is a link](#) to all my articles on Substack.

Medium: [Here is a link](#) to all my articles on Medium.

Story Description: [Here is a link](#) to an overall story description of

The Monster Boy.