



REVENANT COSPLAY GUIDE



REVENANT

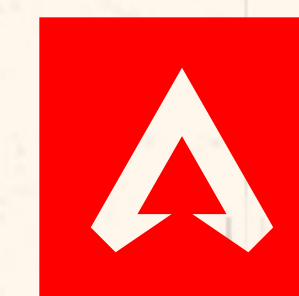
SYNTHETIC NIGHTMARE

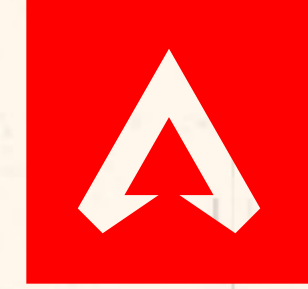
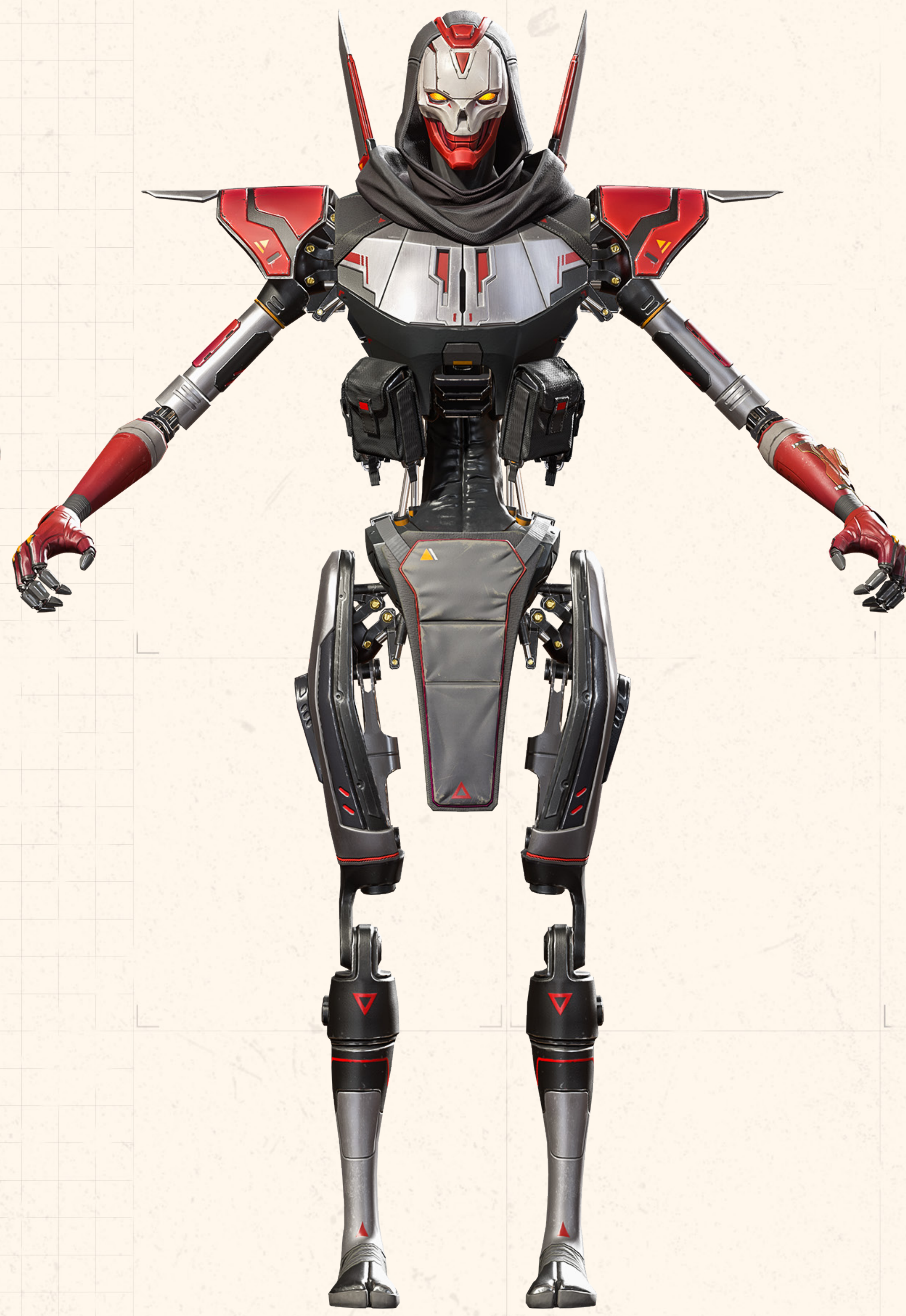
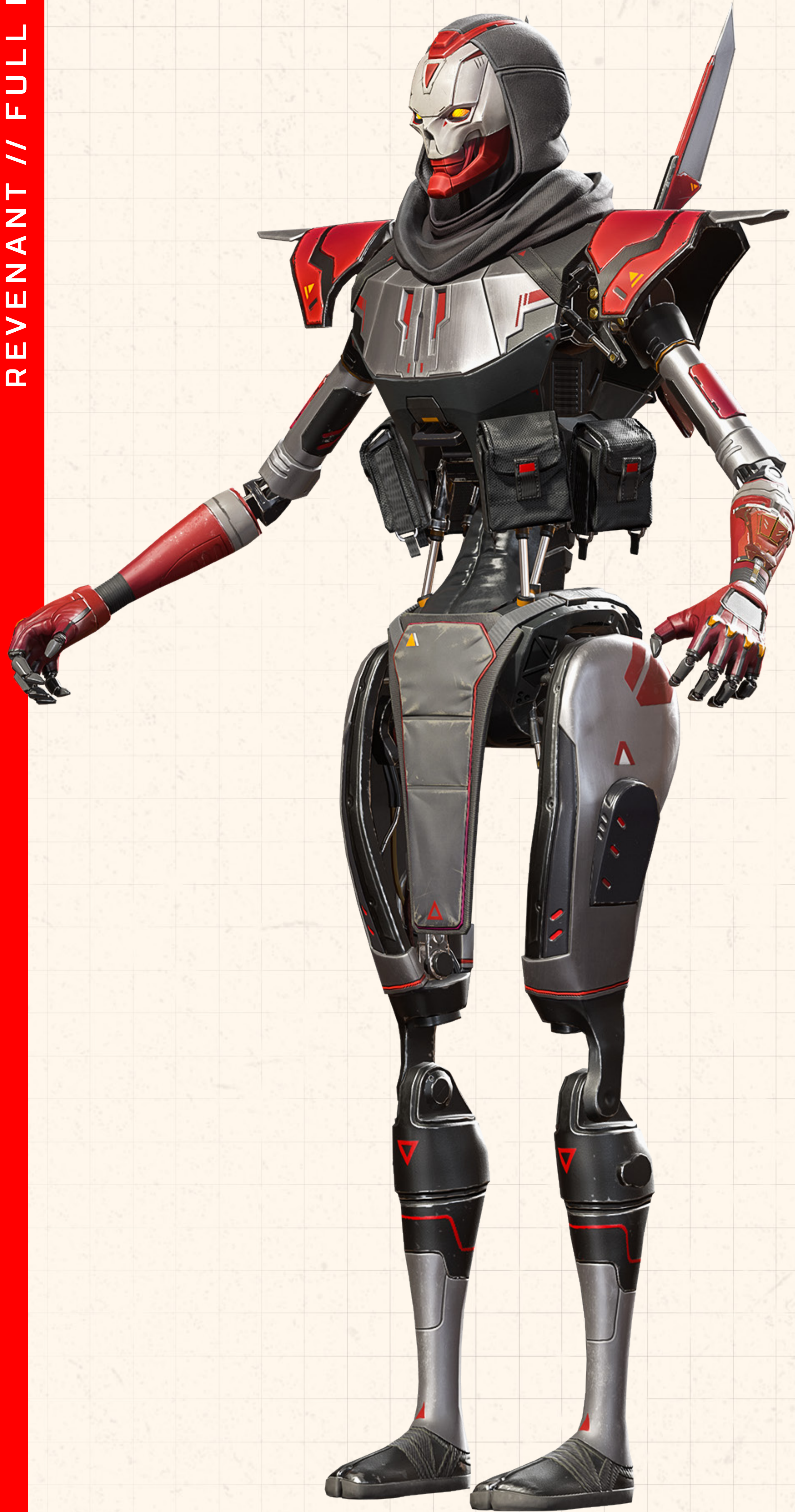
Revenant used to be human. He used to be the greatest hitman the Mercenary Syndicate ever had. He used to look in the mirror and see his human face looking back. But time changes everything, and when his programming finally failed, he saw what he had become at the hands of the Mercenary Syndicate and Hammond Robotics: a walking nightmare of steel and vestigial flesh. His masters resurrected him as a simulacrum, snatching him from death's embrace again and again and programming him to forget.

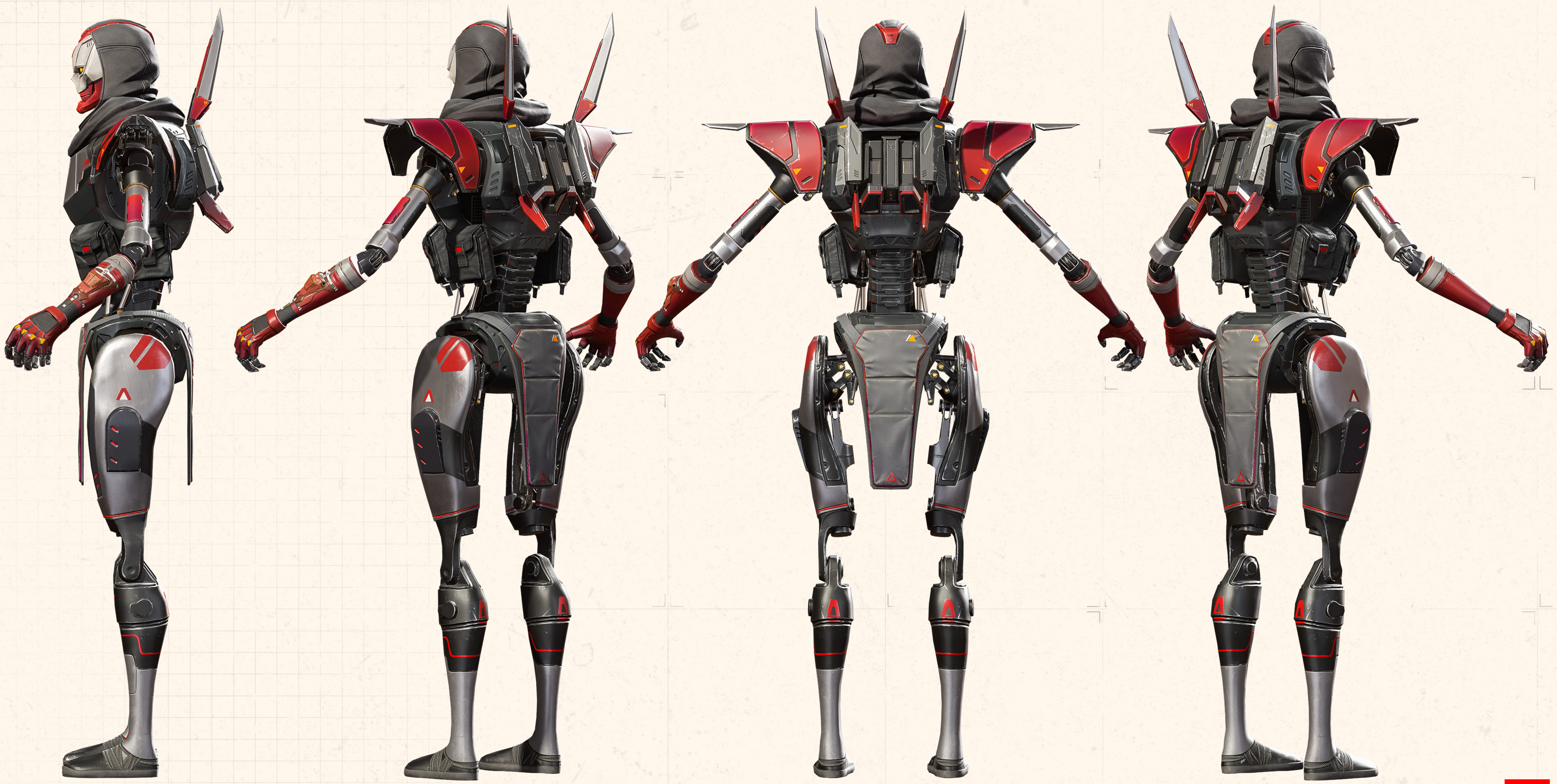
He swore he would hunt down every last person who did this to him, but more than two centuries have passed, and they're all gone... or so he thought. He now wants the one thing he can't have: the sweet release of death. Unable to die without destroying his preserved and heavily protected human head, he's on the hunt to find and destroy it. Of course, he doesn't mind eviscerating a few of the Legends along the way. He used to need a reason to kill... but he's not that man anymore.

DID YOU KNOW?

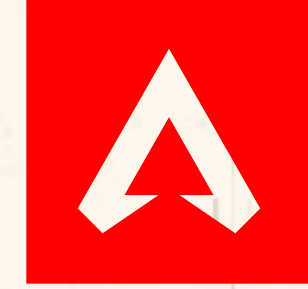
Revenant's old design was the culmination of multiple scientists, engineers and employers adding their own touches to his simulacrum body across 300 years. With this new design, those tweaks and flourishes have fallen away, and he is truly reborn.

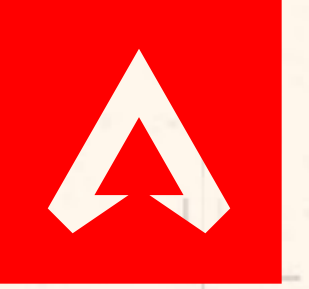


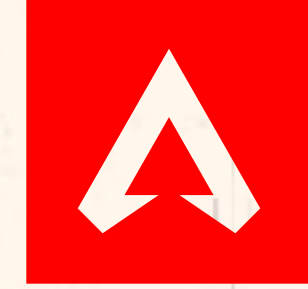


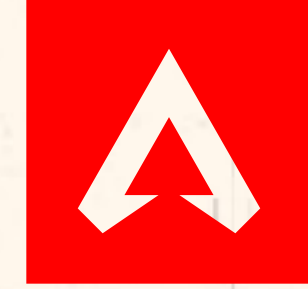


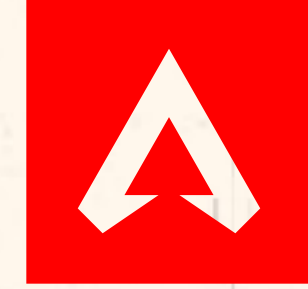


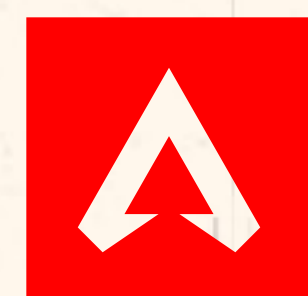
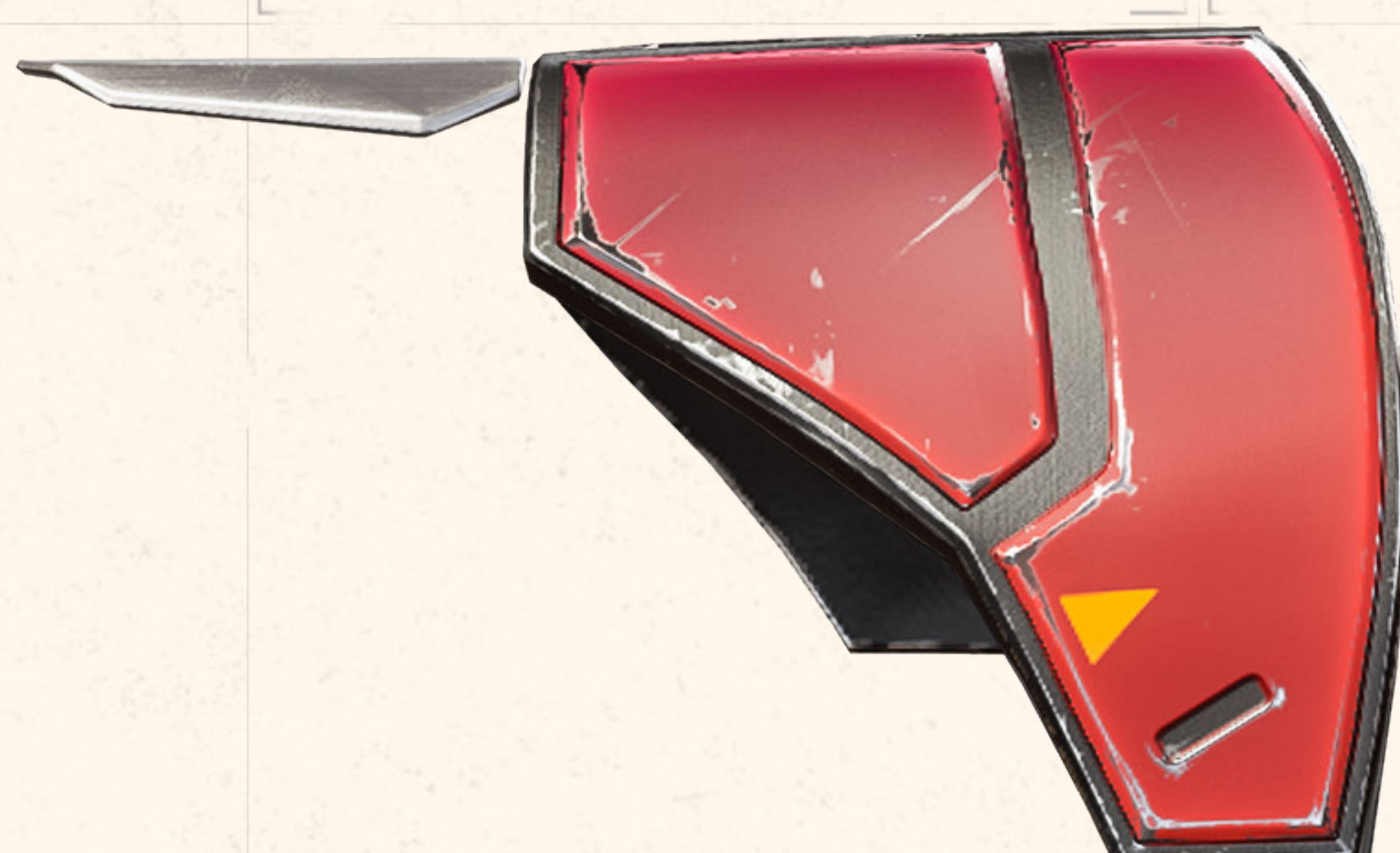
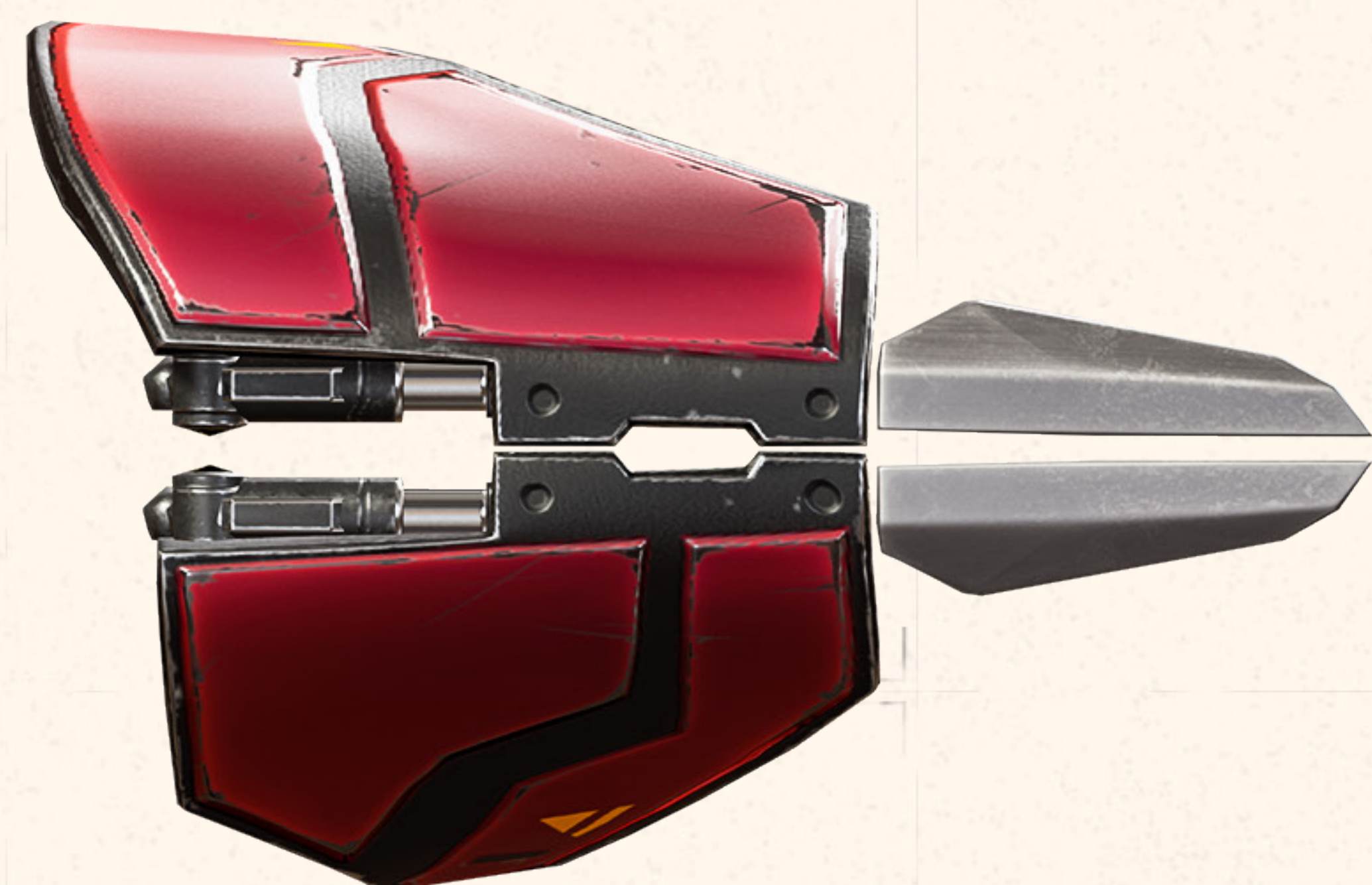


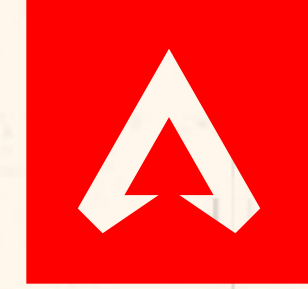
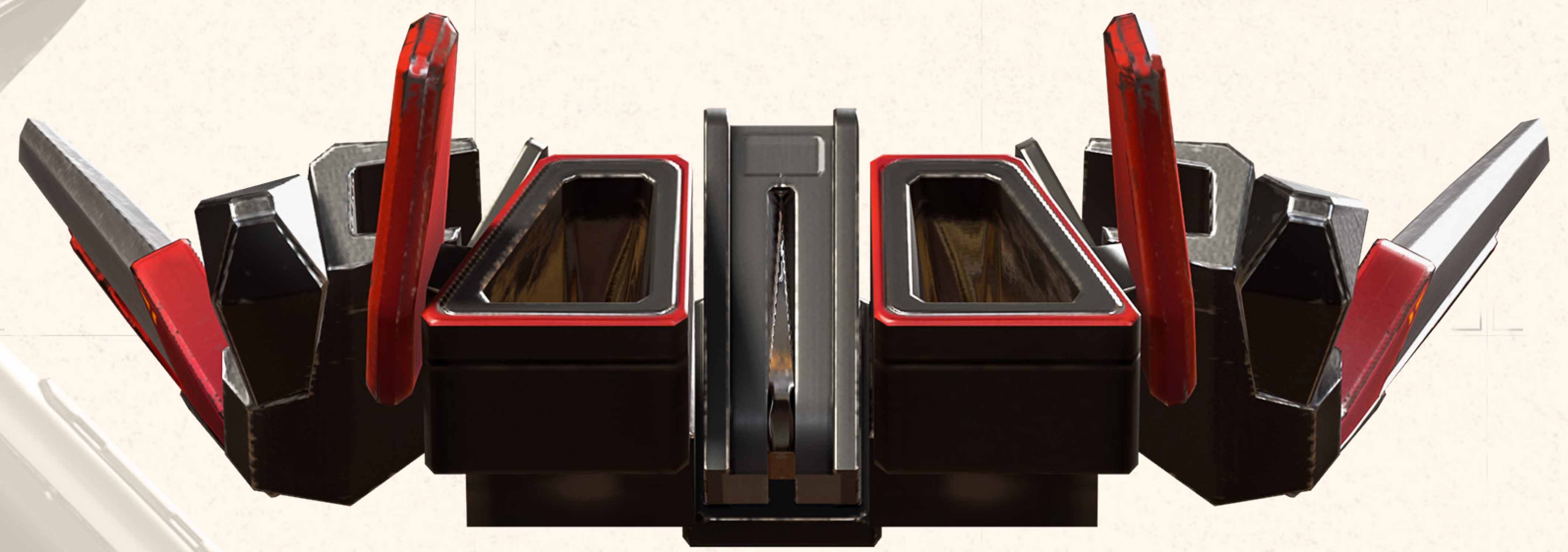
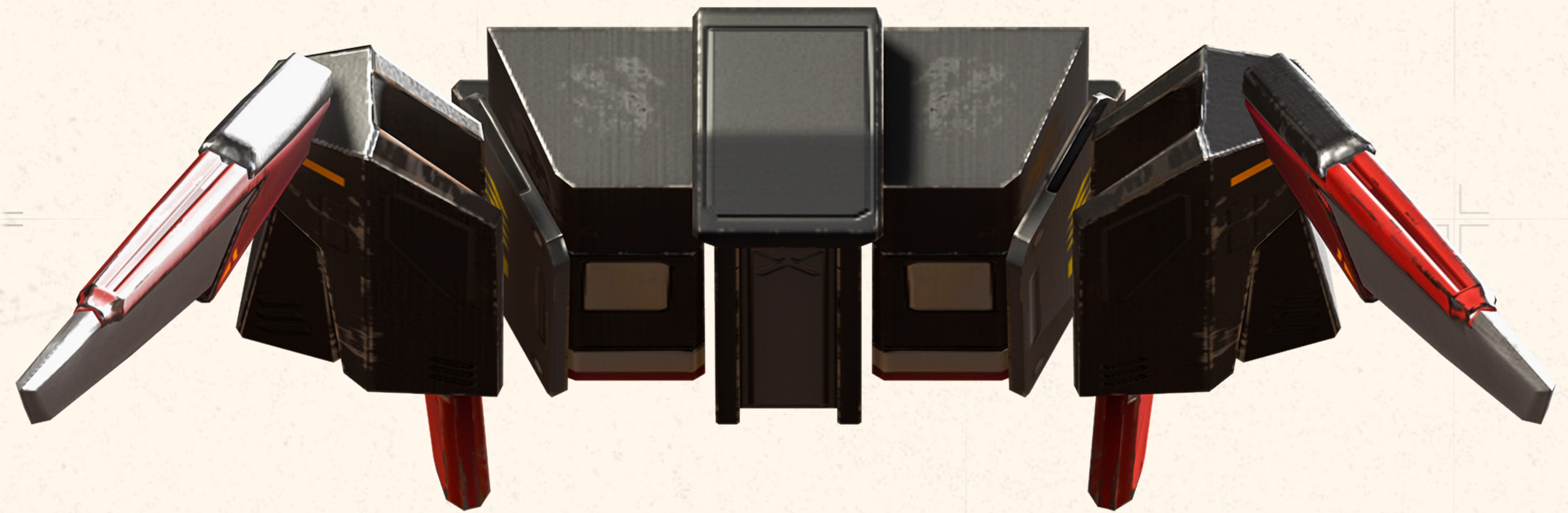
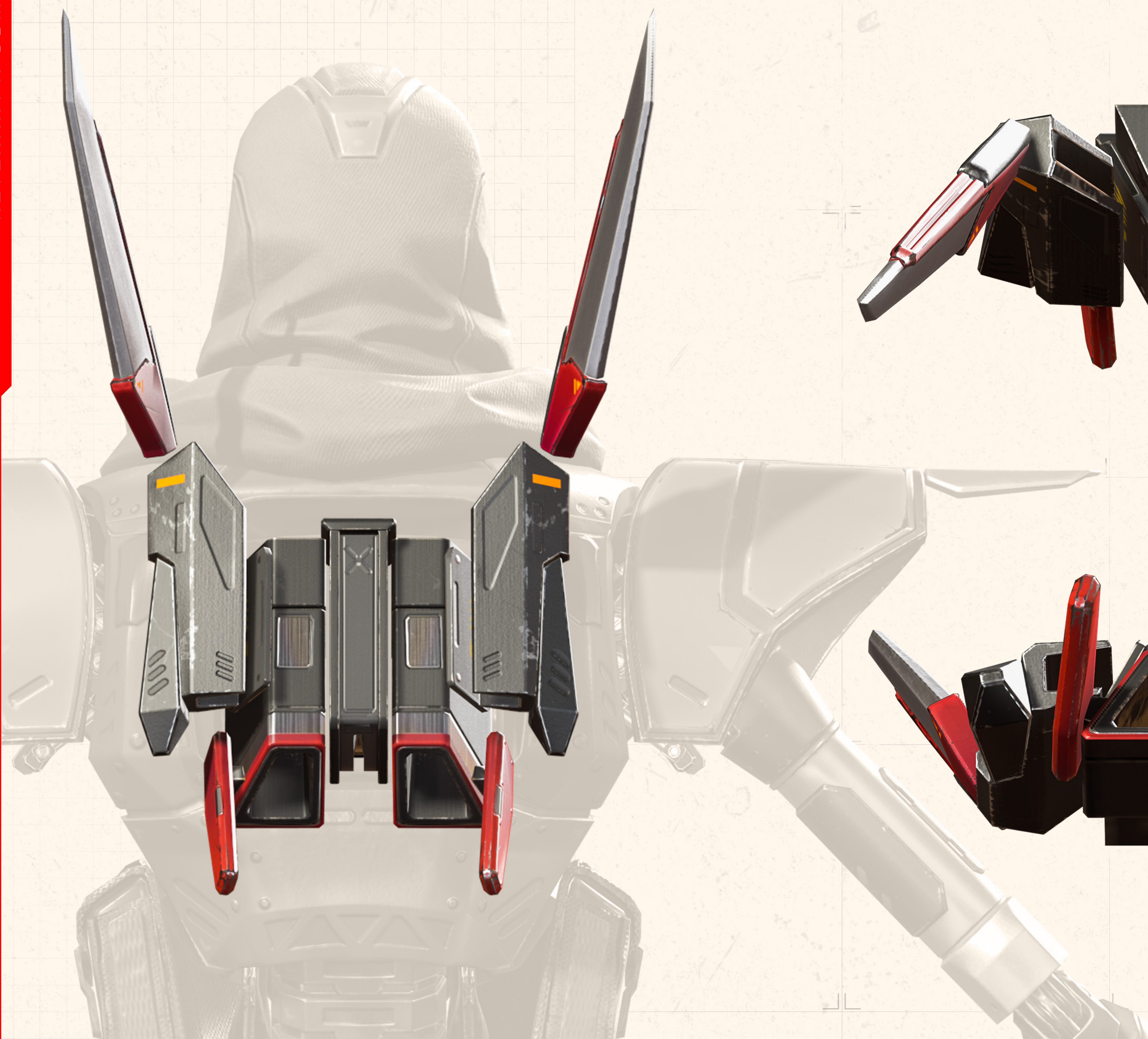


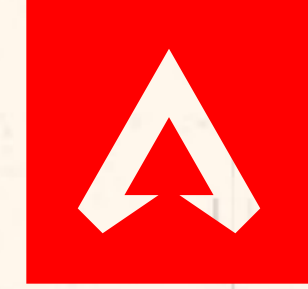
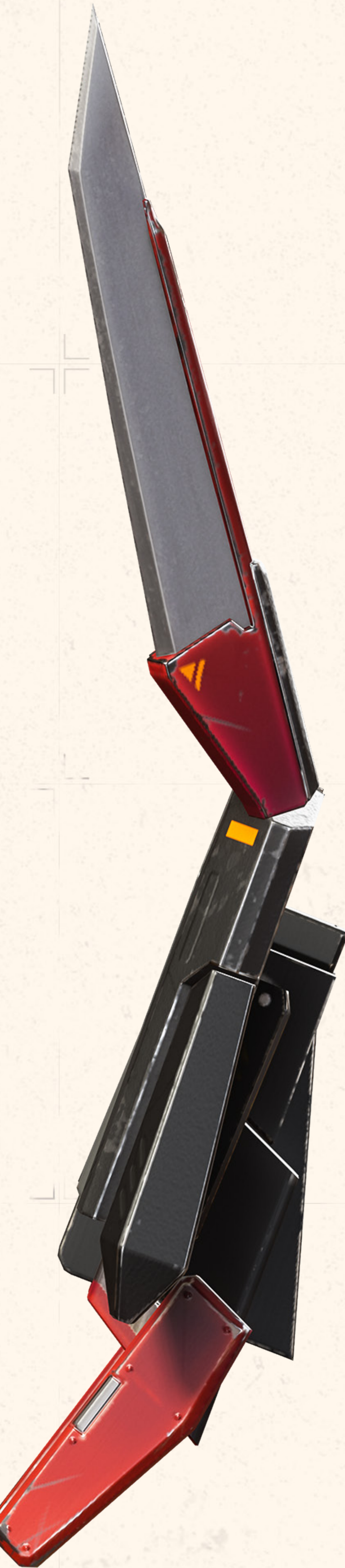
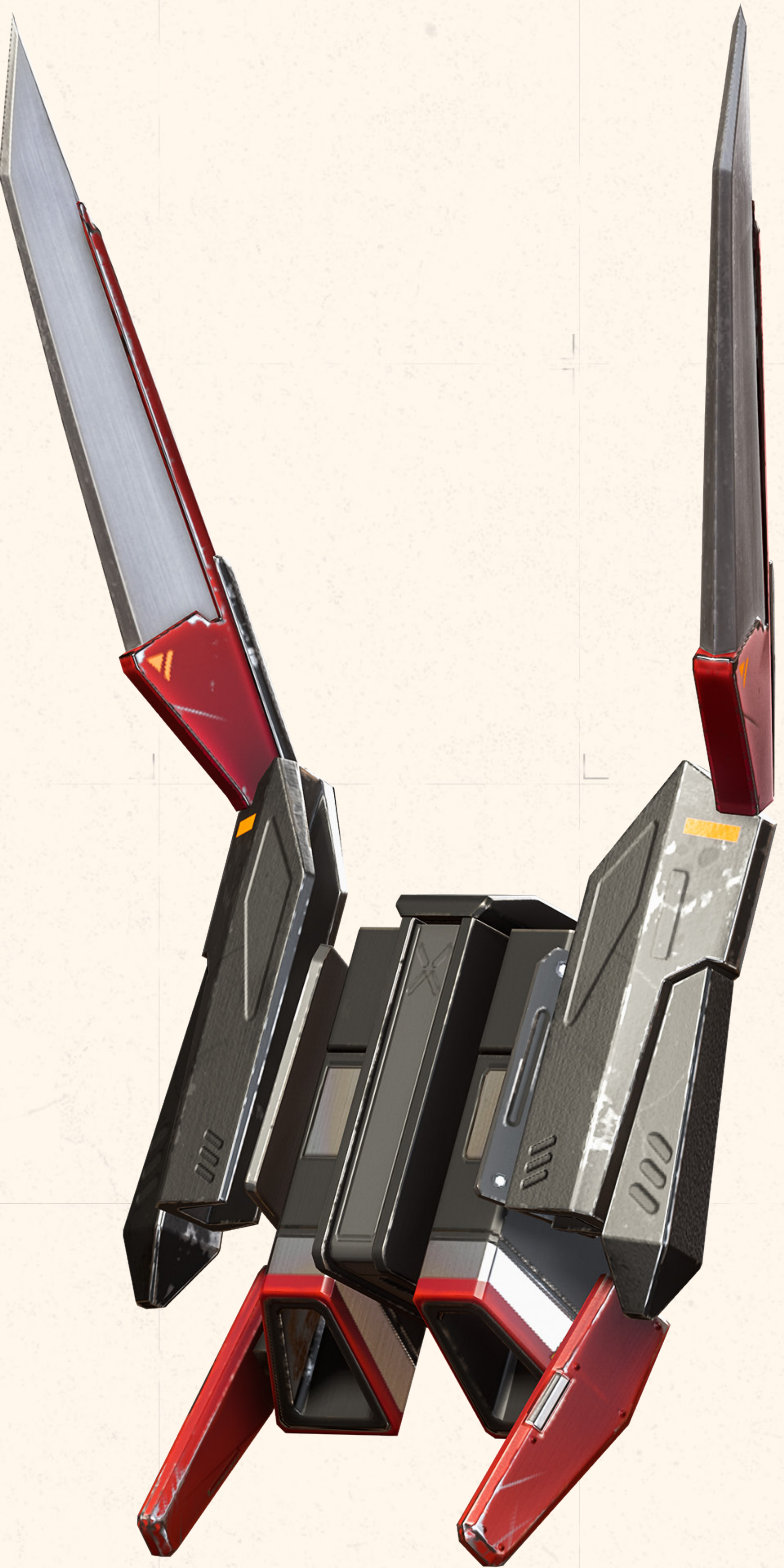




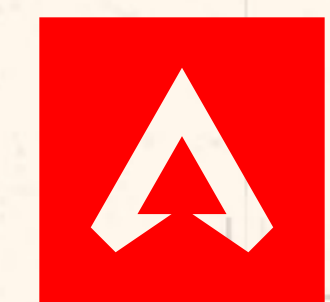


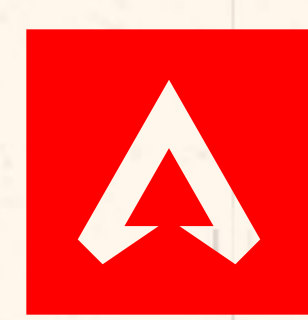


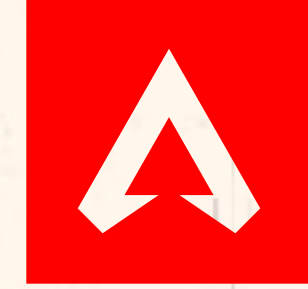


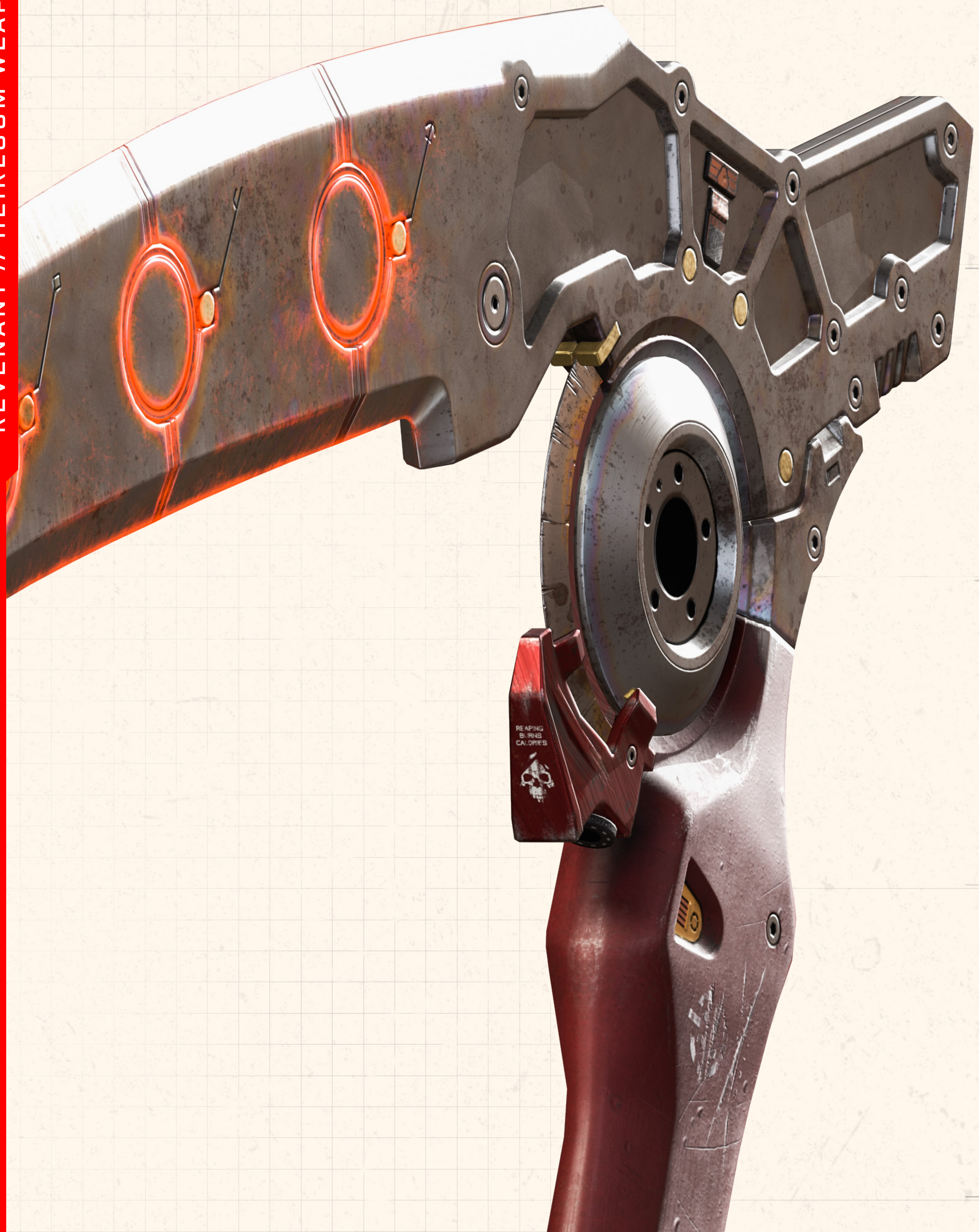


HEIRLOOM WEAPON

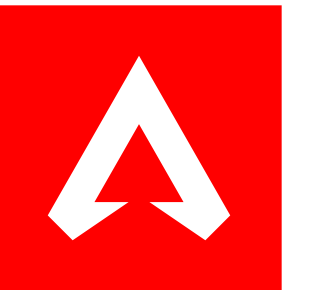






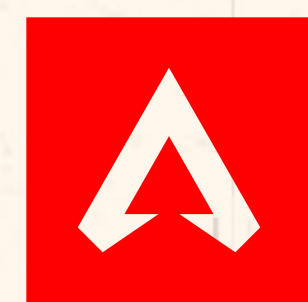


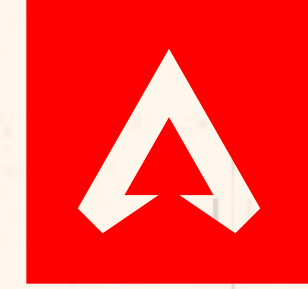
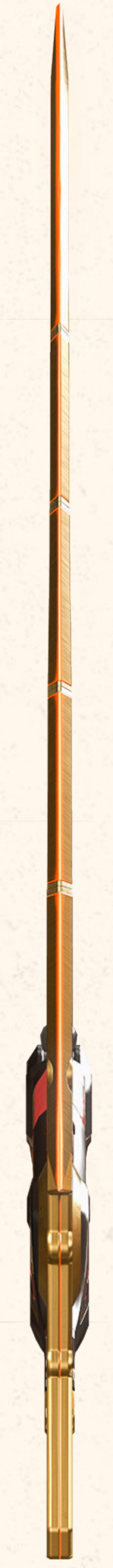
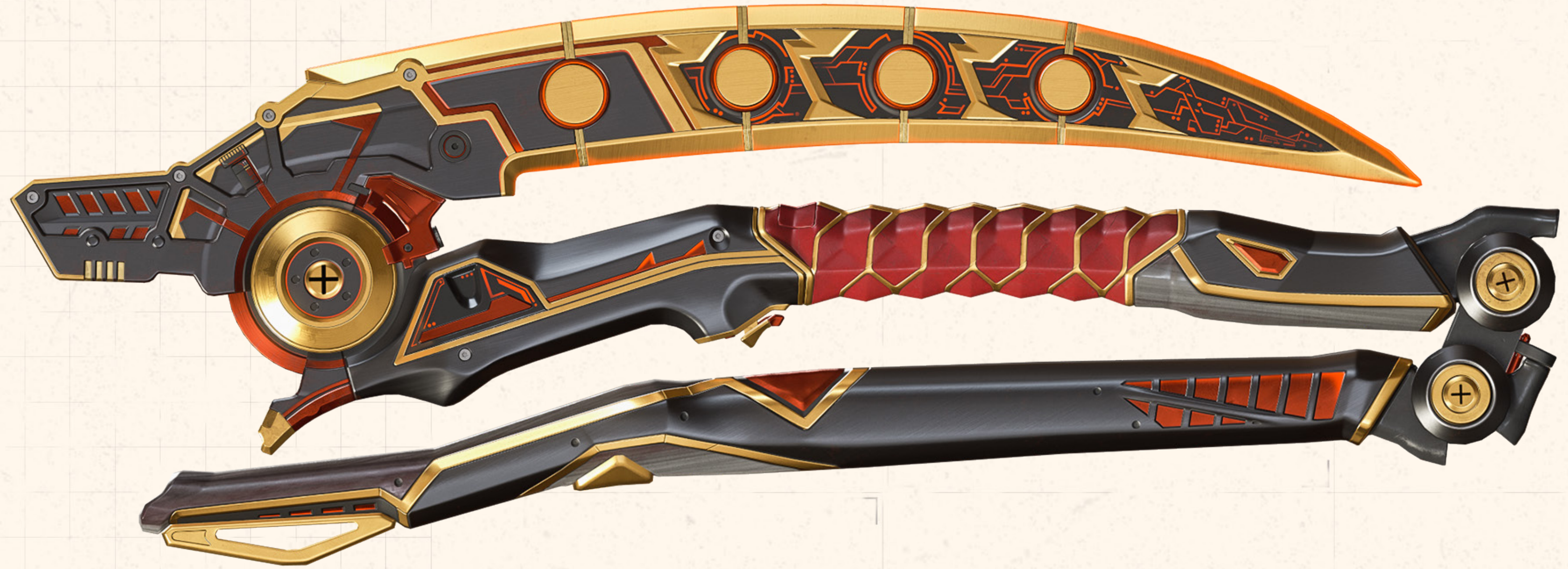
REAPING
BURNS
CALORIES

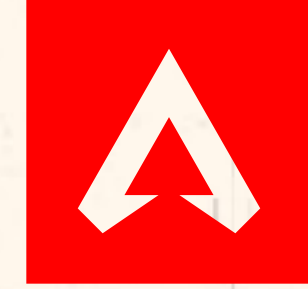


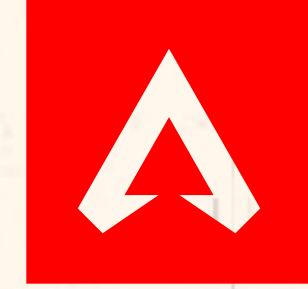


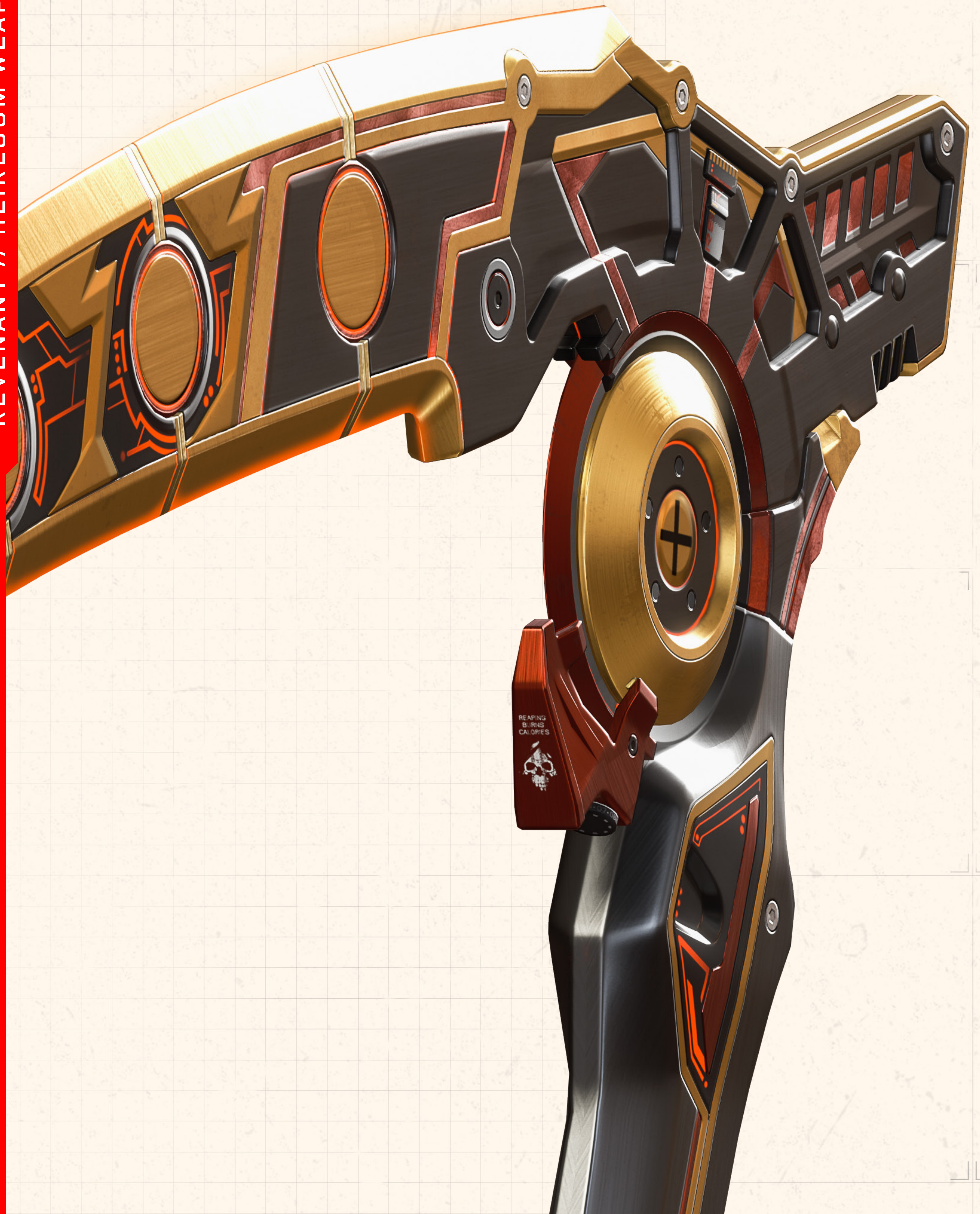
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