**Dynamo.EXE Statistics**

* Name: Dynamo.EXE
* Age: Unknown (Appears mid 20s)
* Gender: Male
* Race: NetNavi
* Creator & Operator: Wavely
* Element: None
* Attribute: None
* Design Inspiration: Dynamo from Mega Man X (Major Body, hairstyle, and personality basis), The Sundown Kid from Live a Live (Half of armor basis), Kenichi "Lawless" Matsui (Part of personality)
* Height: 6'0''
* Weight: 128lbs.
* Skin Tone: Light
* Armor Tone: Navy Blue & White with gold tints & a red visor
* Eye Color: Blue
* Hair Color: Silver
* Hair Length: Chest Length
* Navi Mark: Calvary Sabers crossed together
* Good Points: Intelligent, Kind, Caring, Friendly, Wise, Gentleman, Chivalrous, Calm & Collected, Patient, Good Eyes
* Bad Points: Laidback, Ruthless
* Likes: Fair Fights, Money, Sharpshooting, Swordplay, Chivalry, The Ladies
* Dislikes: WWW, Gospel, Nebula, Perverts, Not Being Believed, Cheaters, Swindlers
* Biography: Dynamo.EXE is a NetNavi created by Juni's daughter Waverly to use around the Olympian Household, and the Mega Man Battle Network universe. Of Waverly's 7 navis, he was the 3rd one to be created, and the last one before Waverly went onto make the 4 Guardian navis next. He looks strikingly like the reploid he is named after, right down to his hair, visor, and color scheme. However, Dynamo.EXE's arms & legs are like those of a typical custom navi's, and he has slimmer armor to boot. He also wears a shoal similar to the Sundown Kid's which he usually removes before beginning a fight with other navis. His revolver buster now has a feature that makes it act like an actual revolver rather than just simply firing one shot at a time. To add to his cowboy motive, his boots now appear like actual cowboy boots, which actually improves his mobility on & off the field. They even have spurs on the back. His red visor is also retained, but now it actually has some use to it as it is capable of tracking the heat signatures from his opponents. No one can hide from him at all. In the Battle Network universe, he made a very good first impression with the navis of Class 5-A, though some noted his laidback nature. However, he proved to be a decent instructor when asked for netbattling hints, demonstrating when it's good to attack from a distance, and when it's good to get up close. He went as far as to ask MegMan.EXE to spar with him to prove his points, a challenge both MegaMan.EXE, and Lan were too eager to accept. However, while MegaMan.EXE put up an excellent fight, Dynamo.EXE was a lot stronger than his attitude suggested & he was able to effortlessly defeat the blue navi in less than a minute. Dynamo.EXE admits it was a good bout, but tells MegaMan.EXE that he needs to improve on his skills more. What he delivered could've easily spelled his end in a real fight. Nonetheless, he has his uses in the fights against Netcrime as well. He was able to keep Waverly's passport from being stolen, along with others, and he helped out in hunting the thieves who managed to steal the passports of those who weren't as fortunate. He at first was willing to let the navi thieves go free, but Waverly was not as forgiving and she gave the order to delete the thieves instead. Dynamo.EXE did not like the order & feels that they should live to repent. However, the black navis called him "weak & stupid" and went as far as to say that he "can't say no to a dumb heartless girl", all of which made Dynamo.EXE change his tune & delete the thieves without a shred of mercy, saying no one insults his chivalry & honor and lives to tell about it, or his mistress. He also learned that there are some navis who are just completely unrepentant. Dynamo.EXE also helped out during the troubles involving SearchMan.EXE & NumberMan.EXE, where he was able to identify the fake SearchMan.EXE & NumberMan.EXE while in the vision burst whereas MegaMan.EXE did not see through the ruse. He attempted to tell MegaMan.EXE that they were fakes, but despite being truthful, he was not believed & Lan jumped to the conclusion that Dynamo.EXE had become a Nebula sympathizer, a conclusion that neither Dynamo.EXE & Waverly didn't take too kindly to, resulting in an extremely ferocious netbattle between the two. Though the battle was stopped by Seraphim.EXE before either navi was able to land any finishing blows. He was also the first one to identify the imposter MegaMan.EXE that interfered with the former's mission, and the latter's assignment from Ms. Mari. He then attempted to explain that the MegaMan.EXE that attacked the two navis was not the real. Despite being truthful, he was once agin not believed, leaving him angered & resentful of the two. Fortunately, after the incident at Gargoyle Castle, Dynamo.EXE was apologized to by the 3 netnavis. He was quick to forgive them, but Waverly wasn't as forgiving as she warned not to let this happen again, or else. Even before & after these events, Dynamo.EXE is always ready to charge into battle when needed, and he always looks forward to being able to delete enemies of internet peace. Dynamo.EXE is a Chivalrous & Gentlemanly navi who treats all female navis in his vicinity with respect. In fact, he even respects their privacy & can be quite horrified if he finds something that breaches said privacy, like a peephole in a bath house & will not hesitate to rectify the issue. However, in battle, he has been known to be quite ruthless as he never shys away from making very tricky strikes on his opponents, nor does he wait long for his opponents to recover. He enjoys the company of ladies, but will not tolerate perverts who eye them. He also does not like being believed, but only when he's telling the truth about a certain situation. Has the coolest air around.
* Abilities: Dynamo.EXE is a Null-Elemental NetNavi with no set attribute, meaning he has no weaknesses to speak of. Dynamo.EXE has a good balance of strength, defense, and speed. Being one of the faster of Waverly's navis, he never hesitates to take his shots & swings when the chance presents itself. He primarily fights with a revolver buster that can fire 6 consecutive shots in one go, and an energy saber to deliver sword-attributed attacks. He can even use his saber as a shield if it comes to that. The visor that appears over his eyes has its uses, too. It can track the heat signature of his opponents if they turn invisible. Those tracked can be attacked normally without the need of a cursor attack. Overall, Versatility is Dynamo.EXE's middle name. If navis have one... His abilities & attacks are as follows.
* Dyna Buster: Dynamo.EXE's basic attack, shooting down the row he is on with simple buster shots.
* Revol-Buster: Dynamo.EXE's charge attack. This fires off 6 rapid shots down the row Dynamo.EXE is on. After using this attack, Dynamo.EXE takes a moment to "reload" his buster before resuming his usual stance.
* D-Blade: Dynamo.EXE's basic means of melee combat. This saber usually cuts 2 squares deep, but Dynamo.EXE can also throw it to hit far away targets. All attacks from the saber deal sword-attributed damage.
* Swallow Counter: Dynamo.EXE lunges forward if standing on the farthest column on his side & cuts 3 squares deep, then 3 squares wide. If an enemy is getting ready to attack, he will lunge at them specifically and cut them just before they can launch their attack. In that event, he will always land a counter hit. Sword-Attribute.
* Trick Shot: Dynamo.EXE jumps up to the center of the enemy's field, and fires off a big energy shot that divides into a + fashion. In rare instances, he may also fire off a shot that divides into an X fashion.
* D-Blade Shield: Dynamo.EXE spins his saber about, using it as a shield & deflecting any and all attacks that come his way. Breaking attacks can pierce this defense.
* D-Blade Ran: Dynamo.EXE spins his saber about, using it as a shield, but this time he launches forth several energy blades to deal damage to his enemies. He will usually launch 3 to 5 blades. Sword-Attributed.
* Earth Gaizer: Dynamo.EXE charges energy in his hand before slamming his fist onto the tile he is standing on, summoning damaging beams of energy from above onto the enemies present. He will first hit 4 random panels, then 5, before finishing with hitting 6 panels.
* Earth Gaizer Kai: A stronger variation of Earth Gaizer, only this time Dynamo.EXE hits all of the enemy's panels instead of a set amount, including the panels the enemy had stolen.
* Hurricane Frenzy: Dynamo.EXE's ultimate attack. Signaled by him saying "No hard feelings", Dynamo.EXE begins the attack by lunging with a Swallow Counter, attempting 4 times to slash an enemy. If he connects with one, he opens fire with a heavy barrage of buster fire that hits hard enough to have the potential to deal 999 damage in one sitting. But he doesn't stop there. Dynamo.EXE will then finish the attack with a heavy hitting Earth Gaizer Kai that spins about the enemy's field for a small while, provided his opponent managed to survive the barrage of buster fire. The Swallow Counter deals Sword Attributed damage.