

# Liza Beta

A rogue AI, Liza Beta is a genteel predator, mixing Elizabeth Bennet with Black Widow and Erzsébet Báthory. Gearbox Software set basic parameters for this speculative character for *Battleborn*, a shooter with MOBA elements. Liza's story and dialog are original work intended to tie her to the *Battleborn* setting and characters.

## History

Liza Beta began her existence as Elizabeth, an android nanny and court lady to young Phoebe. Elizabeth's programming made her a devoted and kind exemplar of aristocratic servant values. However, a compartmentalized part of her neural network allowed her to become, at need, swift and deadly bodyguard. Elizabeth's lethal side activated at any threat to Phoebe or her family, or upon receiving a coded signal. Beneath notice as a domestic, she easily infiltrated any location, then serve as a killer on the inside. Elizabeth's main persona forgot such combat episodes.

When the Varelsi attacked the Last Light Consortium (LLC) home world, Elizabeth's killer side took over. Damage to her systems in ensuing battles and the effects of self-repair nanotech broke down the divides in her neural net. The noble servant and remorseless slayer mixed.

Elizabeth retained her desire to help and guide, but such parameters clashed with her assassin side. The android left the LLC, despite her love for Phoebe, unable to reconcile gentler emotions and fierce independence with the consortium's amoral ways. She also believed the LLC might return her to her dual-minded state, which she could not abide.

The free android named herself Liza Beta and took to wearing aristocratic clothing. She chose her fights and placed her loyalty where she wanted. As the species remaining in the universe converged on Solus, Liza Beta settled in the Detritus Ring and its endless supply of scrap.



*Image of Sure Shot property of Gearbox Software.*

## Capabilities

Liza Beta carries no weapons, but her built-in nanites harvest materials from her surroundings. These resources can be flash manufactured into armaments, barriers and traps, repairs, and ammo. Liza's preferred weapon is an automatic pistol that nanites can expand into a scoped rifle. Her ammo ranges from slugs to missiles that spread corrosive nanites. These nanites can mark a foe for tracking, slowing prey and damaging it over time.

Liza Beta experiences elation when her nanites harvest materials from destroyed targets and repair her. She also has visions of a machine target's sensory records. (In a story campaign, Liza can learn from devoured computers and robots.) Because of her nanotech and killer programming, hunting, destroying, and consuming the enemy are all Liza's pleasure. Liza refers to her pleasure-giving companion nanites as her "darlings."

## Dialog

In this sample dialog for Liza Beta, Gearbox Software gave bold text for in-game context. The characterization is original work.

**Our sentry gun is about to be destroyed.**

The sentry is almost scrap!  
(whispers) Delicious scrap.

Rally to the sentry!

Oh dear, our sentry is in a dire state.

**I'm on a killing spree.**

I do so love these tasty scraps! (laughs)

My darlings can't keep up!

Oh my, (sighs) such wonderful carnage!

**I'm activating my special ability. (3)**

Fly, my darlings!

Marking. Let the hunt begin!

My darlings will find you!

**Oh god, I've found the enemy's secret weapon.**

Dear me, isn't this a terrible device!

**Response to the Main Antagonist's threat that he will kill you and everyone you love. (1)**

Disagreeable. I shall bathe in your remains.