AJ

Role: The Tech Genius of the Knuck Knucks

Special Abilities: Virtual Foresight (Past, Present, Future), Instant Data Retrieval

Signature Gear: Holo-Lens Visor, Neural Interface Gloves

Andrew Copernicus James or AJ as he is called by the Knuck Knucks is the genius of the Knuck Knucks. AJ, Crisof, is the son of Padoc and Lutricia is a computer wizard. AJ is the brains behind the tech that powers the Knuck Knucks. Brilliant, curious, and always one step ahead, AJ has a mind like a supercomputer. With his enhanced neural tech, he can virtually see the past, present, and future, a gift that makes him the team’s ultimate intel agent and tactician.

Need blueprints, enemy schematics, or a location scanned in real time? AJ can gather complex data in a split second, pulling information from digital networks, security systems, or even historical echoes in the environment. His visor overlays time-bases insights over reality, letting him analyze every angle before anyone else even knows what’s happening.

Quiet but confident, AJ doesn’t talk much, and sometime forgets to bath, he let’s his tech speak for him. Whether hacking into a fortress or predicting the next move in battle, he’s the digital backbone of the team.