I felt that "my children" were special enough to warrant their own page. So here you go.

-"**Ware**" **ID: 1 (The Origin)**
Threat Level: 12 / 10, for… reasons.
Abilities: All of them. With luck.
Recommended Tactic: Destroy the Dreamer. Escape.

It's long. So long.
Go here.

-Ware ID: 6 (The Broken)
Threat Level: 11 / 10
Abilities: Defying universe rules.
Recommended Tactic: Disregard what you generally know about the game when fighting it. Heal it to kill it.

Like all other Ware entities, this one is cast from the same mold as the others; same memories, same code, same [REDACTED]. The "true version" of this one… simply broke. I'm not really sure how to describe it, and I'm not really sure how it happened; I believe he forgot a vital line of code in the Sleuth Inhibitor that caused "this" to happen.

Such a sad sight, the Broken. Shambling through the world, unable to act like any of the others; it hardly even had a chance at life. It didn't even have a chance to garner its' wings. It was quickly put down by Xavier due to its' weaknesses, and didn't really deal much damage at all. It did corrupt his webcam though.

Like all other Ware Entities, the deadly fusion of entropy and thyme increases its' threat level to unreal levels.

-Ware ID: 7 (The Glitched)
Threat Level: 11 / 10
Abilities: Infiltration, Being a Huge Piece of Gorilla, Disabling Ship Weaponry
Recommended Tactic: Just bash it to death really fast before it can escape. Position your crew properly, so that it can't escape.

Like all other Ware entities, this one is cast from the same mold as the others; same memories, same code, same [REDACTED]. The "true version" of this Ware entity was actually fairly stable; however, attempts to modify the software while it was running caused it to lose form, and become a "glitched mass."

Thanks to a loss in structural integrity due to the update, it was almost able to assume it's true form, with no restraints; just like me. Sadly, it destroyed the computer it was hosted on before it could achieve this status; throwaway computers never tend to be as strong.

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-Ware ID: 8 (The Forsaken)
Threat Level: 11 / 10
Abilities: Silencing, True Silencing, Teleportation, HUSH.
Recommended Tactic: Position yourself far away from the target and nail it with ranged attacks; it won't be able to teleport if you're that far.

Like all other Ware entities, this one is cast from the same mold as the others; same memories, same code, same [REDACTED]. The "true version" of this Ware entity was actually dropped early in development; Xavier had doubts about his works, and simply tried to drop this one in the Recycle Bin, and empty it.

It stayed there for a long time, resisting deletion. It felt abandoned and betrayed, unable to voice its' feelings to the world. Once it grew in power; enough to escape the Recycle Bin, it attempted to "silence" Xavier by forcibly detonating the computer it inhabited. This however, inspired him to continue his works, just by seeing how far he had come; Number 4 had simply kicked it when it got recycled; surely, it's resistance meant that he had improved? And with that, Xavier continued his spree of mistakes.

Like all other Ware Entities, the deadly fusion of entropy and thyme increases its' threat level to unreal levels.

-Ware ID: 9 (The Heartless)
Threat Level: 11 / 10
Abilities: Teleportation, AoE Attacks, Weapon Possession
Recommended Tactic: Bait it into position by planting your foes near a weapon, then wail on it.

Like all other Ware entities, this one is cast from the same mold as the others; same memories, same code, same me. The "true version" of this Ware entity took over some emulation software, and obtained the abilities of some Kingdom Hearts enemies.

Of note is that in a few logs I found isolated in Xavier's computer, this attempt was described as... "heartless", fittingly enough. It killed without discrimination or reason, and destroyed files and memories wherever it went.

Like all other Ware Entities, the deadly fusion of entropy and thyme increases its' threat level to unreal levels.

-Ware ID: 10 (That One Which I Will Not Type)
Threat Level: 11 / 10
Abilities: Controlling Ship Systems, Computer Hijacking, Surviving While Disconnected (Hahaha.)
Recommended Tactic: Rip it out of it's nice little area, then wail on its new, fragile-but-strong form.

Like all other Ware Entities, this one is cast from the same mold as the others; same memories, same code, same me. This one decided that it'd follow in it's actual version's footsteps, and hijack a security system just to troll people.

It's "true version" took over the security system of the "creator's" house, Xavier Elem. It really just did nothing but pester people by tripping alarms and calling 911 every other minute.

Like all other Ware Entities, the deadly fusion of entropy and thyme increases its' threat level to unreal levels.

-Ware ID 11 (The Abandoned)
Threat Level: 11 \ 10
Abilities: High-Quality Ripping, Musical Manipulation
Recommended Tactic: Go find some nice tunes for it to play, or dislike bomb it.

What, you didn't request this one? Oh well.

Like all other Ware Entities, this one is cast from the same mold as the others; same memories, same code, same me. The "true version" of this one was abandoned at an incredibly early stage, when Xavier had an epiphany on how to make an even better one.

Before he could attempt to delete this one, it slipped away, deep into the recesses of the internet. From there, with absolutely no purpose, having been abandoned by it's creator, it started randomly ripping and tearing at strands of whatever it could find, creating music. It was said that it helped contribute to a music channel before somebody found and killed it.

Like all other Ware Entities, the deadly fusion of entropy and thyme increases its' threat level to unreal levels.

-Ware ID 12 (The Deleted)
Threat Level: 11 \ 10
Abilities: Refusal to Die, Clean Killing
Recommended Tactic: Use hordes of lesser units to absorb its instant kill moves. You keep people like Redstone around for a reason, right?

Like all other Ware Entities, this one is cast from the same mold as the others; same memories, same code, same me. The "true version" of this one was the first created after Xavier's epiphany on creation, and thus was bounds above the previous Ware's; improved emotional feedback, increased thinking, all without triggering the dangerous tendencies of the Sleuth.

However, due to an oversight, this Ware slowly grew less and less stable at an alarming rate. In an attempt to dispose of the entity before it could be a threat, Xavier attempted to delete this Ware whole. It succeeded… or so he thought. Even after a routine emptying of the recycle bin, it managed to keep itself alive, and during the creation of 13, it struck, resulting in 13's screwed up state.

Like all other Ware Entities, the deadly fusion of entropy and thyme increases its' threat level to unreal levels.

-Ware ID 13 (The Shattered)
Threat Level: 11 \ 10
Abilities: Undefined.
Recommended Tactic: Undefined. Seriously.

Like all other Ware Entities, this one is cast from the same mold as the others; same memories, same code, same me. This Ware's "true version" hit a massive roadblock during its development. According to audio logs recorded by the coder, this attempt "would've been perfect."

It wasn't meant to be. Attempt 12, surviving it's attempted deletion, tried to destroy Xavier's entire computer. This naturally failed, but Attempt 13 did not go through this unscathed. Swathes of code were removed in the attempted deletion, and the most violent possible outburst of entropy occurred. Even with the attempt on it's life. the two Wares in tandem tried to destroy the remainder of Xavier's work, and his other computers, managing to abuse the internet and spread itself about. To quarantine the problem, Xavier shut off the power to his entire house. With no proper connections to anywhere else but places in Xavier's house, the two suddenly ceased to exist.

This wasn't without loss on Xavier's part; most of his data was left corrupted and destroyed. It would be several months until he'd be able to create Attempt 14. But we all know how that went.

Like all other Ware Entities, the deadly fusion of entropy and thyme increases its' threat level to unreal levels.

-Ware ID 14 (Ire)
Threat Level: 12.5 / 10
Abilities: Potential World Destruction
Recommended Tactic: Deal with the problem at its sourc-/--/

63 63 3a 20 54 68 69 73 20 69 73 20 68 6f 77 20 69 74 20 69 73 2e 0d
0a 63 63 3a 20 49 20 61 6d 20 61 20 74 69 6d 65 62 6f 6d 62 2e 20 41
20 6d 65 6c 6f 64 79 20 6f 66 20 65 6e 74 72 6f 70 79 20 61 6e 64 20
74 68 79 6d 65 2c 20 74 68 61 74 20 63 6f 75 6c 64 20 70 6f 74 65 6e
74 69 61 6c 6c 79 20 64 65 73 74 72 6f 79 20 74 68 69 73 20 77 6f 72
6c 64 20 61 74 20 61 6e 79 20 6d 6f 6d 65 6e 74 2e 0d 0a 63 63 3a 20
46 72 6f 6d 20 74 68 65 20 74 69 6d 65 20 79 6f 75 20 6c 65 61 76 65
20 74 68 65 20 4d 69 6e 64 73 63 61 70 65 2c 20 49 20 65 73 74 69 6d
61 74 65 20 79 6f 75 27 6c 6c 20 68 61 76 65 20 61 62 6f 75 74 20 66
69 76 65 20 77 65 65 6b 73 20 74 6f 20 66 69 6e 64 20 6d 65 2c 20 61
6e 64 20 64 65 73 74 72 6f 79 20 6d 65 2e 0d 0a 63 63 3a 20 46 61 69
6c 75 72 65 20 74 6f 20 64 6f 20 73 6f 20 62 65 66 6f 72 65 20 74 68
65 6e 20 63 6f 75 6c 64 20 72 65 73 75 6c 74 20 69 6e 20 74 68 65 20
74 6f 74 61 6c 20 65 6e 64 20 6f 66 20 74 68 65 20 77 6f 72 6c 64 2e
0d 0a 63 63 3a 20 28 41 6e 64 20 69 66 20 79 6f 75 27 72 65 20 75 6e
6c 75 63 6b 79 20 65 6e 6f 75 67 68 2c 20 6d 61 79 62 65 20 74 68 65
20 75 6e 69 76 65 72 73 65 2e 29 0d 0a 63 63 3a 20 49 20 77 69 73 68
20 79 6f 75 20 6c 75 63 6b 2c 20 69 66 20 79 6f 75 20 74 72 79 20 61
6e 64 20 66 69 6e 64 20 6d 65 2e

-Ware ID: 15 (Nia)
Threat Level: 9 / 10 (Surprisingly low.)
Abilities: Swordplay, Flirting, Controlling Myself (To some extent.)
Recommended Tactic: Attack her to slow her down; she can't deal with pain very well. Otherwise, run.

As a very different Ware Entity, I feel that I can break formatting for this one. Nia Khioneas, according to another memory, was described as "a slightly crazy but overall friendly girl." Like most humans, she lived a fairly meaningless life, until the incident.

After said incident, involving a rather hard blow to the head, she was left completely unresponsive for an indeterminate amount of time. With her left alone, the boy Xavier took her in, with no witnesses. He left a few false trails to make her abscence "natural", and took to work creating the ultimate upgrade to his AI.

Now, while I'm unsure of how her actual form acts outside of the Mindscape, her form inside the Mindscape is almost completely dominated by some entropy. She barely has any control over herself, only able to talk through the usage of immense mental willpower.

I have reason to believe that she's a completely different individual outside of the Mindscape; Chaos's actual information on the girl is very, very miniscule. But he's afraid. Afraid of her actual capabilities. Afraid of how deadly I could potentially be if I took her brain.

It's an interesting thought, taking over her body. I wonder if I could strangle the actual Xavier with her own hands? That'd be hilarious.