



Character Bios

For Reference Only

TRAP TEAM

SNAP SHOT



Water

“Croc and Roll!”

Snap Shot came from a long line of Crocagators that lived in the remote Swamplands, where he hunted chompies for sport. After rounding up every evil critter in his homeland, Snap Shot ventured out into the world to learn new techniques that he could use to track down more challenging monsters. He journeyed far and wide, perfecting his archery skills with the Elves and his hunting skills with the wolves. Soon he was the most revered monster hunter in Skylands – a reputation that caught the attention of Master Eon. It then wasn’t long before Snap Shot became the leader of the Trap Masters, a fearless team of Skylanders that mastered legendary weapons made of pure Traptanium. It was this elite team that tracked down and captured the most notorious villains Skylands had ever known!

FOOD FIGHT



Life

“Eat This!”

Food Fight does more than just play with his food, he battles with it! This tough little Veggie Warrior is the byproduct of a troll food experiment gone wrong. When the Troll Farmers Guild attempted to fertilize their soil with gunpowder, they got more than a super snack – they got an all-out Food Fight! Rising from the ground, he led the neighborhood Garden Patrol to victory. Later, he went on to defend his garden home against a rogue army of gnomes after they attempted to wrap the Asparagus people in bacon! His courage caught the eye of Master Eon, who decided that this was one veggie lover he needed on his side as a valued member of the Skylanders. When it comes to Food Fight, it’s all you can eat for evil!

GEARSHIFT



Tech
"All Geared Up!"

Gearshift was created on the Tech island of Metallana by King Mercurus, who considered the young robot to be his own daughter. But rather than performing royal duties, Gearshift preferred to spend her time in the oily depths of the kingdom among its workers, secretly tending to the huge subterranean machines. When her father discovered this, he was furious – but then a squadron of Undead Stormriders suddenly attacked. Learning that these marauders wanted to capture her father, Gearshift used her knowledge of the labyrinth below to hide him. Seizing the emblem of her people – The Great Gear – she used it to fight the Stormriders, inspiring the workers to rise up. Together, they drove the Stormriders out of Metallana and saved the kingdom. For this, Gearshift was made part of the Trap Team, using her new awesome Traptanium-forged gear to help defend Skylands!

TORCH



Fire
"Fire it Up!"

Torch's childhood was spent working with her grandfather as a dragon keeper, where she helped tend to a stable of dragons that protected her village. One year, an evil Snow Dragon unleashed a terrible blizzard that trapped her entire homeland inside a massive ice glacier! Torch was the only one to escape. Having always been fearless, she set out at once to rescue the villagers and her dragons from their chilly fate. Armed with her Firespout Flamethrower, she fought hard through the treacherous conditions and bravely defeated the Snow Dragon in an epic battle. After the village was free from its icy doom, Torch returned home to find her grandfather missing. The only token left behind was his lucky flaming horseshoe. Now as a member of the Skylanders, Torch wields her powerful flamethrower as well as her lucky horseshoe in hopes it will one day lead her to the grandfather she had lost.

WALLOP



Earth

"Hammer it Home!"

For generations, Wallop's people used the volcanic lava pits of Mount Scorch to forge the most awesome weapons in all of Skylands. And Wallop was the finest apprentice any of the masters had ever seen. Using hammers in both of his mighty hands, he could tirelessly pound and shape the incredibly hot metal into the sharpest swords or the hardest axes. But on the day he was to demonstrate his skills to the masters of his craft, a fierce fire viper awoke from his deep sleep in the belly of the volcano. The huge snake erupted forth, attacking Wallop's village. But, bravely charging the beast with his two massive hammers, Wallop was able to bring down the creature and save his village. Now with his Traptanium-infused hammers, he fights with the Skylanders to protect the lands from any evil that rises to attack!

WILDFIRE



Fire

"Bringing the Heat!"

Wildfire was once a young lion of the Fire Claw Clan, about to enter into the Rite of Infernos – a test of survival in the treacherous fire plains. However, because he was made of gold, he was treated as an outcast and not allowed to participate. But this didn't stop him. That night, Wildfire secretly followed the path of the other lions, carrying only his father's enchanted shield. Soon he found them cornered by a giant flame scorpion. Using the shield, he protected the group from the beast's enormous stinging tail, giving them time to safely escape. And though Wildfire was injured in the fight, his father's shield magically changed him – magnifying the strength that was already in his heart – making him the mightiest of his clan. Now part of the Trap Team, Wildfire uses his enormous Traptanium-bonded shield to defend any and all who need it!

CHOPPER



Tech
"Dino Might!"

Growing up, Chopper was much smaller than the rest of his dinosaur kin. But this didn't bother him because he had big ideas. Ahead of the annual hunting competition to honor the village idol, Roarke Tunga, Chopper spent weeks building himself a super Gyro-Dino-Exo-Suit. When the competition began, he took the air – firing his missiles and chomping everything in his path. With Chopper on the verge of victory, the competition came to a sudden halt when the nearby volcano erupted, flooding the village with lava. Seeing the residents of his village trapped, Chopper quickly flew into action. One at a time, he airlifted everyone to safety. And was even able to save the village idol. For heroically using his head, Chopper was made a Skylander!

JAWBREAKER



Tech
"Down for the Count!"

Jawbreaker hailed from a race of robots that operated and maintained a vast underground complex of enormous machines that powered the legendary Sky Train, which traveled between a thousand different islands daily. Like many of his fellow robots, Jawbreaker led an ordered existence – full of rules and regulations – which he followed happily. However, one day a huge army of Gear Trolls invaded the subterranean complex. Known for being major train enthusiasts, they were set on taking over the Sky Train for their own evil use. Jawbreaker quickly jumped into action and used his massive fists to beat the trolls into retreat. His quick action and ability to think for himself made him an individual. For this he was made part of the Trap Team, where he now uses his Traptanium powered fists to deliver mighty blows to evil!

KRYPT KING



Undead

"I've Got the Edge!"

The perfect blend of sword and sorcery, Krypt King wandered Skylands for years as the disembodied spirit of a knight – until he found his way into the depths of an ancient Arkeyan weapon vault. Upon finding an enormously powerful suit of armor, the spirit decided to make it his own. Unfortunately, this triggered a long dormant auto defense system. With alarms blaring, a massive sealed chamber was opened, revealing a huge army of war machines. Krypt King launched himself towards the attack force, swinging his newly found giant sword until every machine was utterly destroyed. Realizing the power he wielded could serve a broader purpose, Krypt King sought out the Skylanders and was made a member of the Trap Team, where he now uses his massive Traptanium blade to cut down evil!

GUSTO



Air

"Gusts and Glory!"

Gusto was once a cloud wrangler in the peaceful Thunderclap Kingdom, where he learned to master the wind under the guidance of the mysterious Cloud Dragon. But a day came when a fleet of dragon hunters appeared on the horizon, seeking to capture the fabled creature. Despite the danger, Gusto stepped forward to defend it. The hunters could see that Gusto was not a soldier and didn't even have a real weapon – just a "curved stick." However, he was no coward! And, throwing his large boomerang, Gusto hit his surprised opponents again and again – until the hunters surrendered and were forced to retreat. For standing up for himself and protecting the Cloud Dragon, Gusto was given a new Traptanium Boomerang and made part of the Trap Team!

HEAD RUSH



Earth

"Taking Charge!"

Head Rush was raised in a small village that had fallen under the spell of a powerful Harvest Sphinx, who forced the frightened villagers to plow the vast fields of golden grass for his own benefit. Although there were many villagers, no individual was brave enough to confront the Sphinx and put an end to its rule. But Head Rush believed there was a chance to fight back if she could somehow inspire her people to stand together. Charging through her village, Head Rush shouted a mighty yodel that woke the villagers from their spell! With the village behind her, she then led the charge to drive the Sphinx from the island for good. For her leadership and bravery, she was made part of the Trap Team, where she uses her giant Traptanium horns to take charge of evil!

BUSHWHACK



Life

"Axe to the Max!"

Born to a race of tree elves who were protectors of the rich Arcadian Timberland, Bushwhack was supposed to be a ranger. But being the smallest of his clan, he was sent deep into the woods by the Chieftain to study with Arbo, known for helping the Skylanders rebuild the Core of Light. The tree spirit looked beyond Bushwhack's size, and seeing that he had the heart of a warrior, taught him many secrets. Arbo even gifted him with an enchanted axe. So when a legion of Lumberjack Trolls invaded the forest and overpowered the elves, it was Bushwhack who set out to stop them. Drawing out the trolls, he used his enchanted axe and knowledge of the forest to capture them and destroy their tree cutting machines. Afterward, Bushwhack not only was made a ranger, but a Skylander. As part of the Trap Team, he now uses his Traptanium axe to whack evil wherever it grows!

KABOOM



Fire
"Boom Time!"

Kaboom hails from an ancient volcanic island known as Munitions Forge, where he and his people crafted machinery that was used all throughout Skylands. But the ruthless Captain Ironbeard wanted the forge for himself so he could build an unstoppable pirate armada. With a fleet of pirate ships approaching, Kaboom went to work, creating the greatest anti-pirate weapon ever forged – The Boom Cannon! When Ironbeard arrived with his invaders, Kaboom met them at the edge of the docks with his cannon lowered, still smoldering red hot from having just come out of the fire. One by one, he sank their ships until Captain Ironbeard finally retreated. Now as a valued member of the Trap Team, Kaboom uses his Red Hot Traptanium Cannon to blast evil in the broadsides!

SPECIAL SERIES BACKSTORIES

LEGENDARY SKYLANDERS

For centuries, Skylanders have competed in gladiator-style events inside epic arenas of sport, where only the greatest of combatants become immortalized as magical, golden statues that stand watch as guardians. These are the Legendary Skylanders. Whenever the world is in peril, special Portal Masters can bring these statues to life and summon the Legendary Skylanders to defend Skylands against any evil that threatens it.

DARK SKYLANDERS - ORIGINAL

While on a special mission, a team of Skylanders discovered a secret lair where Kaos was experimenting with a new discovery - Petrified Darkness - which he intended to use to take over all of Skylands! In the fight to stop Kaos, the lair exploded, releasing a cloud of pure Darkness! The Skylanders knew they could not let it escape, so they absorbed the dark energy, transforming them into dark versions of themselves. Fortunately, Spyro had learned to tame the darkness within him long ago. So with his help, these Skylanders now have also learned to control it – combining its power with their own to fight Kaos and the forces of evil.

DARK SKYLANDERS - TRAPTANIUM

From his top secret lair, Kaos had engineered a dangerous material known as Dark Traptanium – which he intended to use to capture the Skylanders once and for all! Caught off guard, several Skylanders fell into his trap and were imprisoned within the crystal walls. But the Trap Masters arrived just in time and shattered the dark traps with their weapons made from pure Traptanium! Though they were free, they had absorbed enough of the dark energy within, transforming them into dark versions of themselves! Fortunately, they have learned to control it – combining the dark power with their own to fight Kaos and the forces of evil.

EON'S ELITE

Of all the heroic Skylanders, there are several that Master Eon depends on to lead others into battle against the forces of evil. Eon's Elite are the selected few that have displayed courage and bravery against all odds – and are revered by their fellow Skylanders for their inspiration and unwavering commitment to defend Skylands!

MINI SKYLANDERS

The Skylander Mini's started off as regular "Sidekicks," assisting the Skylanders on many exciting adventures. And what they lacked in size they more than made up for in courage. Ultimately determined to become full-fledged heroes, they trained at the Skylands Academy - honing their powers and skills until they were ready. Now, they stand side by side with their full grown counterparts, ready to defend Skylands against Kaos and his evil minions.

TRAP TEAM SUPER VILLAINS

KAOS



Kaos

Needs no introduction.

Before becoming the archenemy of the Skylanders, Kaos always demonstrated an insatiable hunger for absolute power. Even as an infant, Kaos seized control of his nursery with his “evil baby army of evil drool” which threatened to crawl across the face of all Skylands. Fortunately, this uprising was crushed at naptime. Kaos was then sent to the finest evil school of magical villainy, as were many in his long and twisted family history. It was here that Kaos met Glumshanks, who was persuaded by Kaos to become his evil servant with the promise of career growth. But soon after, they were expelled when Kaos appeared as a giant floating head at a school assembly and ate the gymnasium. With the long suffering and still unpromoted Glumshanks at his side, Kaos continues to come up with plan after plan to take over Skylands; some say to fulfill his ambition to become Skylands’ “ultimate evil overlord,” though others think that he’s still trying to impress his immensely powerful and overbearing mother – herself a Dark Portal Master. All agree, however, that Kaos should never be underestimated.

GULPER



Water

His gulp is worse than his bite.

From the moment he oozed from the ceiling of the Gelatinous Caverns, the Gulper had possessed an enormous appetite and insatiable thirst for anything and everything he could stuff in his mouth. At a young age, he won first place in the annual Deep-Fried Triple-Cheeseburger eating contest – and has proudly worn the Crown of Gluttony ever since. But it was his particular affinity for soda, which causes him to grow to colossal proportions and go on rampages, that first caught the eye of the Golden Queen. She was looking for special types of people – or creatures – to join her Doom Raider gang that was bent on unleashing total mayhem. It was also her desire to recruit someone who was incredibly dim-witted, so that if they were ever captured, the Skylanders would not be able to extract any useful information. The Gulper fit these requirements to a tee!

CHOMPY MAGE



Life

The champ of the chomp!

Believe it or not, the Chompy Mage actually hatched from inside a Chompy Pod. At least that is how his Chompy hand puppet tells the story. Having been raised by Chompies, it is no surprise that the old magician is a little strange. He simply grew up embracing the Chompy way – believing that Skylands would be a better place if everyone was a Chompy – an illegal enchantment which he has actually tried to perform on several occasions. It was this kind of magic that led to him to be locked up inside Cloudcracker Prison, where he met the other Doom Raiders. Of course, they all thought he was completely crazy, but the Chompy Mage can see through the eyes of any Chompy in Skylands – and having a few billion little spies can come in handy when trying to enact revenge on the Skylanders. Plus, he could secure the Chompy vote for any sort of political elections that followed.

WOLFGANG



Undead

His music is edgy – sharp steel edgy.

Wolfgang wasn't always a werewolf. He was once a handsome, brilliant musician set to marry a beautiful princess. Before the wedding, he planned to unveil his ultimate symphony to the greatest music aficionados in Skylands, convinced they would love it and instantly hail him as the best composer of all time. But they didn't. They hated it – and even worse, it actually physically hurt when heard. Turns out Wolfgang had unintentionally discovered the musical note for pain. Being shunned like this drove Wolfgang utterly and completely mad, physically transforming him into the werewolf he is today. With the princess no longer wanting to marry him, he turned to a life of crime, terrorizing the royal subjects and using his evil music as a weapon. The Golden Queen took note of this and realized that Wolfgang could make a powerful ally, if she could control his rage and keep him in line. And that's a pretty big "if!"

TRAP TEAM REGULAR VILLAINS



RIOT SHIELD SHREDDER (Life)

A wood carved villain with a sharp metal shield that can shred anything in its path!



CHILL BILL (Water)

A really cool troll that uses his frosty jet pack and freeze ray to ice down his enemies!



SHREDNAUGHT (Tech)

A massive lumberjack tank piloted by two trolls delivering 360 degrees of chopping power!



BROCCOLI GUY (Life)

A lively stalk of broccoli who proves that not all veggies are good for you!



GRINNADE (Fire)

A walking bomb with an explosive smile!



BUZZER BEAK (Air)

A mischievous bird with a propeller hat whose chop is worse than his chirp!



PAIN-YATTA (Magic)

An oversized piñata who can barf an endless supply of candy that sweetens battle!



SHEEP CREEP (Life)

Beneath the fluffy exterior lays a “baahh’d” villain...along with a pair of cork shooters!



BRAWLRUS (Tech)

No other walrus can brawl like the Brawlrus... mostly because he uses cannons!



MASKER MIND (Undead)

An undead villain who is frequently out of his mind... and into yours!



BRAWL & CHAIN (Water)

A treacherous pirate with a chain instead of a hand... and a big hook blade attached to the chain!