

Justin Reyes

20SP-GAM420HA

11/4/19

OIP Character Description Document

Samayoi Yaiba/Sam, the Mercenary



Basic Description

Name: Samayoi Yaiba (now goes by Sam, the Mercenary)

Sex: Male

Race/Species: Azzuwan, Human Half-demon

Age: 28 (25 in the prologue)

Intelligence: Average

Education Type and Level: Kingdom Academy Schooling until the age of 15, Knight Training, Apprenticeship, personal training in swordsmanship

Economic Background: Samayoi grew up in a well-off home, a family of with a long history of service as knights for the Land of Zai. Most of his basic needs growing up were met, and he didn't need to worry about financial matters. Even so, Samayoi and his family abstained from living extravagantly, only spending as much as was needed to run the household for a family of their status.

Profession: Mercenary work (previously a full-time Eagle Knight of the Land of Zai)

Vocabulary: Adequate

General Attitude: A good-natured somewhat jaded and dejected man, willing to go to the extremes to accomplish his goals. Clouded by his hate and revenge, he doesn't see much past a person's surface, only really caring if they are useful to him. That be said he can't ignore those suffering or causing

suffering in front of him, a habit from the days when he was a knight. Before the betrayal, he was a very awkward, yet friendly individual, willing to joke around, lend an ear, and help others just for the joy of it.

Backstory: Samayoi grew up as a respectable member of the Yaiba family, an established family of Knights serving the Kingdom in the Land of Zai. Both his parents were Knights of the Kingdom, and lived their lives in service of the people. While he had an older sister, Samayoi was born first son of the family, making him the next head of the family and yielding him a heavy responsibility from his parents and others. Due to this his early childhood was a lonely one, not having many peers in the same age and social circle, and was filled with mischief and turmoil caused by himself as he was learning to accept this responsibility. As he got older, it became more and more clear to him that his path for the future was already set for him, but rather than cause him distress, he looked up to his parents' lives, the life of a Knight for the people, and thought it a prideful life worth living.

From birth, he was nurtured by his family and instructors into becoming a great Knight, but these efforts were wasted with Samayoi's middling progress. While he was on the process of becoming an excellent knight of the Kingdom, his results in studies, arts, and magic were average at best, though he did excel at physical training and swordsmanship, but that wasn't enough for his parents, coming from a long line of Knights. Unfortunately for Samayoi, both his parents passed away on a mission when he was 14. His older sister was long married off to another household, leaving Samayoi alone and Head of the Yaiba family. From then on Samayoi spent all his time training and honing his skills to become a knight. He had very little friends and rarely interacted with peers his age during this time of his life.

Eventually he moved up into an apprenticeship with an established Knight, and at the age of 20 became a Knight himself. He was promoted, and joined the Order of the Eagle, the Order of Knights his parents were previously apart of. During that time as an Eagle Knight, he helped people, made more friends, and interacted with others more than in his entire life. His family's efforts and his time training as a knight has paid off, and it was worth it. It was the happiest and most fulfilling time of his life. Until the night of Asahi's betrayal. That night the Land of Zai was ravaged, cities destroyed, people massacred, land set a flame. While in an attempt to save the Kingdom, Samayoi and the Eagle Knights were ambushed, leading to the death of all the knights. That night he lost his friends, his home, his pride, everything. With nothing left to live for, he swore to take up his sword in revenge against the demons that killed his comrades and Asahi, his friend that betrayed them all for the demons.

Deeper Dive

Desire: Growing up and during his days as a knight, he desired nothing more than to live a full life as a proud knight with friends and family as he always thought he was destined to. That changed after the Destruction of Zai. Now, Sam chases after revenge as the sole reason to keep on living after having everything of value in his life taken away, that desire for vengeance is the only thing pushing him forward. This purpose to get revenge for his comrades helps him forget the guilt and emptiness he feels for not being able to stop the slaughter and being the only one to survive, the only one left behind. Samayoi revels in misery, very much desiring to live in the past, to relive the times of joy and camaraderie with his fellow Knights, but knows it to be impossible. In essence, without a purpose to continue living, Samayoi secretly desires to end his life. But at the same time, unknown to even himself, a desire to continue living, a desire to find a new purpose, friends, and happiness does exist within him.

Likes: sincerity, directness, camaraderie, reading, weapon maintenance, training, swords, knights, children, wolves, helping others, reminiscing, eating meals with others, drinking with company, and practical jokes, dry humor, Seafood, Zai Persimmons

Dislikes: injustice, deceit, prattling, betrayal, cruelty, wickedness, vulgarity, demons, snakes, Asahi, Idleness, liveness, forgetting, being left to his own thoughts, meditation, heavy drinking, puns, eating in silence, Hardtack rations

Values: Born from a long line of knights, Samayoi valued Honor and chivalry above all else, and believed that hard work and dedication paid off in spades from becoming an Eagle Knight after all the training and work he put in. From his years as a Knight, he learned to value friends and camaraderie among allies, and with the betrayal of his friend Asahi, appreciate genuineness and expressiveness.

Key flaw(s): Samayoi had an estranged childhood that lacked social interaction and prioritized a belief in righteousness, justice, and self-sacrifice. This upbringing has led him to be rather immature, and the beliefs instilled by his family fostered a naïve and upstanding nature that was too trusting. And with a future and a purpose on the path of knighthood set for him by his family, Samayoi has never thought about what “he” would like to do with his life. This would all backfire when eventually he was betrayed by a close friend. Asahi’s betrayal caused much turmoil and self-doubt within Samayoi about his beliefs of people and friends, as well as turning his belief in justice into a drive for revenge against the wrongs done to him. The betrayal also destroyed Samayoi purpose in life as a knight, leading him astray unable to move on. This reinforced Samayoi drive for revenge, and it became his single purpose for living.

The betrayal and Samayoi’s drive for revenge spawned a distrust of people and a habit to keep them at arm’s length so not to repeat what happened with Asahi. Samayoi’s single mindedness in his revenge, dejected attitude, and disinterest in people’s affairs leads Samayoi to make sloppy and awful decisions against his better judgement.

Growing up in isolation and interacting with very little people and peers has led to underdeveloped social skills and a natural awkwardness when dealing with people that hasn’t been overcome, and in fact has worsened after Asahi’s betrayal.

Vices: Samayoi very much enjoyed drinking with his fellow knights before the incident, all most to excess. But after the destruction of Zai, while he still enjoyed a drink here and there, drinking too much alcohol now digs up too many bad memories and repressed feelings he’d rather not indulge.

The hectic frenzy and chaos of combat allows Samayoi’s mind to clear up of all thoughts but of the fight, a liberating sensation for one that doesn’t like to dwell on their thoughts.

Character Arc/Change: When you are first introduced to Samayoi during the prologue, he is the ideal knight, earnest, upstanding, and honorable to a fault, but is also immature and foolhardy. He is a very friendly and open, yet awkward individual, unused to many social situations and people, but was improving from all his time as a knight. From birth Samayoi was told he was going to become a knight, and was trained to become one. He eventually was convinced this was his purpose in life and that it will lead him to happiness.

But after the Destruction of Zai and Asahi’s betrayal, he lost everything. He stopped trying to interact with people, and became distant and suspicious of them. The grief of losing all his friends and the only

purpose in life he knew turned him miserable, desperate, and almost suicidal. The only thing Samayoi could think to do to keep on moving forward was to learn the reason why Asahi did this and get vengeance for his comrades. Pushed on by Alice, Samayoi became obsessed with revenge.

This is how he is during the 1st chapter of the game and for the majority of the story. But as the story of the game goes on, he begins to change again as he reflects on his actions and the people around him while fighting in Rollan. The highest moment of self-reflection happens after Killing Marianne's friend, Hilda, while single-mindedly trying to get his revenge. He realizes that in chasing revenge so obsessively, he is becoming something he hates. That he is nothing without the drive of revenge pushing him forward. After realizing this, Samayoi begins a real change in character, growing more mature and regaining some of confidence and knightly hood he had from the prologue. As well as learning he must find a better reason to keep on living, a better purpose than just revenge.

Visuals

Physical attributes: As the prologue, before the first chapter of the game, Samayoi is slightly above the average azzuwan height and possess a muscular athletic build. A roguish appearance with an easy smile and Greyish-black hair neatly shaped into a short ponytail, as well as dark amber eyes. After the three years between the prologue and the first chapter of the game, Samayoi's appearance has changed. Because of becoming a Half-demon, he has gotten taller and muscular, his eye color has changed to a bright blue with black sclera, and large fangs have grown in his mouth. He appears rougher, his eyes have grown some bags under them and have gotten sharper, and his hair and bangs have gotten longer and messier with neglect. He has also gotten a large scar on his chest from where Asahi stabbed him.

Movement: Having trained his whole life and living as a knight for many years, Samayoi moves like an expert warrior, always on guard and ready to attack. Strong and agile, and with his enhanced Half-demon body, Samayoi can easily traverse any obstacle, run circles around enemies, and survive lethal attacks. With excellent form and no wasted breathe, he can walk, run, sprint, climb, dodge, slide, jump, and attack in the blink of an eye, in and out of combat. Samayoi's mastery of the sword allows him to preform and link together quick and strong attacks, as well a special attacks and techniques unique to the blade. Entering a sword stance and focusing also allows him to attack with a sword at lightning speeds repeatedly.

Clothing: As a knight during the prologue, wore traditional Zai armor made of iron and leather plates. As a mercenary, Prefers light clothing for ease of moment at any moment with light armor pieces on top. Often wears scarfs, cloaks, hoods to keep a low profile and stay in obscurity, as well as to keep his weapon hidden for surprise attacks. Prefers dark and grey clothes, with a splash of color.

Weapons/Paraphernalia: Samayoi possess and has access to many weapons in the game, but starts with his signature sword, The "Yaiba", a family heirloom. Combined with the Half-demon powers provide by Alice, Samayoi can use this sword to steal magic and demonic energy from the blood of enemies he cuts with it, and use a technique called "demon drain" on weakened enemies to instantly kill them and fully recover from damage. The sword can be further improved and upgraded with the help of Kajiya, into the "Oni no yaiba" and even further into the "Tengoku no yaiba" as the game progresses.

Samayoi can buy several weapons and swords from Elizabeth at Lacan Village. After meeting certain conditions, he can buy the armor destroying sword "Armor's Bane", the Zai assassin sword "Silent End",

the Zai long sword “Washing Pole”, the Welscar pirate sword “Seadog’s Fang”, Asahi demonic blade “Sin”, a practice wood sword, and the electric magic-infused short sword “Sting”. He can also buy these unique weapons after defeating certain bosses: Baron Hugo Stone’s Heavy Axe “Domination”, Count Elliot Regnard Bain’s Magic Scepter “Autolycus”, and Marquis Gwendoline de Martin Rapier “La Pucelle”.

While not having any prowess with magic before, once he became a Half-demon Samayoi could use magical energy and items like never before. Using tomes for easy spells, Samayoi can cast a magical arrow-like projectile that explodes on impact “Magic Arrow”, a magical spear-like projectile that tracks targets and explodes on impact “Magic Missile”, an explosion of fire in a set area “Fireball”, a flash of light to disorient and stun nearby enemies “Flash”, an obscuring cloud of smoke that can be used to hide or run “Smokescreen”, a shockwave of magical electricity across the ground that can stun some enemies and disable enemy magic “Shockwave”, and an illusion of scandalous men and women to distract enemies and some monsters and demons “Beguile”.

Casting/Audio

Voice age: 28

Reference actor(s): Chris Hackney, Travis Willingham, Patrick Seitz

Accent: No accent, or a slight Japanese accent

Other Notes: Samayoi prefers to get straight to the point in conversations and to be very brief during a fight. He can get very irritated and snappy when someone beats around the bush and won’t be direct, especially whenever Alice goes on her tangents. Easily becomes awkward and nervous in conversions with people he’s unfamiliar with.

Sample, defining dialogue lines:

“Alice... shut up.”

“While I may be sword for hire, that doesn’t mean I’ll kill anyone.”

“Don’t thank me... I only helped because you were in front of me.”

“Hey kid... here, don’t go losing it again you got it?”

“Really? Well where I’m from, we sacrifice our old to the fish gods for good sailing weather... I was joking.”

“Well, uh... want to share a drink?”

“This night sky... it reminds me of Zai.”

“Captain, Akira, Noriko, Ryota... I swear... I’ll kill them.”

“I won’t be stopped now... not when I’m so close!”

“Demonic vermin! All you deserve is the end of blade!”

“Begone from this world demon!”

“You make me sick.”

“Where’s your Honor!”

“Stand aside or die!”

“Not good enough!”