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20SP-GAM420HA

OIP Character Description Document

Asahi



Basic Description

Name: Asahi

Sex: Male

Race/Species: Azzuwan, Elf Half-demon

Age: 26 (23 in the prologue)

Intelligence: Gifted, street-smart

Education Type and Level: Self-taught, Militia Guard Training, Knight Training, Apprenticeship, Military Training, Mage Training

Economic Background: Grew up alone, poor, and homeless in the streets since early childhood. Always never had enough growing up. Had to fight for food, money, and his place in society.

Profession: Goetia Enforcer

Vocabulary: Adequate

General Attitude: An aloof egocentric bastard. Straight-faced and Cordial, feints politeness while also poking fun, making callous remarks. Often takes and displays joy in his position and power over others. Thinks little of life and other people, willing to do anything to improve his position.

Backstory: Asahi grew up in the slums of the Kiyoda, the capital of the Kingdom in the Land of Zai. Asahi's family was poor, his father was a human knight and his mother was an elf prostitute. His father

died in combat shortly before Asahi was born, leaving his mother to make a living and raise him. Barely making enough money to raise Asahi and feed the both of them, they eventually lost their home and had to sell it. Having never wanted a child, and falling under the pressures of both raising a child and living on the streets, she abandoned Asahi at the age of 6 and ran off with a generous patron to live with him. At an early age, Asahi had to learn how to fend for himself, begging for scraps, scavenging trash, working for very little, and stealing to make by. The streets of the slums were a horrid and harsh place to live for a child. The Poor, Gang members, Homeless, Drug addicts, Criminals, and more make their home in the slums of Kiyoda. Asahi learned to care for himself before anyone else if he wants to survive, and to go to any lengths to do so. Eventually Asahi made a friend and partner among the many kids and ruffians in the slums, a girl named Yumi. After accidentally helping her beat up some of bullies, they became close friends, helping each other live and survive in the slums. She told Asahi she ran away from her abusive family and had no where else to go like him. While not keen on people in general, Asahi soon warmed up to having her around, and they became almost inseparable. They ate together, scavenged together, stole together, slept together, and worked together. In the worse place to live, they watched each other's backs.

Eventually, Asahi understood his environment and situation better. He lived at the bottom of the bottom of society, struggling to survive each and every day. He was a child, weak, powerless, at the whims of others and fate. Asahi and Yumi envied those better off than them, especially those not living in the slums. Those people were able to live freely and enjoy life. Asahi and Yumi promised one day, when their older, they'll get the power to leave the slums, live happily, and look down on people from above like they are looked down upon now.

After some time, another kid joined Asahi and Yumi's group, named Junichiro Hashimoto. Yumi helped him escape from being mugged while he was wondering alone in the slums. He told Asahi and Yumi that his family were once rich merchants, but their business went bad and lost everything, forcing them to move here and set up shop. Junichiro told Asahi and Yumi of the Upper city in Kiyoda, with all its decadence, wealth, and power. Junichiro hated it in the slums, the people, the food, the horrible living conditions, and longed to live in the lap of luxury again. One day, convinced by Junichiro, Asahi, Yumi, and Junichiro stole some money from a wealthy looking man he identified passing through the slums. Asahi and Yumi were ecstatic, it was enough money to buy them a feast, but Junichiro wanted more. Some days later, Asahi and Yumi were doing their daily routine of rummaging through garbage for things to sell, when they were approached by a group of thugs.

The thugs told them that they were sent to deal with some kids that stole from one of the local gangs' clients, and that they were sold out by their friend here. The thugs show a frightened Junichiro. They say they caught him trying to pickpocket some gang members, and when they roughed him up a little, Junichiro spilled how Asahi and Yumi were the ones that stole from their client and that he would guide them to Asahi and Yumi if they let him go. Asahi was filled with shock and anger at Junichiro's betrayal, and Yumi asked Junichiro why. He responded that he didn't want to get hurt and he was just using them, he didn't think of them as actual friends, just useful pieces of trash. The thugs let him go and he runs off. Asahi and Yumi try to fight off the thugs, but its no use. The thugs beat up Asahi and Yumi badly, then decide to do something horrible. They capture Yumi and say they are going to have some fun with her. Upon hearing that, Asahi goes into a frenzy, attacking the thugs with everything he has. But still the thugs are too strong. Their adults, they know how to fight, are bigger, and stronger than him. While he is a child, small, powerless, and weak. They beat him to an inch of his life, and take Yumi. A week goes by,

and Asahi barely lives through the situation. He tries to find Yumi with all his might, but when he eventually does, it's too late. He finds her body among the trash of the slums. He despairs, having lost his only real friend, because he was weak and powerless. He swears to himself and to Yumi, that he will get stronger so something like this never happens again. Asahi makes it his life purpose to get a better, happier life by becoming stronger than anyone else, and never be weak again.

Years pass, Asahi gets stronger, smarter, becomes a better fighter. He kills his first person, Junichiro. Just looking at him beg for his life disgusts him. Afterward he kills all the thugs that killed Yumi, slowly, one by one. He takes what he needs to survive, kills anyone in his way. He becomes a member of a local gang, and eventually rises up to become the leader of it after killing the previous one. He makes connections in the slums, with other gangs, merchants, shady nobles and kingdom ministers. He learns to enjoy the rush and exhilaration of adversity and getting stronger. At 15, he has become a prominent member of the kingdom's underworld, gaining power and influence. But this wasn't enough for Asahi. Eventually he learned the whereabouts of his mother and the noble that was her patron. She was his mistress, so Asahi used that information to blackmail the man. Using the noble's support, Asahi was able to get better financial and social support, allowing him to get better educated and accepted in a military academy. From there he fast tracked his way through society, personal getting rid of any road bums on the way. He became a knight's apprentice, and soon after a knight of the kingdom himself. In an astonishing amount of time, Asahi climbed the ladder of society from the very bottom to near the top. Through hard work and dedication, he has gotten the life he and Yumi longed for all those years ago in the slums.

For a while, Asahi was satisfied. He got a regular life as a knight, joining the Order of the Eagle. He was strong, respected, and had money to live comfortably. He never truly made another friend since Yumi, but he didn't need friends to be strong and was happy enough as is. He got close with a fellow knight named Samayoi, but to Asahi's eyes their comradeship together only emphasized their differences. He mingled with high-class individuals and nobles of the kingdom, as well as government officials. In years' time, with enough time and effort, he could eventually become Captain of the Eagle Knights, a leader of Kingdom's armies. For someone from the slums with nothing, from nothing, he felt he had reached the highest he could go. He felt pride in that, and for years lived as a knight. But the whole time, in the back of his mind, thoughts quietly reverberated in his head, "Am I strong enough yet?", "Can I be happy?", "Am I still weak?", "Is this it?", "The life I longed for?", "Is this the end of path?". These thoughts and feelings within festered for years, but became real once he realized that his skills at fighting had plateaued.

It was a shock to the system. He believed he was living up to his life's purpose, that he was still getting stronger, still progressing. But he was wrong. After all these years of growing stronger and getting powerful to live a better life, he had reached his limit. It dawned on him the lack of growth over the years he had suffered. As a child and a teenager, he had risen to the top of the slums and propelled himself in higher society in just a few years. Yet in all the years he has worked as a knight, he had never beaten Samayoi in a fight, he had never been promoted into a superior position like Samayoi. He was going to be the captain of the Eagle Knights, yet had nothing to show for his efforts. Asahi never really wanted to be a knight, it was just the best way for a nobody like him to advance higher up through society and to get stronger. But at this rate, he would be, and always ever be, a knight of the Kingdom. He still had to serve and bow to people, to nobles, to the King. He still looked up with envy for those

above him. Even if the situation had changed, even if he was older now, nothing really had changed. He knew one thing was true, he wasn't strong, he was weak.

That one truth re lit a flame in his heart that had grown dim with the passivity of Knighthood. He began to search for a way to gain more power and authority. While willing to do just about anything, even assassinate the king, he acted secretly such dangerous actions and behavior could cost him. He trained with many different weapons and tools, researched mysterious magics and myths. During this time, he was struck by one fateful encounter. Guarding the castle as a knight, Asahi was noticed by one of the King's ministers. Meeting in private, the minister told Asahi he noticed his eyes filled with ambition, and had a proposition for him. He asked Asahi if he was willing to sell his soul for the strength and power he desired. Asahi agreed, and the Minister revealed to him that he was actually an Arch-demon named Barbatos, and he was willing to grant Asahi demonic power if he is willing to help him and his associates with their plan on destroying the Land of Zai. With the biggest decision of his life on the line, throwing away his humanity and home, he briefly thought of his Eagle Knight comrades and Samayoi, before thinking of his one and only friend Yumi and their promise together. And so, he made his decision, he would throw away his humanity for the power and strength to make a better life for himself, and the rest was history.

Deeper Dive

Desire: Asahi is driven by a hunger for strength and power. To be at the very top and look down on others, controlling his own life and destiny, and never letting others have power over him. This desire is formed from a fear of being weak, and not having control over his own life. As well as a dream and promise to live a happy life, above everyone else. He believes such a life can only be accomplished by being stronger than anyone else.

Likes: power, strength, respect, ambition, hypocrisy, Yumi, food, feasts, warm beds personal grooming, long baths, money, luxury, music, entertainment, fighting, authority, control, adversity, challenges, cats, old people, mockery

Dislikes: weakness, people, Samayoi, the cold, slums, subordination, groveling, contempt, folly, dogs, haircuts

Values: Power, strength, ambition, ruthlessness, and tenacity. Absolutely despises those that give up without putting up a fight or try their absolute hardest.

Key flaw(s): selfishness, obsessiveness, overconfidence, and being shortsighted.

Vices: Control. The need to progress, to get stronger, gain more power. Challenges and adversity in the way of goals and progression. The thrill of battle.

Character Arc/Change: In the beginning, Asahi thinks very little of other people and especially Samayoi. All that matters are his quest for strength and power. He believes people that are not stronger or as strong as he is don't matter, he just believes they're weak. Only the strong have the power to control the fate of others and themselves, the weak have no control over what happens to them or their fate. Asahi especially believes Samayoi is weak because while Samayoi is physically strong, he relies on the happiness and presence of other people and friends to be happy himself and support his life. Because of

this he doesn't question his selfish and heinous actions and their effects like betraying the Eagle Knights and Samayoi. It's the just natural order of the strong exerting their authority and power over the weak.

But the return of Samayoi and his quest of revenge both questions the validity of his actions and challenges his path to power. Samayoi's survival and subsequent fight against Asahi proves in Asahi mind that Samayoi isn't weak. It makes him wonder if he misjudged Samayoi and if his idea of the weak and strong is wrong. If so, what of all the lives he took and destroyed in the pursuit of strength and power? He is stronger now than he ever was as a Knight, yet he still can't defeat Samayoi. As he is now, he can't find the answers. All he knows is that Samayoi is a worthy opponent and challenge on path to even more power. For that, Asahi gains a new respect for Samayoi that he had never had before and by the end of the game views him as an equal peer.

Visuals

Physical attributes: In the prologue, he is of average height for an Azzuwan and a Half-elf, which still is taller than most Azzuwans. He possesses a lean athletic build. Short, straight black hair with dark eyes and a neutral face, carrying an air of mystery. After becoming a Half-demon, Asahi has gotten more muscular, his eyes color changed to a deep red, and he grew short horns, claws, and a tail. In the three years between the prologue and the first chapter of the game, his hair had grown longer with proper care and handling.

Movement: A powerful Half-demon and Warrior, Asahi moves like a honed blade ready to strike. His movements are fast, deliberate and controlled, like a spring-loaded trap. With his Half-demon powers, he can move so fast it can look like teleported. This speed is carried over to his attacks when fighting, but in most situations, he fights not relying on speed but overwhelming power and strength. In most combat situations Asahi acts and moves measured and apathetic. But when someone or something catches his interest while fighting, he becomes crazed and exhilarated believing he found a real challenge. He begins to disregarding his knight training and swordsmanship to fight berserk like a wild beast. As a half-demon and studied Mage, he has the ability and experience to use a variety of demonic spells and magic while fighting. He mixes them with his sword fighting and chaotic movements to create a truly wild and unpredictable fighting style.

Clothing: As a knight during the prologue, wore traditional Zai armor made of iron and leather plates. As a Goetia Enforcer wears light clothes and armor infused with demonic power. While they have a roguish look and stealthy look, his armor and clothes are of a sparkling white and silver color, with red highlights.

Weapons/Paraphernalia: Asahi signature weapon is an Azzuwan sword he had modified and infused with demonic power, turning the blade into a blood red color, named "Sin". Asahi has an arsenal of demonic and dark spells and magic to diversative his fighting style from just sword mastery.

Casting/Audio

Voice age: 26

Reference actor(s): Eric Vale, Johnny Yong Bosch

Accent: No accent, or slight Japanese accent

Other Notes: Asahi is cool and collected in most situations, and doesn't betray his thoughts or emotions in his words, except for when he is taunting and mocking people, showing oblivious enjoyment in his face and words. Especially gets excited and riled up in high action and combat situations. In dire situations and brief motions, he shows cracks of his true feelings on his face and the sound of his voice. This is especially true when facing Samayoi after his return for revenge. When Samayoi pushes Asahi into a corner, both beating him and demanding answers, this makes Asahi even more irritated and angry at Samayoi and is full display for all to see.

Sample, defining dialogue lines:

"And what do we have here."

"Hey now, watch the hair."

"To think, an Arch-demon needing the help of a mere Half-demon to escape, laughable."

"The weak die, the strong survive. Simple."

"Haaa... how boring, is anyone willing to challenge me?!"

"Samayoi... so you did survive."

"Finally, a worthy opponent."

"Friends? Comrades? You jest. I never saw any of you as my friends."

"You're strong... I like that."

"Hahaha! Come on, come on, come on!"

"Sam! Just the fool I was looking for."

"Power. Strength. I'll take it! Give me everything you got!"

"Fool!"

"Weak!"

"Power... I need... more power."

"I-I... will never go back, to that hellhole. No matter how many lives are lost, no matter how much of myself I lose, I will keep walking this path. Until the very End!"