

# A Tale of Kingdoms

## GENERAL INFORMATION



Name:	Shota Aizawa
Nickname/Alias:	<i>Sho, Zawa, Aiza</i>
Age:	30
Gender:	Male
Sexuality:	???? (He won't answer that, don't bother)
Occupation:	<i>Wandering Mercenary</i>
Kingdom:	<i>Kikuzakura</i>
Voice:	<a href="#">▶ MY HERO ONE'S JUSTICE 2: Shota ...</a> <a href="#">▶ Mr Aizawa's Best Moments of Season ...</a>
Theme:	<a href="#">▶ Eon - Dancing With Monsters (Witch...</a>






*"Don't you even think about it unless you want your name dragged through the mud."*

## APPEARANCE



<b>General description:</b>	<i>Shota Aizawa is a slender man of tall stature with messy, shoulder-length black hair that partially hangs in front of his face and often half-opened black eyes. Usually recognized for his worn-out appearance, often appearing as if he just rolled out of bed. His facial hair remains unkempt and his eyes almost always look tired and droopy. He is often in protective light armor which doesn't hinder his movement much, giving him the freedom to hop around and fight aggressively in his own mannerisms. While his armor is usually black, outside of that attire, Shota likes to wear surprisingly bright colors and can be seen doing as much when he is relaxing.</i>
<b>Height:</b>	183cm (6'0")
<b>Weight:</b>	168lbs
<b>Build:</b>	<i>Muscular</i>



<b>Race:</b>	<i>Human</i>
<b>Hair:</b>	<i>Shota's hair is typically messy, heavily wavy and yet well maintained, despite it's appearance. Usually either tied back, or left to flow freely in the wind.</i>
<b>Eyes:</b>	Black
<b>Scars:</b>	<i>Distinct horizontal scar beneath his right eye, some smaller faded scars scattered across his body.</i>
<b>Birthmarks:</b>	<i>Trio of small dots of darker skin forming a straight angled line on the left side of his ribcage. A patch of skin on his right hip that peeks above his belt line which looks like a light brown splotch of tanned skin.</i>
<b>Tattoos:</b>	—
<b>Piercings:</b>	—
<b>Gallery Link:</b>	—



# PERSONALITY



<b>Temperament:</b>	While he initially comes off as cold and uncaring, Shota is simply blunt to a fault. He acts outwardly indifferent but deeply cares about those who befriend him deeply, to the point of tolerating things he normally would not with anyone else just to be around them. One to prefer rationality and calculated approaches, all that goes out the window when those he cares about are in danger, especially around children. Though he will be strict with them, it comes from a place of caring, it is blatantly obvious when a child is in danger and he forgoes his usual strategies to secure their safety. A man of tradition and honor, he is one that will not betray those who he has sworn to protect, no matter the circumstance.
<b><u>Myer's Briggs Personality:</u></b>	ISTP- "The Crafter"
<b>Alignment:</b>	Chaotic Good
<b>Hobbies:</b>	Following cats around, helping stray cats, helping children, helping the less fortunate,
<b>Likes:</b>	Cats, children, exploring, most food, naps, sleeping, salted licorice, food
<b>Dislikes:</b>	Villainous people, Cruel people, loud people, loud locations, crowded locations
<b>Quirks/Nervous ticks:</b>	Shota will begin to run the back of his neck when stressed, or start frowning unintentionally
<b>Fears:</b>	Losing those close to him, failing to protect those closest to him
<b>Goals:</b>	Shota has no grandiose goals, only wanting to help others and to set any potential adventurers on the right path (maybe become a teacher)? Otherwise he's happy with a simple life, with a small home and a few cats for companionship. Though he knows life has a weird way of doing things, so he will take it as it comes.

## Magic/Abilities

- 0:** Weak/Quick fire spells. Can be cast and fired off in the same post. Novices are capable of this. Has a single post cool down between uses, in regards to shields they shatter after one hit. Only good for one person.
- 1:** Stronger Quick fire spells. Takes a bit more skill. Has a two post cool down. Takes two posts between uses before it can be used again. In regards to barriers/shields these can last for two posts. Good for one person.
- 2:** Moderate- Takes one post to cast, can be used the following post. Effects last between 2-3 posts. Requires 3-4 post cool off. Defence wise these barriers / shields can last for two posts but cover more than one person including caster. Takes more skill to utilize.
- 3:** Skilled- A far more devastating effect offensively. Stronger, takes about 2-4 posts to cast. Lasts for four posts. In regards to defence, it lasts 3-4 posts. Ideal for protecting a healer while they are casting.
- 4:** Advanced- This is for HIGH level mages, these are more long lasting. You must talk to the admin/staff before using something like this.

**5: Godly/Elemental Spirit magic-** This is something that is akin to magic in its purest state. Exclusive to elementals and divine creatures. You need to talk to the admin/staff before making a spell for this.

**Fighting Style :** Shota relies on his proficiency in hand-to-hand combat, excelling in close quarters combat and agility to keep him difficult to capture. He excels in creating openings for his allies, and providing support, and intel. While he wields a sword expertly, Shota is a master with his scarf-like weapon, almost using it as an extension of himself to help his momentum, or immobilize opponents. While Shota has magical abilities, strangely enough, he is mainly only capable of negating magic with his own magical abilities and barely has any elemental magic of his own. There is an unfortunate tell that causes his eyes to glow and hair to float, giving away when he is preparing a spell, but it does little to hinder him in combat aside from irritating his eyes.

### Special/Combat Skills

- Spell Breaker-** Aizawa can disrupt spells by attacking opponents, breaking their concentration while they cast a spell and causing them some retaliatory elementless magic.
- Erase-** Aizawa can create a field of anti-magic for 1 minute, or until he can no longer hold his eyes open due to irritation.
- Arcane Resilience-** Shota seems to have some level of resistance himself when it comes to magic, not as easily affected by them as a regular person may be, or feeling less of the effects than others.

### Magic

<b>Name:</b>	<i>Absorb Elements</i>
<b>Description</b>	<i>The spell captures some of the incoming energy, lessening its effect on Shota and storing it within himself; it is unleashed within his weapon the next time he attacks.</i>
<b>Power Type :</b>	<i>Support/Offensive/Defensive/Passive</i>
<b>Tier:</b>	<i>0-4</i>
<b>Element(s):</b>	<i>Elementless (Entirely dependent on the element of the absorbed spell.)</i>
<b>Advantage:</b>	<i>A great counterattack spell which will absorb incoming spells, and allow Shota to retaliate with the very same element against his opponents.</i>
<b>Drawback:</b>	<i>While he can absorb incoming spells, he can only store one element at a time. Absorbing any other spell will negate the previously absorbed element, being released from him in a visible burst of magic emanating off his body, while it doesn't hurt him this way, it is still somewhat uncomfortable. Bigger spells will have their element absorbed, but will still potentially hit Aizawa unless he casts this spell at higher rates, requiring him to stay put and concentrate wholly on it. He needs to rely on his positioning to negate any possible further damage.</i>
<b>Name:</b>	<i>Silence</i>

<b>Description</b>	<i>For the duration, no sound can be created within or pass through a 20-foot-radius sphere centered Around Aizawa within 20 feet of him. While within the radius of his spell, Any creatures and objects become immune to thunder damage, trying to cast spells that require verbal components will be entirely impossible within range of him.</i>
<b>Power Type :</b>	<i>Support/Offensive/Defensive/Passive</i>
<b>Tier:</b>	<i>2</i>
<b>Element(s):</b>	<i>Dark/Black</i>
<b>Advantage:</b>	<i>(What perks does the spell give you? This is for more support/transformation)</i>
<b>Drawback:</b>	<i>(What drawbacks does using this spell have?This is for more support/transformation)</i>

<b>Name:</b>	<i>Spellsight / Detect Magic</i>
<b>Description</b>	<i>Once fully cast, Aizawa can detect the presence of magic within 30 feet of him, causing him to see faint auras around any being or object, being able to discern what kind of element or type of spell it is.</i>
<b>Power Type :</b>	<i>Support/Passive</i>
<b>Tier:</b>	<i>3</i>
<b>Element(s):</b>	<i>Holy/White/Light</i>
<b>Advantage:</b>	<i>It allows Aizawa to detect potential threats, and to help detect different types of magic, which has various uses in and out of combat.</i>
<b>Drawback:</b>	<i>This spell requires that Aizawa keep his concentration, and normally lasts for ten minutes. Unfortunately the strain from the spell irritates his eyes and allows him to hold the spell up for maybe half as long, requiring rest between casts. Bright lights will also irritate Shota much easier while using this spell.</i>

<b>Name:</b>	<i>Counterspell</i>
<b>Description</b>	<i>A spell that can negate others spells tiers 2 and lower 60 feet around him, with higher level spells having a higher risk of being unblockable. There is a chance that Aizawa can partially diminish higher level spells, lessening the damage but not fully stopping it. To fully negate the damage of higher spell levels, Shota needs to focus on the larger spells.</i>
<b>Power Type :</b>	<i>Support/Defensive/Passive</i>
<b>Tier:</b>	<i>1-3, 4*</i>
<b>Element(s):</b>	<i>Light</i>
<b>Advantage:</b>	<i>Potentially fully protects Aizawa and those around him, giving his allies a chance to be able to launch a retaliatory attack.</i>

<b>Drawback:</b>	<i>The higher the tier of the spell, the more concentration the spell will take, and the longer the cooldown between casts. It will also heavily irritate his eyes, as he has to maintain focus on whoever may be casting the spell. The more powerful the spell, the less spells he can focus on negating to the point where he will be limited down to one.</i>
<b>Name:</b>	<i>Resilient Sphere</i>
<b>Description</b>	<p><i>A sphere of shimmering force encloses a creature or object of Large size or smaller within a 30 foot range. Shota can attempt to entrap opponents in this same sphere, but they have a chance of breaking out, especially if his concentration is broken.</i></p> <p><i>Nothing—not physical objects, energy, or other spell effects—can pass through the barrier, in or out, though a creature in the sphere can breathe there. The sphere is immune to all damage, and a creature or object inside can't be damaged by attacks or effects originating from outside, nor can a creature inside the sphere damage anything outside it.</i></p> <p><i>The sphere is weightless and just large enough to contain the creature or object inside. An enclosed creature can use its action to push against the sphere's walls and thus roll the sphere at up to half the creature's speed. Similarly, the globe can be picked up and moved by other creatures.</i></p> <p><i>A disintegrate spell targeting the globe destroys it without harming anything inside it.</i></p>
<b>Power Type :</b>	<i>Support/Defensive/Passive</i>
<b>Tier:</b>	<i>2</i>
<b>Element(s):</b>	<i>Holy/White/Light</i>
<b>Advantage:</b>	<i>The sphere negates ALL passage in or out of the sphere, be it physical objects, energy, or other spells. It is both a great tactical protective barrier, and a prison.</i>
<b>Drawback:</b>	<i>This too requires Aizawa's concentration, and the fact that it both keeps all spells in and out can have its own potential drawbacks. It can last up to one minute before Aizawa has to rest between casts, it slightly irritates his eyes.</i>

<b>Name:</b>	<i>Circle of Power</i>
<b>Description</b>	<i>Holy/white/light magic radiates from Aizawa, causing magical energy to distort and diffuse within 30 feet of him, coming from Aizawa himself. The energy aids in energizing his friends and buffing them against other forms of magic, and lessens the disruptive damage an incoming spell can do to an ally causing less harm to come to them.</i>
<b>Power Type :</b>	<i>Support/Defensive/Passive</i>
<b>Tier:</b>	<i>1-3</i>
<b>Element(s):</b>	<i>Holy/White/Light</i>
<b>Advantage:</b>	<i>This effect can last up to ten minutes, protecting his allies while in combat as long as Aizawa maintains focus, covering a significant area.</i>

**Drawback :** *The spell will drop as soon as Aizawa's concentration is broken, it also does not fully negate damage, but reduces it significantly.*

**Name:** *Shillelagh*

**Description** *Wooden weapons are infused with the power of nature, strengthening them with magical damage that will aid either Aizawa or one of his allies.*

**Power Type :** *Support*

**Tier:** *0*

**Element(s):** *Elementless*

**Advantage:** *The magical properties imbued on the weapon increase how much damage it does to opponents, though it isn't a significant amount, it is still helpful.*

**Drawback:** *Considered a weak spell overall, and it has no range outside of enchanting equipment.*



**Enchanted items:** *"Dragon's Fang" gem catalyst necklace*

**Weapon(s):** *Longsword, Capture Weapon/Binding Cloth*

**Always has:** *Capture Weapon, Sword, Knife, snacks for cats, medical pouch, Short bow*

# EVENTS/HISTORY



## *Once upon a time.....*

*Fraternal twin boys were born in Kikuzakura to the Aizawa family, one that never really held any high position, but always focused on loyalty and respect, on the one with warriors in their lineage across generations. With a bloodline loyal to their country, their focus lay with those around them, and their own family before all.*

*Shota was the younger of the two — though not by much — with his brother Amida being the “older” of the two, raised together, and both seemed to lean towards being more introverted which leaned into their more humble upbringing. The meaning of their names would hold much more weight in the events of their lives than their parents intended, With Shota's name [“erase, healthy”] meant as a wish for all difficulties to be surpassed and a wish for his health, while Amida's name [“all the more”] was a wish for health and abundance in his, little did they know that this would be almost too much of a coincidence for their paths in life.*

*As Amida's wind magic aptitude began to show itself early on, Shota's own magical inclinations were not yet apparent. Harboring some level of resentment and jealousy, it caused Shota to try and double down on*

*improving himself to prove he was just as capable, even without magical capabilities. Despite it all, Shota held on to his dreams of big adventures and fame, like the heroes in books and travelers' stories! Knights fighting and slaying horrid beasts, saving lives for the good of others. A wonderful dream that he wanted to achieve if only he could get better at being like the heroes in the books, in the stories: charming and outgoing, witty! Not so... shy and withdrawn. ... That was difficult. Impossible, even. But he tried to at least talk to others more... a little.*

*He did not notice that little by little, brief moments he negated magic around him. Magical potions briefly lost their glow, enchanted items and weapons temporarily becoming nothing more than ordinary objects, magical abilities from those around him misfiring occasionally. These were just odd coincidences, nothing more, but his eyes began to itch each time, bringing him back to his parents to seek some kind of relief.*

*There was more focus on his brother Amida's training, though despite it all they did not lack affection from their family, quite the opposite. Despite the main focus on Amida and his stronger outward affinity for magic, Shota received a necklace with a hand carved magical gem; shaped to look like a fang with its base appearing to look like some kind of fantastical horned cat he had seen sometimes in the trees surrounding their home. He treasured it dearly, always carrying it with him, and treating it as if it was worth an entire kingdom's worth in gold.*

*It was during an argument between the two brothers that Shota grew indurated, and his eyes flashed red, hair floating as he abruptly negated his brother's magical capabilities briefly. It lasted only a moment as he startled himself, and his family, surprised that he had done as much.*

*Shota was... disappointed.*

*Such a weak magical power. One that cancelled out magic around him? That still left others with plenty to defend themselves.*

*In his own eyes, he was useless, unlike Amida.*

*When a teacher took them in, it was obvious from the start that Shota was there only out of pity, at least in his eyes. It was fine, Shota would focus on something else, practicing with a tool he made up and gradually made himself, a scarf-like weapon that he continued to develop on his own. It did draw its own attention his way, though he had grown to dislike being so focused on, and preferred to be left to his own thoughts.*

*While they trained on their own, whenever Shota grew heavily irritated with Amida's magic, he would intentionally disrupt it, claiming he was being too noisy, causing more of a rift between the two. Past all the bruises and scratches Shota earned practicing with his own weapon, he ignored any pleas for him to ease up, even treating his own injuries so others wouldn't worry, and learning to do it well on his own. He went to the medical members of their hometown, and learned from them when he had enough of Amida's presence.*

*Then as they reached adulthood, Amida was once again favored, given a chance that he had not been afforded, and the resentment grew even more. Shota felt a mix of betrayal, anger, hurt. He got to go off and be the big hero for everyone, while Shota was left to lurk in the shadows.*

*Of course.*

*The goodbye was not too great, though he still afforded his brother the reminder that he still cared. After his departure, Shota withdrew even more, bitterly going off to train on his own and ignoring his former teacher*

*now that his "golden goose" had left even him behind.  
He took the time to perfect his unique combat weapon, developing his own method of combat as he watched others from Kikuzakura come and go on missions, even the chief's granddaughter went off on her own missions.*

*Regardless, he wanted to train to become like the fantastical heroes with their grand magical capabilities, magical weapons, and larger than life tales of heroism!*

*The problem was... though he was born with the capability of using magic, it was not the kind of magic that came to mind, those cast by the cool mages in the stories. He didn't so much as command the elements as he seemed to repel them.*

*Unlike the girl that had left to one of the kingdoms, unlike his own twin brother.*

*Despite his less than positive view on his own magic, Shota continued to train to be a big great adventuring hero, recognized or not!*

*He couldn't be a super powerful knight who manipulated the elements, he couldn't be some kind of super powerful barbarian that tore through walls and beasts alike with ease, but he could learn to manipulate the battlefield for him and his allies.*

*And one day, he set off on his own mission, promising his parents to visit when he could, and keep in touch while he traveled.*

*Shota didn't need to prove himself to anyone, he didn't care what they thought. What was important is he knew what he was doing was right, not some fancy title or schooling.*

*The world was his to explore as he saw fit.*

## MISC INFORMATION

- Shota's odd magical abilities seem to leave him mostly unassuming to others. At most he's just quite an intimidating looking guy that's a bit out of place, and nothing else.
- Despite his intimidating appearance, Shota will go out of his way to help both children and cats. He has no kids of his own, but he's had a soft spot for them for as long as he can remember. Maybe influenced by his bond with his brother. Scary appearance and attempts at tough love aside, Shota is surprisingly affectionate towards cats and kids in his own way. He will brush it off with cold indifference if pointed out, though.
- While Shota is not outright affectionate, he won't push others away that give him a hug, pat, or grab on to him. This is even more so the truth towards those he's known for a long time, and with kids. His affection is often shown through his actions and gifts, preferring it over vocalizing it. Though he will express himself at times through words. More often than not, he'll frown if someone hugs him or come off as upset, but either return the hug, pat, or simply go along with it. His reaction is extremely



dependent on the level of comfort he has with others.

- ▶The scar on his face was from a fight against a tougher enemy, the faded smaller scars come from previous adventures when he was less armored. He has definitely learned his lesson from his younger years and has more protection beneath his armor.
- ▶Shota loves and hates to people watch. It gives plenty of information, but at times tests his patience when they make decisions, or speak, in a way he finds absolutely dumbfoundingly foolish.
- ▶Shota is quite allergic to pollen. His eyes will water and his nose will run, *if* the sneezing fits don't get to him first. Sometimes he'll wear a fabric mask to help, or take medicines for it. He's also rubbed medicinal herbs on his mask, face, and even clothes to try and control the sneezing. This will make him smell very minty or strongly of herbs more often than not.
- ▶Shota likes to hang out in trees, or hang upside down from them. If not, he also enjoys hanging out on rooftops, especially at night where he either watches the people below, or simply relaxes under the moon with the local cats.
- ▶Shota tends to overwork himself, he will brush off any concern, or simply shrug it away... though he does appreciate the concern deep down.
- ▶Shota is a social drinker. He will still seem fully aware and almost appear to be completely sober, but he will mistake statues for people, be more openly honest about his thoughts, and have the blessing (or curse?) of not remembering any of it once he sobers up.
- ▶Shota likes to follow cats around when he's not busy, he'll sit down with them and enjoy just being around them, or watching them.
- ▶He's temporarily lived in locations simply to help a cat recover, though he's done the same for plenty of kids that have been struggling, orphanages, and occasionally to make sure that the people that have treated him kindly are recovered after he's helped.
- ▶Shota has a pet cat he travels with. It never wanders far, knows when to hide, and sleeps in his scarf.