

Name:

Haze Perci

Species:

Tiefling [Half-Elf Variant]

Gender and Pronouns:

AMAB, he/him & they/them

Age (In terms of Species):

26 (Half-Elf Tiefling; life span up to 600 years)

Height:

8'2" or 248.92 cm

Voice Claim:

Eddie Dear/Joshua Waters (Welcome Home)

Personality:

Kind, Patient, Dense (even more so with modern things), Fidgety & Distractable

Strengths & Abilities:

- Elf Heritage: *Though he is a majorly tiefling, his elf roots slow his age, as well as giving him a wide range of magical and natural abilities.*
- Superhuman Strength: *His race allows him to work with heavy items, i.e. if his path is blocked by a tree he could push it out of the way (due to his nature though, he avoids doing that and would rather struggle to go around it).*
- Darkvision: *He can see easily in dim light or darkness.*
- Trilingual: *Haze can speak, read and write in Common, Elven and Infernal.*
- Third Limb: *His tail can act almost as a third hand, as well as protection against smaller people/creatures and certain projectiles.*

- *Some Like It Hot: Haze's tiefling heritage gives him resistance, and in some cases immunity, to very high temperatures. What could be a burning sensation for the common nerves may be a calming warmth to him.*

Weaknesses & Flaws:

- *Toxic Positivity: He's always trying to find a bright side to the dark, sometimes to the point of denial or ignorance.*
- *Darkvision: While it lets him see in the dark, he cannot discern colors.*
- *Toothache: He's kind to a fault, and can appear suspicious for being such. He may cross boundaries trying to be helpful, he doesn't mean harm though. It may also be self-destructive, for sometimes he'd rather suffer for someone else's sake than his.*
- *Density: He grew up sheltered, and runs only on what he knew or learned growing up. It comes at a disadvantage, because he doesn't know as much as he thinks. Think of him like someone who doesn't know how to use a cell phone well or isn't familiar with modern slang. Don't worry though, he can learn!*
- *Third... Hand?: Re-emphasizing "almost" from his Abilities, at best it can protect and hold large objects, however it isn't very discreet nor good at being "delicate" with things, as it's almost pure muscle.*

History/Summary:

Born and raised in the village of East Evanescence, Haze was a peculiar child, whose kind actions didn't match his fearsome appearance. His father, Keaton Perci, was a traditional rough-and-tough tiefling, and his mother, Maizie Oerdeux, was an adventurous Wood Elf. He was raised with good morals, but won't hesitate to fight and defend those he cares about. He works as a blacksmith, does field work, forages and hunts, and in his free time, he dabbles in woodworking and helps out his close friend Egil (a changeling mage) in the library/bakery he runs.

Description & Visual Reference:



[HUMAN reference, somewhat outdated and subject to change ↴]



[His most recent reference ↓]

HAZE
PERU

- Tiefling
- Fighter
- 8' 2"

@laughing-mess



Physical Description:

- An 8'2" (248.92 cm) Half-Elf Tiefling with a thick tail. There is a trail of fluff leading to his tail's end. He does physical work often, resulting in a muscular build.
- His sclera are a pastel light blue, with very faint white pupils. Refer to his "redesign wip" piece for further reference.
- His hairstyle is a near-black grey, fluffy mullet, mainly well kept to keep most of his hair from tangling with his horns.
- He has four of said horns, two medium ones near the top, with a smaller horn paired beneath each. I align his lower horns with his eyebrows.
- Moderate facial hair. His body hair is moderate as well, littering his chest, lower abdomen, armpits, arms and legs. He does a light shave now and then.
- Mild vermillion, with some scars here and there. If it isn't from fieldwork it's from the occasional scuffle.
- His cheeks, shoulders, collar, and outer thighs have freckles.
- Haze's usual wardrobe contains a fitted tank top (if he isn't shirtless) and a pair of harem pants, while he remains barefoot. He doesn't really try to find shoes given his size, but he has a pair of tough sandals for really rough areas (he made them himself). His field work attire includes a long-sleeved shirt (usually rolled to his elbows) and thick cargos.

[ACCESSORIES and SCARS listed below; Will be clarified as optional or not optional when describing his character ↴]

- **Accessories include;** gold facial piercings (L eyebrow, earring studs and chains, lower lip – all not optional), a crimson necklace with large, round beads (not optional), a red string tied around his right topmost horn (optional), bracelets (optional) and anklets (optional), and a small pack for items (usually worn on his waist like a loose belt, can be strapped on his arm or leg as well – optional).

NOTE; His earrings do not match, R side is a thin cross with two helix and one lobe piercing, while L side has an industrial, chain, and two lobe piercings.

- **Scars include (all not optional);** a horizontal one across his face [over the bridge of his nose], and small ones on his hands and feet from field work.

Practical Details (i.e. quirks, ways of speaking, etc.):

- He's quite old-fashioned, but not in a conservative way, more like a "been living away from the outside world" way.
- He has a Southern-type of accent. The way it sounds varies depending on what language he's speaking; it's mainly noticeable in Common though.
- Countryisms come with the accent.
- His tail wags when happy, intensity depends on how good he feels. His ears may flick sometimes as well.