



THIS BIO & BLOG WILL CONTAIN MENTIONS OF VIOLENCE & GORE.
[gallery] - [spotify playlist] - [MK tag]

GENERAL INFORMATION

FULL NAME	-----	DAO YASU
ALIAS	-----	N/A
SPECIES	-----	OUTWORLDER
AGE	-----	~24
DATE OF BIRTH	-----	???
PLACE OF BIRTH	-----	LEI CHEN
ZODIAC	-----	???
GENDER	-----	NONBINARY
PRONOUNS	-----	HE/HIM
SEXUAL ORIENTATION	-----	DEMISEXUAL
ROMANTIC ORIENTATION	-----	(DEMI-)PANROMANTIC

FAMILIAL INFORMATION

BIOLOGICAL MOTHER	-----	RUI BINGSU
BIOLOGICAL FATHER	-----	DAO SHIAN

PERSONALITY

POSITIVE TRAITS	-----	DETERMINED, JUST, ASTUTE
NEGATIVE TRAITS	-----	IMMATURE, IMPULSIVE, ALOOF
LIKES	-----	SWEETS, NIGHTTIME, DANCE
DISLIKES	---	STRICT RULES, BACKING DOWN, BIRDS
MORAL ALIGNMENT	-----	CHAOTIC NEUTRAL?

BACKGROUND INFORMATION

HOMETOWN	-----	LEI CHEN, OUTWORLD
CURRENT RESIDENCE	-----	NONE PERMANENT
PAST RESIDENCES	-----	LEI CHEN, OUTWORLD
OCCUPATION	-----	NONE, LEI CHEN GUARD (FORMER)

PHYSICAL ATTRIBUTES

HEIGHT	-----	5'2" / 157 CM
HAIR COLOR	-----	DARK BLUE
EYE COLOR	-----	GRAYISH-INDIGO
VOICE QUALITY	-----	BRASH, EMPHATIC, SNIPPY
OUTFIT/CLOTHING STYLE	-----	LIKES DARK/COOL COLORS

PERSONALITY

Yasu is, quite often, brash and irritable-- however, he isn't mean, and even if he doesn't show it much he does tend to get attached to people who give him the time of day.

He tends to get a bit immature at times, and can be pretty cocky in regards to his fighting (among other things). In that same realm, he isn't generally afraid of much (considering he's pretty much remained in and around the city), and tends to go headfirst into things, often regretting it afterwards.

While he is not exactly a seasoned warrior, he often comes out of these impulse-driven things the victor, as some might say his best asset is his sheer persistence, especially when it comes to kombat. (Recklessness aside, Yasu is intelligent and does have the ability to strategize, he just... doesn't really use it.)

BIOGRAPHY

Yasu grew up to two strict, controlling parents in the fortified city of Lei Chen. Though his school years proved to be difficult socially, he had a childhood full of expectations he failed to meet, made more difficult by what was interpreted as a rather hot-headed personality.

Living in Lei Chen under Seidan occupation was both a blessing and a curse, as he would say. Having quite a fondness for his city (and obviously living there), he appreciated the protection the Orderrealmers provided. However, even though the city was only an auxiliary point for Seido, their foreign rule was still obviously prevalent, what with curfews and such met with severe penalties. Most didn't complain, considering the alternative for a very long time was being defenseless against attacks by the Tarkatans.

Even with the safety the Seidan guard provided, Yasu began training during his early teen years in order to assist in defending the city, something put in place to ensure that should Seido release the city, they could still stand a chance against possible threats. In this training, he became adept at hand-to-hand kombat and acrobatics, as well as proficient in using deer horn knives, but it also served as an outlet for him, a way to put his energy into something useful. He quickly grew to be an excellent fighter, if a bit (a lot) reckless, and took his purpose in helping to protect the city very seriously.

Timeline-dependent: *Now that Kotal Kahn (and soon Kitana Kahn?) has taken over and the Tarkatan threat is pretty much gone, Yasu has left Lei Chen more and learn more of the world further outside its walls, as well as become an even more experienced fighter.*

ABILITIES

While Yasu does possess some sorts of magical abilities, he hasn't been able to bring them forth enough to do much other than boost his jumps and soften his landings. He prides himself on being very agile and makes use of this speed and flexibility in his kombat, especially in the form of flips and climbing. While he is also adept at hand-to-hand kombat, he learned to use **deer horn knives** as a means to better handle the blades of the Tarkatans that attacked the city.

MOVESET

SPECIAL MOVES

Leverage Yasu slams knives into opponent's shoulders, flips over them and slams them into the ground (Enhanced: flips again and slams heels into stomach)

X-RAY

The Process (air) Yasu jumps, slams his feet down on back of opponent's head (1) to smash face into ground (2), flicks them back up with toe and stabs/slices a few times over the chest (3, 4), punches the face (5) before crouching and jamming his heel up into the chest (6), causing the xiphoid process to break off (7) and fly out through a lung and out the back (8)

FATALITIES

Pinned Ya (mid) Uses knives to pin opponent's arms to wall, yanks their bottom half off (uses foot perhaps to keep top half up), pulls knives + top half off wall, kicks head off, drops body and starts walking away...throws knife just as head comes down to pin that to the wall thru the mouth

Bambi (far) With a running start, Yasu jams knives (very far) into opponent's chest, headbutts them, and throws them over his head to slam into the ground before using the handles to rip open the chest & the opponent in half.

Order This! (close) Slashes five times across opponent, and punches each section at random so that they wind up on the ground laid out "neatly" but in the wrong formation...

BRUTALITIES

Don't Touch My Hair Done when performing a throw escape/breaker: Punches square in the face before slashing both knives across their chest in an X fashion. Blood everywhere, naturally.

Freaky Friday When the killing blow is made with a headbutt, the opponent dies (read: explodes, of course). Yasu does a victory pose, but passes out shortly after.

VERSES (within MK)

VERSE Description

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