

Masaru Fukuzawa

With what he's capable of, the world is lucky there isn't a hint of malice in his body.

-- Kazuya

An extremely friendly kitten in the body of a fierce tiger.

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Backstory

Found alone in the forest on the mountainside and raised by human parents who were unable to have a child of their own, Masaru was seen as a blessing to them rather than a monster. He grew up in a home that loved him dearly and valued kindness towards others. Upon discovering just how strong their adopted son was, Masaru's parents made sure to teach him to use his strength to help not harm.

About **Kazuya**

It was the first time Masaru had met another demon and despite Kazuya trying to get the tiger child to leave him alone, Masaru was determined to become friends. He would track down Kazuya, pester him for hours, then say "See you tomorrow!" and head home, before repeating the next day. After days of relentless friendly chatter Kazuya eventually caved and offered a deal.

"Okay, tell you what. If you can break that boulder with your head, we can be friends." Kazuya told him.

With almost no hesitation Masaru turned towards the

Masaru Fukuzawa



Aliases/Nickname(s)

Masaru

Profile Data

Race

Demon (Tiger)

Pronouns/Gender/Sex

He/Him/Male

Occupation

Bounty Hunter

Abilities

Weapon Storage

His earring is where he keeps his tetsubo when not in use. It's shrunk down and functionally jewelry in this form, then when plucked from the earring it reverts back to its full size and weight. He must have physical contact with his tetsubo before he can shrink it and return it to his earring and cannot just summon it back if it were knocked out of his hand.

Strengths

Absurd Strength: Masaru's strength is noteworthy even amongst demons. The tetsubo he wields is extremely heavy, Kazuya struggles to wield it with two hands while Masaru can easily swing it around with one.

Incredible Durability: Able to take hits as hard as he can dish them out. Blunt force isn't likely to hinder him much.

Unbridled Optimism: There's no situation that can't have a positive outcome and nothing is hopeless. Regardless of how dire a situation may get he'll try his best.

Weaknesses

Not the brightest: Because Masaru's always ready to help someone in need, he's easy to manipulate with a sob story and the thought that someone could be lying to him about that rarely crosses his mind. Often will go for the most straightforward solution to a problem without really thinking through all his options.

No real ranged attacks: He's limited to close range combat and while he could throw his tetsubo that's something he'd only try if desperate.

Doesn't actually want to hurt anyone: He's here to have a good time and will not use his full strength unless he's sure his opponent could handle it. Masaru wants to fight strong opponents and will purposefully hold back or agree to specific terms that will hinder his chances of winning if he feels a match may be unfair (you could easily lie to him to make him think that too). He would rather lose a fight or forfeit than seriously maim or kill his opponent, the exception being if his

opponent is an active threat to others and even then it would be a last resort if he can't subdue them.

Bladed weapons: While still resilient he's not resistant to blades like he is with blunt force and can be cut comparatively easily. If he can't dodge he will attempt to block bladed weapons with his metal arm bracers.

No understanding of modern tech or guns: The world he's from isn't particularly technologically advanced, as such he is unfamiliar with things like phones, TV, guns, etc. and won't know what they do until demonstrated. He'll probably just assume they're some kind of magic.

Kazuya: Masaru loves him like an older brother and looks up to him. While Kazuya is more than capable of taking care of himself if something goes wrong Masaru will drop whatever he's doing to help him.

Gallery



Front and Back ref with Weapon



Tag on his right side wrapped around belt



Tag update for Round 2



Tag Audition/Round 1

Author's Notes

Feel free to choose either Masaru or Kazuya as the main fighter for your round. They will be alternating depending on their opponent(s) so choose whoever you feel would be most interesting. Masaru learned nearly everything he knows about martial arts from Kazuya.

Since where they're from there's only humans and demons Masaru will assume any non-human is also a demon until told otherwise.

While I have a wish in mind, neither Masaru nor Kazuya really start the tournament knowing what to wish for, as a result it'd be possible to convince Masaru to forfeit or throw a fight for someone he thinks really needs it. Kazuya would still take issue with this, however.

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