

# [Daoyi] Reference

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Its weird to know you can do things to make the best out of yourself and still not feel anything. Too much time in the sun, not enough on your own two feet.

-- Daoyi

An enigmatic figure that styles herself as a reclusive, impassive vagabond. Though deficient in all these aspects, Daoyi's slow demeanor hides both her penchant for explosive movement and earthly hedonism - both terrible qualities of a supposed 'hermit'. She's been a spectator and instigator of trouble in equal measure, reaping the benefits of her transient state while shirking the responsibilities of her religious duty.

Her family hopes for her ascension - To leave behind this world and live immortal as their bloodline's personal god. On the surface, it's a pleasure to serve, but outside and in she's torn between this world and the next. Mortal or otherwise, she knows duty is the one thing she can't walk away from.

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## Backstory

Born at a young age, Daoyi was spirited away from the hospital by her biological parents. Her inheritance of every recessive gene at once resulted in her markedly human appearance.

She was the youngest in a family where her siblings had either left or stayed for days at a time, As a result, Daoyi lived unremarkably in her childhood years. The gourd was an heirloom artifact that boasted a regenerating stock of wine, and by accident she found that it granted her powers on first consumption. Seeking to take advantage of this rare occasion, she was spurred on to continue absorbing the liquor in hopes that she would finally be of use.

However, she became disillusioned over her inability to

"Daoyi"

Drunken Deathless Dreg



### Aliases/Nickname(s)

Daoyi

### Profile Data

#### Race

Human (?)

#### Pronouns/Gender/Sex

Female

#### Age

26

#### Weight/Height/Build

165 lbs, 6'0", Lanky/Androgynous

#### Hair/Eye/Skin Colour

Red, Red, Pale w/ some tinge

#### Distinguishing Marks

- Ringed eyes (When drunk)
- Messy rooster's tail
- 'Halo' that manifests in the heat of battle

### Abilities

# Abilities

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## Divine possessions

This refers to Daoyi's wine, firecrackers and gourd. All three are crucial to her strategies in battle.

The wine has all the usual properties of alcohol: It is sticky, slippery in certain situations and highly flammable. The gourd produces enough to fill itself over a certain amount of time, and as long as no one is looking inside the gourd, it will continue to do so.

The wine inebriates people through both spiritual and physical avenues. This means that those physically strong but lacking in soulful strength, and vice versa, may find themselves somewhat susceptible. However, the main threat is with the gourd itself, as Daoyi's preferred method of attack is to swing and flail to beat her enemies down from unpredictable angles.

Daoyi keeps a large supply of miniature ball firecrackers, either as a distraction tool or as a readily available source to burn wine. The application of this ranges from simply throwing these at the opponent, denying opponents ground or self immolation. Daoyi makes these by shaping them from dirt, then filling with wine and some of her own power.

## Martial prowess

Daoyi uses a hackneyed version of made-up techniques in tandem with recognized styles, though primarily drawing from movements associated with Drunken Fist. At far ranges, this is for kicking off and ricocheting her gourd and projectile attacks. Close up, it ensures that Daoyi isn't entirely defenseless, though she may be at a disadvantage regardless. Her style offers some agility, but usually relies on small hits progressing to larger, more punishing blows.

Daoyi can punch holes in her gourd so it leaks alcohol haphazardly, and patch it up with dirt. Her ability to take potshots by flicking firecrackers is decent.

## Inhuman physiology

Owing to her drawing power from the gourd over such a long time, in larger quantities it replaces her blood and grants an especially hardy body. This helps with feats of strength and agility. In addition, though her limbs can break and she can be disoriented, having wine in her body ensures that she can fight off or prevent the effects somewhat. These benefits are less effective the less wine is in her body.

# Strengths

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Between her tough skin and slipperiness, Daoyi is a hard target to get a good hit on. Any blows that do hit square may just bounce off as she takes the chance to go for a counterattack on her own. In certain case scenarios, she will push an advantage farther than either party can stand to disorient her opponent.

Daoyi both needs and easily controls ground by either setting it aflame with alcohol fire, or establishing large stretches of wine and rock in her efforts to slip by and dodge attacks. The longer a battle transpires, the messier it becomes for her opponent until they're cramped with nowhere to run from her bludgeoning strikes.

With all her tools and combinations, she has some way to fight an enemy in any situation. This makes it somewhat uncertain to approach her first, and in worst case scenarios she may get several good hits in a row if she can improvise properly. This scenario usually gives her a head start in her game-plan, and recovering from one of these interactions may prove difficult.

# Weaknesses

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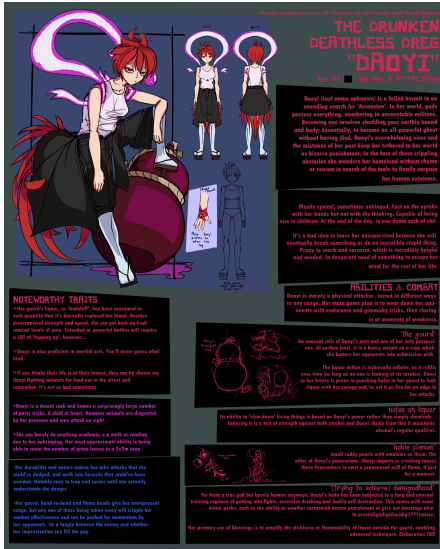
While Daoyi can control ground well, this means opponents that spend a lot of time airborne need a lot more work to put and bring down. Daoyi must rely on aerial gourd and firecracker techniques, the former of which is somewhat unreliable and the latter requiring far more resources to deny aerial space.

It is difficult for her to check how much wine is beaten out of her in the heat of battle. She may walk into blows that'd cripple her without the wine, or be prone to unexpected attacks while she attempts to 'refill'. Especially dangerous for her is a sober state, as not only does she begin to overthink but she can easily be overwhelmed and beat down due to her slow moving speed (without stained ground).

By restraining a limb, taking away one of her weapons or staying out of view one may heavily cripple her ability to fight at certain ranges and angles. Having her spend all her firecrackers stands out, as it prevents her from disorienting her enemy and trading favorably.

# Gallery

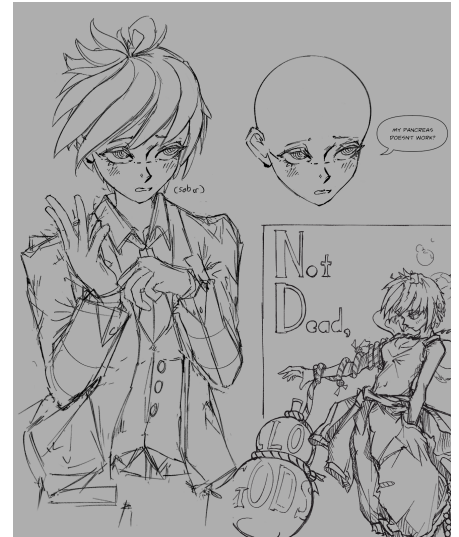
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First reference of Daoyi (click to enlarge)



Daoyi in alternative medium



Miscellaneous sketches

# Author's Notes

- Daoyi's visual and character motifs are a mess of tangentially related characters. Includes but is not limited to: Suika Ibuki, Dionysus (Hades), the main character of Disco Elysium and Isaac from the Castlevania animated series.
- The goal of Daoyi is to write a 'hero' where it's emphasized that she fights herself with just as much, if not more effort than her enemies. Hopefully, there is a lot of inner conflict with her own purpose as well as her place in the world and how she relates to others. A lot of chaotic tangents, but a fun character at the end of the day ONE CAN ONLY HOPE

Revision #17

Created 24 February 2024 02:42:42 by CataractThis

Updated 25 April 2024 14:14:19 by CataractThis