

Hwei

Pronounced "hway"

Casting Sheet

Demographic Information

Age Range: Late 20s to early 30s

Gender: Male

Culture/Ethnicity: Taiwanese

Accent: General American English

High-Level

Somber and melancholic, Hwei paints magical art to ease his mind. With an overactive imagination, Hwei has intense visions and emotions bubbling just below his dark surface. A broody painter who makes bright art, he is a character of contrasts: dark and light, shadows and highlights.

With his art, Hwei punishes criminals and comforts the innocent. His inward intensity is directed outward in these moments; he is forceful and relentless against wrongdoers, yet gentle and empathetic to those needing kindness.

This pursuit brings him catharsis from his own haunted, conflicted past. His art temple was destroyed by a fellow artist—one who showed him the power in both lively, connective art and deadly, destructive art. In the search for this artist, Hwei sinks further into his homeland's darkest corners—and must use the light of his art to save himself.

Gameplay

Hwei is an artistic mage. He creates vibrant, larger-than-life art that can destroy and disrupt opponents, or assist allies. His vast suite of magic highlights creativity and choice in battle. While tired-looking and gaunt, he comes alive through painting expressive art—erasing enemies poetically and completely.

Personality Pillars

Broody Survivor

- Reflective, somber. Melancholy, but not mokey.
- As he pushes through deep emotional exhaustion, there may be a small amount of gravel in his voice, while avoiding listlessness and dragging.

Torn, Tortured Antihero

- Intense, obsessive, and ruthless against those worthy of his ire.
- Subtly changes between vulnerable sadness and brooding intensity, sometimes in the same line, without losing or changing volume.
- An antihero, he feels dark satisfaction at being a powerful artist, drawing on grief and resentment.

Kind at His Core

- Polite, self-effacing, empathetic.
- A kind man with a sad smile, he has a rough-hewn kindness born from the great well of pain inside him. He rarely, if ever, disrespects or "talks smack" to anyone.



NOTE: We may ask you to portray Hwei in his past—from before and after his temple was destroyed. Context and lines testing broader emotional range are provided on the audition script.

Base-Game Lines				
File type	Filename	Line	Tone	Context & Notes
First Move	Audition_01	A mind of visions. A canvas to bare them all.	Brooding, a bit vulnerable.	Said at the start of a game.
First Move	Audition_02	Please, see my art for all it is, for all I am: highlights and shadows alike.	Somber.	To his teammates at the start of a game.
Long Move	Audition_03	Death is no muse. It bleeds color from everything it touches.	Resentful.	Hwei is traumatized by the death of many of his people. His view of art is vibrant and alive—everything death is not.
Long Move	Audition_04	The end came at dawn. So red with blood, fire, and... flowers.	Troubled, then reverential on "flowers."	Hwei is remembering the day his temple was destroyed by a fellow artist. This event traumatized him, but it was also the most beautiful sight he had ever seen. "Flowers" isn't referring to literal flowers. In the attack, deadly traps in the shape of flowers were laid out.
Move	Audition_05	Should art bring peace or peril?	Reflective.	
Move	Audition_06	Faces I can't forget... in shades I can't name.	Haunted.	Hwei is remembering the people of his temple, envisioning them in vibrant, unimaginable colors.
Move	Audition_07	A painter meets their subject eye to eye.	Somber, gentle.	Like remembering an old lesson.
Move	Audition_08	Suffering is part of survival, but not the whole picture.	Subtly triumphant.	
First Encounter - General	Audition_09	Share in my visions.	Intense, dark.	
First Encounter - Jhin	Audition_10	Jhin, you opened my eyes to something terrible. Let me show you.	Pensive, then with determination.	Jhin = JIN (rhymes with "tin") Hwei and Jhin are nemeses. Hwei trusted Jhin and admired his talent, but he didn't know Jhin's true nature as a dangerous killer until it was too late.
Attack	Audition_11	Don't look away.		In combat, to an enemy.
Attack	Audition_12	In <i>this</i> hue.		In combat, to himself.
Spell Cast - R	Audition_13	See as I see!		In combat, to enemies. Hwei just painted a huge pool of emptiness and despair.
Attack Effort	Audition_14	<nonverbal>		Short, basic effort.
Kill - General	Audition_15	<dark chuckling with hints of despair>		Reference the start of Kira's laugh (<i>Death Note</i>), 0:05 - 0:11: https://youtu.be/C6S0alHsdYM?t=5 Hwei just killed an enemy. He's found dark satisfaction at being a powerful artist, at the same time that it scares and pains him.
Context				
<p>We may ask you to portray Hwei with a degree of difference from his base personality. In particular, we are testing his emotional range from before his temple was destroyed, as well as his more intense feelings after.</p> <p>Before his temple was destroyed, Hwei was primarily kind, warm, and empathetic. He was the heir of the temple and cared deeply for his people. In the aftermath of the temple's destruction, Hwei's emotions grew darker and desperate, racked by grief and horror.</p> <p>No age difference from base lines (late 20s–early 30s).</p>				
N/A	Audition_16	Welcome to Koyehn.	Warm, full.	Koyehn = KOH-yehn Before his temple's destruction. "Koyehn" is the name of his island and temple. As the temple heir, Hwei welcomed and befriended many artists.
N/A	Audition_17	Can't sleep? I could never rest easily, either. What troubles you?	Warm, a bit sleepy.	Before his temple's destruction. As if speaking to a friend. Hwei never slept well; he would stay up late to paint.

N/A	Audition_18	Don't be cruel to my people. They keep to what's safe and simple. Is that so wrong?	Defensive, provoked.	Before his temple's destruction. As if in an argument. The other person just insulted his people.	
N/A	Audition_19	Stand. Pick up the brush. Paint. What else is there?	Bleak.	After his temple's destruction.	
N/A	Audition_20	No— <i>focus</i> ! That's not real. There's too much... Help—anyone. Don't leave me...	Fearful, desperate.	After his temple's destruction. Maddened with fear and visions behind the eyes, words escaping him, talking to himself and no one in particular.	