

[Kamaal 'ShRaham' Rlakda]

Reference

Who can love a man if he cannot love himself? So, chin up, little cactus! For a jolly old fungus is more attractive than a miserable one, even if it's just ever so slightly!!

-- Kamaal 'ShRaham' Rlakra

The fifth child of the former Leader of the Rlakda Family, Shrahm is now the only living member of the main branch of the family. Being assigned as the heir to the Family Throne, Shrahm is keen to do whatever job is thrown at him to prove his worth. And so, when Shrahm found an invitation to take part in a foreign tournament in his aunt's room, he did not hesitate to make the choice to accept it. . . Through perhaps, his motifs might be a little more personal than he lets off.

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Backstory

The Rakda family is one of the oldest families in Tenshina, a group of Islands in the Eastern part of Heaven. The Rakda have always been close to the God of Tenshina as the 'face' of the Kingdom; in other words, being the Foreign Minister of Tenshina throughout generations. Ever since the Kingdom has opened its boarders to the outside world after a long decade of isolation, the Family has been busier than ever, trying to aid the Kingdom catch up to the other part of the world and regain its former glory once more.

Shrahm was born as the fifth child of the former Leader of the Rlakda Family, and the member of the main branch of the family. However, the family is currently run by Shrahm's far-off aunt, as Shrahm's parents and siblings were all killed during battle a decade ago, and have not shown their soul ever since.

Kamaal 'ShRaham' Rlakda

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Aliases/Nickname(s)
Shrahm

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Shrahm

Formal Title: *The Fifth Child of the 333rd Kamaal of the Rlakda Family, the Family of the Sacred Camels, Holder of the Blood of the Sacred Dragons and Face of Tenshina, the Islands of Heaven*

Profile Data

Race

Kamua Dagda
(Sacred Camel who hold the Ancient Dragon's Blood)

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Pronouns/Gender/Sex
Anything (He/Him)

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Age
410 (Mid 20s in Human Years)

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Weight/Height/Build
204 cm/ 60~90kg / Tall and thin but has depth
(Can control height/ Weights differs according to conditions, but it does not affect his appearance)

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Abilities

<Dragon's Blood>

As part of the noble family of Tenshina, Shrahm inherits the Blood of the Dragons and has some abilities of their Dragon ancestors.

+Plant growth

(Inheriting the powers of the green dragon - Can grow plants into whatever size/shape he wants)

+Does not need basic human needs

(food, air, rest, etc.)

+No bones but physically resistant

(Flexible, light but sturdy)

<Kamua Dagda (Main Branch)>

Being a member of the main branch of a hold family, Shrahm has inherited the Ancient Dragon's blessing strongly and can use its powers fully.

+Blessing manipulation

(Can control blessing. Can make them physically touchable, move them around freely, and make them float midair. The materialized blessing can carry out physical attacks, nullify curses, and bounce back attacks (like a shield))

+Stronger muscles than average

(Can deliver a very strong punch or kick, high endurance and stamina, can move fairly fast)

+Strengthened by light

(Blessing manipulation is strengthened by light - can make materialized blessings larger and stronger to physical attacks)

Strengths

+Tactical

(Has had a good education, good at reading the environment and planning, can come up with plans quickly and adapt)

Weaknesses

<Dragon's Blood>

-Action needed

(Must physically 'mold' shape of plant midair)

-Limited blessings: One-sided growth

(Powers limited due to being out of Heaven. Cannot maintain the plants size nor shrink it back (plant grows, withers, or shrinks back to original size after time, or if he uses his other powers), cannot control/move plants when manipulating blessing))

-Still mortal.

(Can be killed with enough damage)

-Dehydration

(Lack of water will weaken him significantly)

<Kamua Dagda (Main Branch)>

-Blessings weak to physical attacks

(Blessings will disappear after landing one blow or bouncing back one attack)

-Extension of self

(The movement of the materialized blessing corresponds with his actual hands/legs - he must move his actual body to move them.)

-Limited Blessing: Smaller manipulation

(Can only control his own inner blessing; Cannot grow plants whilst materializing blessings, and can only make shapes as large as himself (can make multiple shapes at once, but it will be smaller (as the total amount of blessing he can use stays the same) .)

-Easily dehydrated from extreme exercises

(Extreme exercise would be using his muscles for things above an average human (ex. Making a hole in the wall, kicking people across the room, etc.))

-Weakened by lack of light

(Cannot materialize blessings in completely dark area)







<Other>

-Lack of physical training

(Is not the best physical fighter as he has always mainly depended on his blessings. Also not used to physical pain.)

-Shines
(Easy to spot in a dark place)

Gallery

 [Shram CS1]	 [Shram CS2]	 [Shram CS3]
 [Shram CS4]	 [Shram CS5]	 [Current Stance]

Author's Notes

<**EDIT NOTE:** *Fixed typo in "Weaknesses" section*>

-Feel free to use him for whatever you need (background, passerby, etc.) and use him however you need to! I will be happy to answer any questions (or you can just interpret him how you want, that's always good too).

-Extra notes on name: The children of the Rlakda family inherit the name of one of their predecessors after they reach adulthood. Therefore, their first name is more of a title, though it is used at official meetings and in daily life. Their middle/second name is their ‘true’ name that was given to them when they were born, and used by friends and those close to them. ‘Kamaal’ is the name inherited by the Head of the Family and their predecessors.

Shrahm will tell people their real name if he thinks the person is worthy or feels like he can get along with them in the future. . . Meaning he will pretty much tell his real name to anyone, except

for in an 'official' setting.

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