

[KuaDeul ‘Zuhlhma’ Rlakda]

Reference

There are many ways to make someone lose their ‘face’, and one is asking such disrespectful questions. . . As you seem to be attempting to just now, you heedless, reprehensible swine.

-- KuaDeul ‘Zuhlhma’ Rlakda

Deul is the second child of the current Head of the Rlakda Family. Despite being a member of the branching families, his mother was promoted to Head of the family after most of the members of the main branch were killed in battle. Deul takes his job seriously and expects everyone else to do the same—Especially his cousin and current brother, Shrahm. And so, when Shrahm decided to run off to once again stick his head into business that isn’t his, Deul ran off to stop him without thinking. Deul is here to stop the next heir to the Family Throne from humiliating his ‘face’ once again . . .And perhaps, for some personal reasons too.

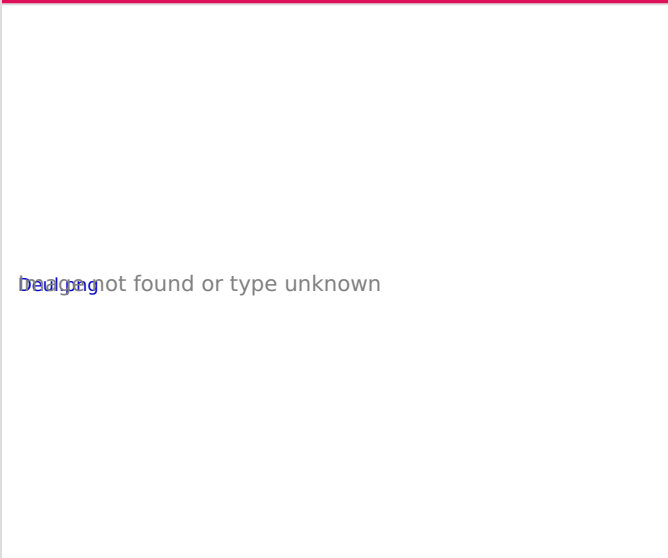
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Backstory

The Rlakda family is one of the oldest families in Tenshina, a group of Islands in the Eastern part of Heaven. The Rlakda 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.

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KuaDeul ‘Zuhlhma’ Rlakda



Aliases/Nickname(s)
Deul

Formal Title: The Second Child of the 334th 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)

Pronouns/Gender/Sex
Anything (He/Him, They/Them)

Age
500 (Late 20s in Human Years)

Weight/Height/Build
190 cm / 50~80kg / Flat
(Weights differs according to conditions, but it does not affect his appearance)

Hair/Eye/Skin Colour
White and yellow/ Yellow (Gold)/ Shiny

Distinguishing Marks

- Marks on face (Lets out light)

Abilities

- Plant Manipulation

Abilities

<Dragon' Blood>

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

+Plant manipulation

(Inheriting the powers of the traditional blue dragon - Can change the hardness of plants and move them freely)

+Whip user

(Has whip made out of plants- can be used to attack and capture opponent)

+Does not need basic human needs

(food, air, rest, etc.)

+No bones but physically resistant

(Flexible, light but sturdy)

<Kamua Dagda (Minor Branch)>

The Kamua Dagda have very strong legs and arms, and have traditionally been very skilled at combat.

Combined with his training sessions he has taken seriously from a young age, Deul is a fairly skilled physical fighter.

+Stronger muscles than average

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

Strengths

+A lot of training

(Less stunned by attacks and physical pain, knows what most weapons do, and does not care if he gets hurt if he can land a blow)

+Skilled fighter

(Has learnt to fight without relying on powers - skilled physical fighter)

Weaknesses

<Dragon' Blood>

-Diluted powers

(Must be touching the plant (directly or indirectly (through other plant)) to control it, cannot grow plants (can forcibly stretch them but it makes them weaker))

-Extension of mind

(Plants moves how he imagines them - Trying to move too much at once can get confusing and stops movement)

-Still mortal.

(Can be killed with enough damage)

-Dehydration

(Lack of water will weaken him significantly)

<Kamua Dagda (Minor Branch)>

-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 manipulate plants in completely dark area)

<Other>


+Instinctive


(Moves by instinct- Things he was not expecting or does not know will slow him down, and cannot follow most plans (nor make good ones). Tends to just go to tackle the opponent, even when there is a conveniently placed tree in front of him.)

-Shines

(Easy to spot in a dark place)

Gallery

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[Deul CS1]

[Deul CS2]

[Deul CS3]

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[Deul CS4]

[Deul CS5]

[Stance (Round 1)]

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[Current Stance]

[Patch Sketch]

Author's Notes

-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.

Deul will introduce himself with his first name to most people, but understand it is hard to pronounce to many, so he uses 'Deul' as a nickname (a little reluctantly since he thinks nicknames sound 'unofficial'). However, he seldom gives out his full, middle name and will often not answer if it comes from a stranger.

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