

Zeke

Look, our solution is to either not worry about it and hope it'll figure itself out or hit it until it stops moving. I'm down for either.

-- Zeke Ili

Zeke is one of three in charge of a vast underground wilderness and a small town worth of people. Honestly, she'd rather not be. It just ended up that way, so she tries to do the best she can. Luckily, she doesn't have to worry about any of the *difficult* stuff needed to maintain a large population. She just maintains the ecosystems, oversees the health and living conditions of the population, and punches any bastard from the surface that oversteps their boundaries.

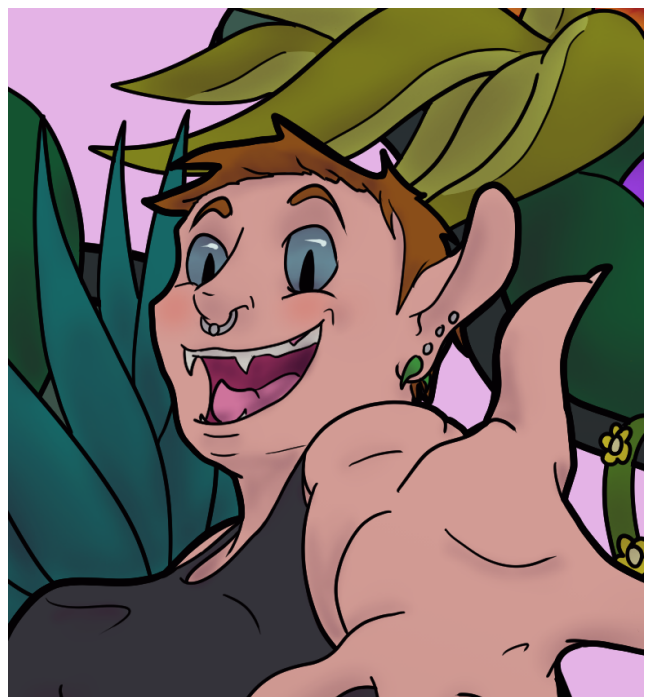
She spends most of her time running around the wilds and spending time with her pets, making the excuse that she has to 'make sure nothing's falling apart' to get out of dealing with tasks she doesn't want to do. Primarily meetings and check-ins with government officials.

Table of Contents

1. [Backstory](#)
2. [Personality](#)
3. [Abilities](#)
4. [Strengths](#)
5. [Weaknesses](#)
6. [Gallery](#)
7. [Author's Notes](#)

Backstory

Zeke Ili



Aliases/Nickname(s)

Halfbreed
Chimera

Profile Data

Race

Human/Dragon

Pronouns/Gender/Sex

She/Female/Female

Age

486

Weight/Height/Build

620 lbs/5'6"/stocky

Hair/Eye/Skin Colour

brown/blue/caucasian

Distinguishing Marks

- Septum piercing
- Jade crescent ear gauges in each ear, three stud ear piercings
- 12" tongue
- 2 stomachs

Abilities

Body Modification

Zeke is able to manipulate the cellular structure of her body. She can grow extra limbs and organs, even wings and gills. Harden her skin or grow bone outside her body. Healing is also quicker, though larger injuries take longer.

Parts of her that are removed can grow back. If she recovers lost body parts she can absorb them back into her body, so long as the cells are still alive.

Her body is dense, allowing her plenty of mass to work with. Depleting her body mass (removing parts of herself, healing, etc.) limits both her energy and shifting capabilities. She must eat to regain her mass.

She can attach her nervous system to another living organism's nervous system, becoming an extension of herself. She's become proficient with plants. While she can do this to people, she's against it, being uneasy with taking away someone's autonomy.

She must be awake to shift. The second she becomes unconscious her body shifts back to normal. She can only add on to or slightly change her natural body, she can not take away. She can't keep certain shapes for too long without problems: newly formed bone structures will eventually begin to grind against existing bone structures, the more limbs the harder her heart has to work, if she grows a second heart to compensate she has to actively monitor it to not screw up blood flow, etc.

Heightened senses

Her sense of hearing and sight are higher than average. Her eyes are better suited for darker environments.

Wall Climbing

Her fingers and toes have setae, allowing her to cling to most surfaces with little issue.

Heightened Strength

She's got natural muscle already, and thanks to her body's density she's got more of it. Running around and brawling as often as she does keeps her fit.

Heightened Reflexes

Running obstacles in dangerous environments filled with dangerous flora and fauna keeps her on her toes.

Stamina

Her body's dense. That's a lot of extra energy to burn through.

Strengths

Dense Body

Her bones aren't porous and her blood's so thick it flows like molasses. She's got a lot of extra cells packed in her. She doesn't look it, or move like it, so it's a great element of surprise. People tend to not brace themselves enough for impact.

Age

With age comes wisdom, or some shit like that. She's been around a while and has seen a lot. There's not much that phases her.

Enjoys the Fight

She's one you'll want on your side in a brawl. She puts her all into a fight, pushing herself to just get one more hit in, take just one more down. She knows she can take a hit and will jump head-first into the fray, barreling through until she no longer can.

Personable

She tries to get along with everyone (at first, some people just don't click), and despite wanting more to do her own thing, she *likes* helping people. One merely need ask and she'll do what she can to assist. She wants people to be happy and she relishes helping people achieve it.

Weaknesses

Dense Body

It's a double-edged sword. While it's great during a fight, it's a bit of a pain anywhere else. She breaks things pretty easily. She has to consciously monitor herself when interacting with people. She opts to sit on her tail rather than risk snapping a chair. Which sucks because she thrives on physical affection. It also requires her to consume 3-4x the amount of food the average human consumes.

Volatile Temper

The angrier she gets, the more irrational she becomes. The more violent she becomes. She's no longer enjoying the fight, it's now a matter of snuffing out whatever's pissing her off. Doesn't matter who's caught in the crossfire.

Impulsive/Impatient

She's easily excited, which can lead her to not pay attention to all instructions and run headfirst into trouble that could've otherwise been avoided.

Isolophobia

The fear of being alone or isolated. It's more the isolation, knowing no one is there. She associates it with her fears of early childhood.

Gallery

