

Zeke Sumien

Zeke Sumien is a PC/NPC played by [Pancakei](#).

Zeke Sumien	
Gender	Male
Race:	Human
Age:	42 Years
Faction:	Independent
Occupation:	Necromancer for Hire

Physical Appearance

Zeke is a rather short man standing in at just over 5' 6", with a stunted lightweight frame that remains as a byproduct of past self-experimentation. He sports a dark-skinned complexion, with a rounded face that appears more aged and greyed with time. Zeke has moderate-length black hair that has become mostly grayed, with the exception of the stubble around his jawline. Zeke's eyes are a greenish blue, and are often seen behind a pair of thick spectacles. The eyeglasses rest in a horned frame carved out of ivory.

Zeke is often-times seen wearing a set navy blue robes and jacket, alongside baggy grey trousers and gold trims. He also usually sports brown leather boots, and a blue wide-brimmed bush hat- equally worn. In their recent endeavors, Zeke has had to hide from some angry men, prompting the addition of a white porcelain 'party mask' that covers their face from the eyebrows down. The mask fits prescribed lenses, has a pointed "beaky" presence, and sports strips of tar-like paint that run from the eyes down the cheek.

Biography

Zeke Abbot Sumien was born in a small town far south of Ayenee's capital city, on Planet Ayenee. A quiet and offbeat child with eloquent (but far from royalty) heritage, Zeke wasn't very adept at making friends. From early on in his life, Zeke began to find fascination with the tango of life and death, and what string held the two in a tug battle. In his teenage years, Zeke began to make acquaintances with the Nomadic Necromatics, a properly named guild of necromancers, healers, salesmen, and gravediggers. With a desire to learn more about the field, Zeke quickly volunteered to come aboard as a servant- much to the dismay of his parents. For the next decade, Zeke went on to travel the world and learn about the art of Necromancy- a poorly represented field that was full of potential and necessity. Everyone dies, after all.

Years later, Zeke returned from the Nomadic Necromatics to become a domestic necromancer for his home and surrounding villages. For a while, it seemed like work was never too short in the violently feudal society. However as the years crept on, Zeke started to notice a strange but worrying set of circumstances start to plague the townsfolk. Ever since some shady men had swung by on their voyages, the town's dead seemed akin to staying dead. It was harder and harder to pull them back from the brink, or beyond. Their last breaths were a tangible black steam, as if something had burnt

the very soul of their bodies.

Unable to find answers to the epidemic from any of his sources, Zeke had no option but to save his reputation and find it himself. He set out on a journey across the land once more, working for shelter and money along the way. After encountering a falling out with a small king over his services not correcting a family issue, Zeke was chased out of town and out of options. After hearing the call of a familiar student however, another opportunity arose for Zeke.

An opportunity to travel not just the land, but the stars themselves.

Personality

For his occupation, Zeke is a surprisingly cheerful man. He is fixated and curious about the workings of life, death, and time, and how people throughout their lives interact with all three. At times, he can be deeply insightful and caring, but how chatty they are depends on company and mood. He views his work as an honest and respectable trade, just like any other (and is willing to defend it at any moment).

While Zeke may be passionate about and talented in his trade, he suffers from some array of cognitive damage that stemmed from some poor life decisions involving his work which can hinder his ability to act streamlined. This dissonance can cause sporadic or delayed reactions, unusual pauses and stammers in speech, and some situational obliviousness. Despite this, Zeke still exhibits normal emotion, maintains a positive outlook on his predicaments, and enjoys a good conversation.

Items

- Several outfits
- Three pairs of spectacles (one ivory, two metal)
- One porcelain party mask
- Portable medical kit
- Field potion-making kit
- One lever-action rifle

OOO Notes

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