Name: Zlata Laskaris
Age: 16
Gender: Female
Divine Parent: Bia
Abilities:

Strength: Bia, being the goddess of strength, confers great physical prowess down to her children. Zlata, in terms of raw strength and bodily endurance, is incredibly talented- able to, between her heritage and very physical lifestyle, greatly overpower other demigods, even exceeding Ares' children.

Wings: On command, Zlata can sprout massive, stark-white, avian wings that stretch seven and a half feet, weighing about forty pounds. She can use these to fly long distances if she paces herself, though maneuvers in combat, and traveling with haste tire her out much more quickly. Exact durations and distances this ability can be used vary by conditions, but she can generally last moderately long, up to fifteen minutes in combat in ideal conditions and for several kilometers when traveling.

Agility: Bia, as a goddess of force, passes down the ability to move with power and speed to her children. Zlata can leap across long distances- and jump vertically quite impressively, as well, and moves incredibly quickly. Not as fast as some other kinds of demigod, but between the force behind her movements and her durability and strength, she possesses enough momentum to be exceedingly difficult to stop. She can run straight through obstacles, and is agile enough to dodge blows she cannot otherwise parry or deflect.

Battle Stamina: Though she does not possess the supernatural, inborn ability to fight like the children of war gods, Zlata does have the advantage of being borderline indefatigable, even compared to those aforementioned war demigods. Her body tires incredibly slowly and recovers from physical strain quickly- with her physiology surviving and recovering from wounds exceptionally well, with an incredibly developed tolerance to pain, to match.

Physical Description:

Zlata is a grim, gaunt figure, standing at 5'11 with a lean, muscular frame that betrays her hard lifestyle and rough journey to Camp Half-Blood, that often involved incredible physical effort with little or no food in a day. She most often is wearing black leather pants, a pair of hiking shoes, and a deerskin coat over a sleeveless shirt. Scars from fighting off monsters, other people, and simple wildlife line her body, with a scar that seems to have been clawed into her face ranges down her cheek and into her neck- a kind of wound that would have been fatal for many. She has dark, curly hair, a tanned, mediterranean skin color, and hazelish-brown eyes.

Owned Weapons:

Chamenos: An innocuous looking oak hiking staff with an ornamented head, this shapeshifting staff can lengthen or shorten by a foot in variation, and have it's head shape itself into all manners of polearm heads- ranging from hammer heads, axheads, to all sorts of more exotic polearms such as billhooks. If the unnaturally strong wooden handle is broken, it weaves itself back together within minutes.

Bow: A self-made, straight longbow made from an elm shaft, it's not pretty, but there's something to be said about its ability to hold up in the hands of one as strong as Zlata- that is to say, it is an incredibly tough bow, capable of putting out an impressive draw weight. She uses it primarily for taking down wild game- something she ate often on her journey to the camp.

She also has a set of knives for skinning, carving, and general woodcraft use, and generally carries kit for first aid and other necessities.

Other:

Zlata is prone to emotional episodes ranging from apathetic, depressed to seemingly spontaneous outbursts of anger under certain kinds of pressure. Feelings of dread and impending doom often strike Zlata in the most random of situations, or even due to specific topics of discussion.