








## Zenix Metax

“The Prism”

-  **Alignment:** Face
-  **Billed From:** Orlando, Florida
-  **Height:** 6’0”
-  **Weight:** 255 lbs
-  **Manager(s):** None



### **Background**

Zenix Metax didn’t come up fast — he came up **everywhere**.

From small underground shows and forgotten gymnasiums to half-lit halls where the crowd was closer than the ropes, Zenix learned early that survival in wrestling meant adaptability. No shortcuts. No hype machine. Just figuring it out one match at a time.

Now, standing inside CFW, Zenix sees something he’s never quite had before: a real proving ground. Not a promise — an opportunity.

He wrestles with respect, offers it freely, and expects it in return. But when it's not given, Zenix has no problem reminding opponents that respect can be *taken* just as easily as it's offered.

Inspired by the heart of Rey Mysterio and the work ethic of John Cena, Zenix doesn't try to outmuscle everyone in the room — he outthinks them. He studies match types. He adapts to environments. He treats the ring like a puzzle that needs solving.

And that's where **The Prism** comes in — one opponent, many angles.

---

### **Style & Strengths**

- Hybrid competitor blending brawling toughness with cruiserweight agility
  - Deep, versatile moveset built for adaptation rather than repetition
  - Excels at using match stipulations and environments to his advantage
  - Strategic, patient, and opportunistic rather than overpowering
  - Thrives in long matches where preparation and awareness matter
- 

### **Signature Traits**

- Wrestles with visible focus — constantly adjusting mid-match
  - Switches tempo without warning to keep opponents off balance
  - Shows respect before and after matches... unless disrespected first
  - Carries himself like someone still climbing — hungry, driven, and unafraid
- 

### **Signature Move**

#### **Moonstomp**

A high-risk moonsault feint turned into devastation — Zenix rotates through the air and **drives both feet down** onto his opponent instead of splashing. A sudden, jarring impact that punishes anyone caught watching the skies too long.

---

## **Finishing Move**

### **Cartwheel Fireman**

Zenix hoists his opponent into a fireman's carry, transitions smoothly into a cartwheel, and uses the rotation to violently drive them down in one fluid, unexpected motion. Flashy, athletic — but above all, decisive.

---

## **Ring Appearance**

- Medium dreads held back by a white headband
  - Red-and-black color scheme
  - White forearm band with black detailing on the right arm
  - Black boots
  - Logo: a dragon entwined with a sword — controlled power, sharpened focus
- 

## **Entrance Music**

**“Sparkz” — Phemon**