


# Addaiel

Addaiel is a [player character](#) played by [Blizzard](#).

Addaiel	
	
Species & Gender:	Drake/Male
Date of Birth:	Unknown (150 yrs. old)
Organization:	Independent
Occupation:	Night scout/Anthropologist

## Physical Description

### Dragon Form

Addaiel is not as large as other Drakes, but none the less, he is by no means small. He stands close to fifty feet tall on his four legs. From the tip of his snout to the end of his tail, he measures one hundred eighty feet in length. His wingspan is nearly equal to his length.

His scales are the darkest black, seeming to absorb all light. His eyes are a piercing blue, and glow in the darkness with dancing flame. His pupils are slit in a typical reptilian fashion. In this form, Addaiel's voice is deep and feral, which fools anyone who hears it into overestimating his age.

### Human Form

In human form, Addaiel stands at 5'10" with a sleek, muscled body like that of a swimmer. His skin is sun-kissed gold, and his wavy hair long and swept back on his head. However, he is still young by Drake standards, having the appearance of a teenage boy on the cusp of adulthood. The only thing that distinguishes him as a non-human are his eyes, which remain the same during the transformation, and his canines, which are notably longer and sharper than a human's

## Personality

Drakes, while highly intelligent and capable of speech, are very feral in nature. Addaiel, as well as his kin, do not wear clothing. Rather, they detest the constricting feeling of it. Drakes are also a cunning, predatory people. Every interaction is a battle to outwit the other, every word and syllable carefully selected to give the advantage. While Addaiel is far more kind and open-minded than others, one should be careful when attempting to bargain or ask something of him, for he may very easily twist their words to suit his own agenda. Weakness is not tolerated.

Drakes also harbor a fierce distrust of outsiders, having been driven into their secluded mountain home centuries ago by dragon slayers after a brutal war. Addaiel himself was orphaned at a young age, having lost his father to the genocide, and his mother disappearing shortly afterwards. He was born with high expectations, both of his parents having been mighty warriors, but he now lives as an outcast in his society, unable to live up to his family's reputation. As such, he keeps himself highly guarded around strangers, constantly on the lookout for hidden agendas, manipulation, and acts of subterfuge.

Paradoxically, after a brief friendship with a travelling zoologist/anthropologist, Addaiel gained an interest in learning about other cultures and peoples. He may not show it, but the prospect of encountering new and strange peoples filled him with great excitement. He longs to escape the isolationist lands of his people and explore.

Likes: Raw meats, coffee, stargazing, flight, the warm breeze of a mountain valley, wide-open spaces, meeting new people.

Dislikes: Rain, the indoors, cooked food, plant-based foods, dragon-slayers.

Goals: Explore the world, meet new people, and find his long-lost mother.

## History

Addaiel was born one and a half centuries ago during the attempted genocide on his people. Shortly after his birth, when he was barely old enough to speak, his father was brought down by the onslaught. After the Drakes moved into their secluded mountain stronghold, he and his mother lived in relative peace, though it was clear that the other woman had never really gotten over the death of her mate. When Addaiel had reached the age of forty, his mother moved out into a torrential rainstorm without uttering a word to him, and took off into the sky. Addaiel tried to follow, but he was still a fledgling dragon, and was quickly bogged down by the downpour, crashing to the earth in a valley below. He lay, broken and bloodied, for several days until he was healed enough to drag himself back home.

Like all young boys of warrior bloodlines, Addaiel was inducted into the ranks of the Draken military. His superiors had very high hopes for the child, given his heritage. Sadly, he quickly proved that he was nowhere as skilled at fighting as his peers, and he was shunned as word began to spread, as nothing more than a worthless orphan and a failure. None the less, with his dark, streamlined body meant for high-speed flight, he found success as a scout, able to blend seamlessly into the night and outrun any pursuit. He was no longer useless, but still he was treated as such by a majority of his people.

Around his one hundred thirtieth year of life, Addaiel was flying along one of the outer ridges of Draken territory on a routine patrol when he encountered a human living in a small camp in the forests on the mountainside. Normally, orders were to burn all trespassers to ash and report in. However, his curiosity got the better of him, and he approached in his human form. The elderly man proved to be kind, and the two shared coffee while the human explained that he was an anthropologist/zoologist intent on studying the Draken people, albeit from a distance due to their view on intruders. After listening to stories of people and creatures far beyond the mountains, Addaiel felt a sudden sense of longing and a thirst for adventure.

## Social Connections

## Skills Learned

### Military Training

common

### Starship Operations

Kara has received intensive instruction in the piloting of large vessels, most notably the Fuji-class. She has just over 1000 hours logged with this type of craft, and is competent in combat scenarios.

She also has some experience with smaller crafts, such as fighters, but does not have the proficiency of a fully-trained fighter pilot.

### Fighting

Kara has taken up martial arts as a hobby, finding immense pleasure in the competitive aspect as well as the adrenaline rush. Her favorite style is [neju\\_koyu](#), which she melds together with her Star Army close combat training. While she's just a beginner, she's always willing to learn something new from more experienced practitioners, or spar with friends.

### Entertainment

Kara is an extremely upbeat and outgoing personality. She loves to bring light to any situation, no matter how dark, and always has a joke on hand. She's also not beyond the occasional prank or two. She's an excellent conversationalist, and always willing to listen to a friends' issues.

### Domestic

Since creation, Kara has had a deep love of children, and they in turn love her pleasant nature. Kara can be trusted around children, as she knows how to keep them happy and tend to their basic needs, and will absolutely destroy anyone who means to do them harm.

## Communication

While in the Ayenee universe, Kara was sent on a mission to reunite dragons with their long-lost descendants. In the process, she got to actually meet a dragon. Dragons do not have a spoken or written language, and one must interpret their motives and emotions by careful examination of their movements. Kara spent time learning- through trial and error- the dragons' ways.

**(Will be added as character develops.)**

## Inventory

Kara "Gravity" Sifsdottir has the following items:

### Star Army Gear

- [standard\\_issue](#)

### Apparel (Non-SA)

- [Leather bomber jacket \(Brown\)](#)

### Accessories

- 1 pair aviator sunglasses (black lenses, gold frame)
- 1 Baseball cap (YSS Kaiyo and registry # stitched across front)

### End of year YE 39

- One red and green striped [sweater](#) with an artist's depiction of the [fuji-class\\_expeditionary\\_gunship](#) adorned with sparkling lights and YSS Kaiyō is underneath, above some snowmen!
- A [datapad](#) specially made [case](#) is the trademark Kaiyō blue and has the [yss\\_kaiyo\\_ii](#) patch on the front
- An [adante\\_keyboard](#) from [year\\_end\\_gifts](#)
- A [zip-up hoodie](#) with a picturesque image of the [yss\\_kaiyo\\_ii](#) printed across the entirety of the hoodie
- [holiday\\_kit\\_type\\_36](#)

## Finances

Kara is currently a [santo\\_hei](#) and makes 2000 KS/Month.

Total	Additions	Subtractions	Reason
3000 KS			Starting Funds
2980 KS		20 KS	YSS Kaiyo Baseball Cap

## Gallery



## OOO Information

- “Kara” is Norse for “wild one”. Go figure, right?
- If I could summarize this, it would be: “If Maverick got behind the wheel of the *Enterprise*.”

In the case [Blizzard](#) becomes inactive:

- Can this character be used as an NPC by a GM or FM? YES
- Can this character be [adopted](#) after I am gone for a year? YES

## OOO Notes

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