

Addaiel

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

Addaiel



Species & Gender:	Beastmaster/Male
Age:	16
Organization:	Independent
Occupation:	Scout, Anthropologist

Physical Description

Addaiel stands at 5'10" with a sleek, muscled body like that of a swimmer. His skin is sun-kissed gold, and his wavy, brown hair long and swept back on his head. All in all, Addaiel looks like your typical young teen on the cusp of adulthood. The only distinguishing feature that identifies him as something "other" are his eyes- slit like a reptile's and a rich blue that seems to dance with flame.

Addaiel wears the uniform of a Beastmaster scout. Reminiscent of [WW1 aviator clothing](#), his outfit consists of a navy-blue scarf, an olive green button-up tucked into a pair of charcoal trousers, the trousers themselves tucked into a knee-high pair of brown, leather boots. Over this he wears a double-breasted leather coat that comes down to just below his hips. Around his waist is a belt which carries a holster on the right hip and several ammunition pouches. A [bandolier](#) rises diagonally from his left hip to right shoulder, holding more ammo pouches on the front, and a scabbard for a rifle on the upper back. To protect his hands, Addaiel wears a pair of brown leather [gloves](#) with gauntlets that cover most of his forearms.

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.

Addaiel made a deal with the old man: the dragon would keep returning to the camp and feeding him

any information he wished, and in return the man would teach Addaiel anthropology. It worked for several months, before one day Addaiel was followed to the camp. The old man was quickly killed, but no one but he and Addaiel knew of the deal, so the young dragon was spared punishment.

Now, Addaiel continues his patrols, always starring over the horizon, and waiting for his chance to be free.

Social Connections

Skills Learned

Shape-Shifting

The Draken ability to shift into a human form was a natural adaptation to the genocide. While not completely indistinguishable from humans, it is an advantage that would easily give a dragon enough time to escape and blend in to a human population whilst being hunted.

Fighting

While young, Addaiel has still received military training. He is an excellent aerial combatant, fast and nimble in the skies, while knowing the basics of self defense in his human form.

Strength, Speed, and Enhanced Senses

While in human form, Addaiel retains a good amount of his draconian strength and speed. He is easily capable of lifting up to five hundred pounds and running at up to twenty five miles per hour in a straight line on flat terrain.

As an aerial predator, Addaiel has superhuman hearing, sight, and smell, all excellent adaptations for hunting prey.

Firebreathing

All Drakes can breath fire in their dragon form. The color of a particular dragon's fire can usually be predicted by looking at their eyes, which pulse with the power of their internal flame. The flame spurts out in a focused stream to about seventy five yards, and is hot enough to melt through solid metal. When used on an organic target, usually nothing remains of the victim but a smoldering pile of ash.

Flight

As a dragon, Addaiel is exceptionally fast when compared to others his age, able to reach max speeds of one hundred eighty miles per hour in level flight. He is an exceptional acrobat, able to perform

complex maneuvers in tight spaces, and hover in mid-air.

Enhanced Healing/Durability

As a dragon, Addaiel's hide is exceptionally stronger than the average humans, akin to an organic suit of armor. Most sharp objects will not penetrate, but in the event of injury, Addaiel can heal moderately quickly depending on the severity of the wound. A minor cut takes an hour, while a broken bone may only take two to three weeks.

Anthropology

Addaiel's knowledge of this field of study is limited, but he knows the basics of studying and recording the interactions of individuals within a certain culture. His level of knowledge is akin to a second year university student.

Inventory

Finances

Total	Additions	Subtractions	Reason

Gallery

OOO Information

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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