

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

Beastmasters 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.

Beastmasters in general are very blunt, crude folk. As they spend most of their time around animals, they have never really had need of complex, nuanced speech. In fact, many of their mannerisms would be considered "primitive" in modern society. Every Beastmaster is bonded to a dragon at birth, and the two grow and learn together to the point where they might as well be one being. A Beastmaster will fight tooth and nail to defend their dragon and vice-versa.

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

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

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

History

Once, many years ago, Beastmasters were considered the ultimate monster slayers. Each one was bonded with a dragon at birth, and together the duo would ride out as travelling mercenaries, taking contracts on monsters wherever they could be found. Over time, the need for Beastmasters died as technology advanced and allowed regular citizens the ability to fend off dangerous creatures. The role of the Beastmaster then became akin to that of a game warden, but none the less life went on. However, nothing lasts forever.

Hunting poachers didn't pay as much and wasn't as exciting as hunting monsters, and people didn't treat Beastmasters with the same level of respect as before. Resentful of their lost glory, a small group of Beastmasters began attacking and raiding small villages throughout the land. The peaceful citizens of the land became outraged as the attacks progressed. They petitioned their local rulers to outlaw dragons in an effort to stem the violence. They saw no real reason why anyone needed to have a dragon in the first place, but the Beastmasters were appalled. The most important moment in a Beastmaster's life was when a child met their bonded dragon for the first time. It was a sacred, cherished tradition for parents to teach their children how to fly. Take away dragons, and one would take away what made a Beastmaster a Beastmaster! Safe to say that the Beastmasters didn't take kindly to this.

There were protests, debates, and sometimes full on riots as the Beastmasters continued to defend their winged brethren, but to no avail. Kingdom after kingdom declared the keeping of a dragon a crime against the crown. Day after day, The bloodshed grew more intense as Beastmasters fought- literally- to the death to keep their dragons from being slain at a dragon-slayer's hands, isolated incidents piling up into a full-scale genocide. The survivors began to flee in droves, moving deeper into the mountains while the warriors held the line. The dragon-slayers also sought the legendary dragon breeding grounds from which the Beastmasters' dragons came, but they found no success as prisoners willingly killed themselves to guard the oldest of secrets in Beastmaster society.

Addaiel himself was born to two warriors just as the great exodus began. His mother took the boy and

fled with the rest of their people while his father fought to cover their escape. Two days later, the man was dead. The Beastmasters resettled in the only place they knew was safe for them: the ancient draconian breeding grounds, hidden deep in a secluded mountain range with no civilization for several miles in any direction, and only accessible by air. For a long time, Addaiel and his mother lived in relative peace, but it was clear that the older woman had never gotten over the death of her husband. When Addaiel was seven years old, his mother stepped out of their home one night and into a torrential rainstorm, taking off into the skies on her dragon. Wanting to follow, Addaiel climbed aboard his own dragon, Zephyr, and chased after her through the downpour. However, he and his dragon were young and inexperienced, unable to hold steady in such conditions, and plummeted to the earth. Addaiel was severely injured, but saved from death after Zephyr used his own body as a cushion for the comparatively-fragile human. The duo were found and treated for their wounds.

Like all young Beastmasters since the “Great Purge”, Addaiel was conscripted into compulsory military service.

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

OOC 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

OOC Notes

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