


Glasawyr

Glasawyr is a PC played by [Blizzard](#) within the [Arcadia Complex](#).

Glasawyr



Gender	Male
Race:	Dragon
Age:	Unknown (Appears 17-ish biologically)
Faction:	Independent
Occupation:	Monk, mage, chef
Rank:	N/A

Physical Appearance

In human form, Glasawyr appears to be a young adult human male with boyish features, dark hair swept back from his face, and tanned skin. He has a toned, athletic build, and stands at an average height of 5'9". The only indication that he isn't human are his pointed ears, extended canines, and slit pupils that expand and contract depending on lighting.

For clothing, Glasawyr usually wears a comfortable Hawaiian shirt, jeans, and white sneakers.

When Glasawyr shifts, he becomes a massive, black dragon. He becomes quadrupedal, with sharp claws on both his front and hind feet. In this form, he has a long, serpentine neck and tail, measuring about 40 yards/meters from his nose to the end of his tail. His bat-like wings have a wingspan almost equal to this. His head is reminiscent of a Komodo dragon's, with two pointed ears on the sides, and a mouth full of razor sharp teeth. Understandably, he rarely gets to shift into this form, due to the sheer size.

Biography

Long ago, a nature goddess grew infuriated by the encroachment of civilization into her pristine creation. So, she created a race of guardians to ensure the orderly procession, as well as the sanctity, of nature. These beings, known as dragons to any who saw them, lived in secluded “monasteries” in nature where they trained almost from birth in the ways of nature magic and martial arts. All to prepare themselves to face whatever unnatural abominations threatened their goddess' creations.

One of these guardians was Glasawyr. At least, he would have been, had he not slipped out of the monastery in the dead of night and wandered off before his training was complete. Glasawyr was the black sheep of his sect, a dragon who took an interest in civilization and its artificial wonders. For a long time he's wandered the cosmos, moving with the wind, and having no real goal in mind. Either by chance or by fate, he has found himself in the company of the *Downrider* crew. Whether that's a good or bad thing is yet to be determined.

Personality

Glasawyr is a being eternally at peace. Since birth, he has had three principles relentlessly drilled into his head: Soundness of Mind, Soundness of Body, and Soundness of Nature. He tends to go with the flow in all things, and treats each day as a new adventure. In keeping with his old teachings, his pleasures are simple. Good food, good company, and a warm bed are all he really needs to be content. Some of his mannerisms may appear animalistic, and his original takes on philosophy are sure to raise some eyebrows. But hey, he's a pretty chill guy overall.

If there was ever anything that truly angers Glasawyr, it would be the needless destruction of nature (killing animals for sport, lighting fires for “fun”). He also has an instinctual mistrust of any unnatural life, whether that be eldritch abominations or robots, for he feels that they go against the natural order.

When not assisting the crew ground-side, he can be found either meditating, listening to music (old school hip-hop, sometimes metalcore), or practicing his martial skills. Oddly enough, Glasawyr has great culinary ability. Having grown up eating nothing but unseasoned, flame-charred meat and the occasional berry, Glasawyr vowed to never again eat a tasteless meal after having a cheeseburger for the first time.

Abilities

Enhanced Physical Characteristics

- Hearing and sense of smell comparable to a dog.
- Excellent long-distance vision capabilities. Can see in low-light situations.
- Capable of lifting a maximum of 1000 lbs. (25,000 lbs in dragon form)
- Can run at speeds of up to 60 mph.
- Can withstand minor small-arms fire, up to a .30 caliber round.

Martial Arts

- Expert hand-to-hand combatant. Skilled in both striking and grappling styles.
- Capable of defending himself against both armed and unarmed opponents.

Nature Magic

- Can commune with all animal-type species using empathetic link. (IE: He doesn't speak, but you always sort of "know" what he's thinking, represented by *italics* in RP). He does understand spoken language, however.
- Can discern a plant's properties by sight. (IE: is it edible? Poisonous? How does it spread its seeds? Current health?)
- Capable of commanding the four natural elements: fire, water, earth, and air.
- Able to give commands to mundane (non-sapient) animal-type creatures.

Dragon Form

- Capable of flying at speeds of 200 mph.
- Can breath a 4 ft wide cylinder of flame up to 50 yards.
- Armored hide can withstand projectiles up to 40mm.

Culinary Skills

- Skilled chef. Knows many dishes off the top of his head from across the cosmos.
- Especially fond of grilled meats.

OOO Notes

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