

# ash Izan'kil Adrammelek

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„How good are we, truly, if we care only for ourselves? If we don't help the ones in need?“  
- Adrammelek to his father Jehoshapheth, the last time they talked.

## Profile

**Name:** Adrammelek ([Biblical Hebrew](#): אֲדָרָמֶלֶךְ, 'magnificent king')

**Gender:** male

**Species:** [Dragonborn](#), Brass

**Age:** 17 (Dragonborn are able to walk hours after being born, are on par in physical and psychological development with a 10 year old human kid when they are 3 and are considered fully grown at the age of 15. Their average life expectancy is 80 years.)

**Appearance:** Adrammelek is a male brass dragonborn. At 17 years of age he's already at 2m of height and about 140 kg of weight. Of average height but particularly strong build he makes an impressive look, even without his armor. His bloodline is old and the Dragonblood is strong, making his family show true dragon scales in most of their members. Especially on his head and shoulders, brass scales cover the leathery skin and hardened dermal plates of light and dark browns and in the right light, they seem almost golden. The scales over his forehead, together with the larger plates at his temples, create a very crown-like impression.

His armor and clothing are, befitting his status as scion of a noble house, of fine make and fabric. His plate armor, warhammer and shield are held in dark onyx coloured metals with brass and ivory inlays and ornaments. His armor and shield used to carry his family crest but the emblazonment seems to have been removed due to the strife between them. He still wears his signet ring, though.

**Occupation:** Since leaving his family, Adrammelek has been traveling the world, unbound by any callings but his curiosity and calls for help. To learn about the world and its people, to understand, he offers his help wherever there is need. In bigger towns and cities he visits the city hall or calls upon the leading families, taking money only to cover his expenses or work in exchange for board and lodging. His background, signet and papers, aids him in navigating the floor where the mighty and their executors walk but, while he takes great care not to bruise tradition and the systems in place, usually prefers to go for the problem as straightforward as possible.

**Background:** Adrammelek hails from an enclave barely known to the outside world, since the Clan keeps to themselves and tends relations only with a few scattered towns in direct vicinity and an elven settlement in the mountains. For themselves and those towns they

have managed to create an utopia, taking years of hard work and perseverance, and based on their conservative traditions and isolated location, still prevails.

Very early in his life the young dragonborn started peppering his elders with questions about the what and how of their Clan, his father especially, and it didn't take him long to ask why there weren't many other people around. 'These are our ways and to keep things like this, it is necessary' did not satisfy him as an answer. The isolationist and conservative mindset they used to keep their little Utopia started to anger Adrammelek and many discussions, disputes and quarrels later, he could not help it but leave. He wanted to see the rest of the world, learn about everything and see if the good his Clan had kept for themselves could not be brought to everyone.

### **Personality:**

- Realist with ideals
- reflective
- curious
- considerate and caring
- serious front

Adrammelek always wants to do good, and to do well. The striving for improvement and the, not entirely healthy perfectionism, was imprinted on him and he more than accepted it, wanting to use it to improve the world. With that mindset and the accumulated knowledge makes his first impression, and following, a little much. Severe, vehement, know-it-all and overbearing are things that are often said about him. Despite his communicative ways and skills it often takes a bit for adaptation and he does put in real effort to make it so, to understand and make himself understood. He knows how he can be perceived but sometimes just forgets that it's hard to follow him. When he notices though he uses what he knows and can do to adapt and fit in with his surroundings, without any prejudice. He doesn't lord it over people if they have not enjoyed an education like his but he can't and won't understand people who don't want to better themselves or only help themselves.

**Tone:** Adrammelek is modeled after the classic hero personality, a father-son conflict of old ways versus new blood, the search for your own power or if it's all just naivety. With all his knowledge and powers, and despite being an adult technically, Adrammelek is still young and sometimes needs that second glance to remember that people don't do it the way he does. There are misunderstandings that often look like arrogance from his side but those hurt him as much as not being able to help, which he doesn't like to show. Keeping up some bad traits despite wanting to cut loser from bad traditions.

**Goals and Fears:** To save the world, improve life for as many as possible, is his goal. To find, create, support communities that share this. His biggest fear would be to end up agreeing with his father. To see that he was right and that it is not possible, the people don't want to care for each other and that to make it work for more than your own is not possible.

## The Clan

- the Clan itself consists of brass dragonborn only, formed of several families
- their location is not bound to a set spot in canon but to fit their isolationist ways, should be out of bounds, somewhere between a savanna and a mountain range
- their local influence is tremendous but beyond their borders they are hardly known, if at all
- they keep contact only to the handful of surrounding towns, that are a little more diverse than the enclave itself, and one bigger elvish settlement in the nearby mountains
- the Clan is built on a democratic order with strong underlying meritocratic values. Decisions are made in a form of senate body, where they are openly discussed and decided upon.
- Adrammelek hails from a family inside the Clan, that is rather small but old and very well known. They have often held important roles while never truly achieving a leading position. They are known for their exceptional morals and principles but also to follow them so adamantly to sometimes block their own advancement

## The Making-of Adrammelek?

The character was made for a spontaneous one shot with people from twitter I hadn't played with before, because I wanted to finally try Dungeons&Dragons.

For research, no matter if it's about getting into a new game or a new character, I like to read all the source material that touches the aspect of my character and then build on that with real world counterparts or fitting cultures, traditions, mechanics, media, etc.

- The controversial theories about the origins of dragonborn, if they were made by Dragons, stem from Dragons, their difficult relationship to Dragons and, derived from there, to Gods in general. The cultural aspect of putting the Clan before everything, their appearance, the fact that their language is so old and powerful that it ties in with the roots of magic... Plus I'm just a fan of elemental categorisation, so picking a dragon color or heritage linked with an elemental affinity and abilities? Perfect! (Genasi were a close second due to that)
- Paladin because of the depth that comes through playing a character that follows a codex, principles, that are essential to his being and source of his power, presenting a myriad of hooks and opportunities for interaction with fellow players and the world. The image of plate armour and shields, the symbolism of the Paragon and Protector. Paired with the "we don't follow Gods/Dragons"-background of the Dragonborn it made for a very nice source idea that opposes the standard paladin connection. I wanted to give the clan the inherent ability to connect to magical powers, through their own power of goodness instead of getting it from a god in service to his principles. A whole bloodline where everyone had those powers and making it so that no one felt like a "paladin" because everyone was that way.
- the isolationist enclave as his home was partly just a random idea that I liked to follow but its origin was in where to originate from without having to read up on the **entire** lore so I could convincingly play an educated character with a somewhat noble background.

- The utopia idea actually came from the search for a name for my character. Going through a list of “male dragonborn names and meanings” I quickly found Adrammelek and Jehoshaphet and with their translations from Hebrew being “magnificent king” and “god has judged” I instantly locked on the father-son conflict about old values, imposed duty and the clash of it. A conflict potential big enough that a dragonborn would drop the “clan first” mentality and leave for a life of adventure.
- playing a character from an isolated location who was academically smart but oblivious to worldly matters was not just a lore and fluff stunt but would work for me in a purely technical and mechanical manner, too. Asking questions would now be a connecting thing instead of just a potential nuisance.
- I love playing characters that have “learn to understand” at their core