

Name: Tryamour Gryphon-Draak
Species: Rifts Great Horned Dragon
Birthday: November 18
Age (Official): 14
(City of Heroes): 19
Home (Official): Rifts Earth, usually the Inn of the Southern Cross in the Magic Zone northeast of Lone Star
(CoH): Maggie's Rock School
Both fall along the same official timeline! There is only ONE Tryamour.

Theme Song: Irene Cara - Fame
Official Stats: http://cygnata.sandwich.net/game/char_sheets/tryamour.txt
Height (Dragon): 12ft at the shoulder
(Human): 5'6"
(Other): Varies
Length: 30ft nose to tailtip
Wingspan: 20ft
Weight (Dragon): A few tons
(Human): Best not to ask
(Other): Varies

Natural weapons: Firebreath, talons, body and tailspikes
Spells known: Greater Invisibility, Multiple Images (details in official stats)
Psionics: Sense Magic, Sense Supernatural Evil, Sense Psionics (manifest as scents)
Abilities NOT listed here only possible in "high magic" worlds.
Favorite attacks: Aerial maneuvers, Pouncetacklehugslideboom (details in official stats)

Personality:

Bigger than she is! Tryamour means "trial of love" and she's been described as one many, many times. Try is a typical youngster in many ways, eager to please, loyal to a fault, and quick with her emotions and actions. However, one should never forget that despite her young years, she IS a dragon, with a mental maturity much closer to that of a human adult. Her most major personality flaw is a slight sense of draconic superiority. Despite many years of human friends pointing out otherwise, this may never completely go away.

Her years with the North Star Company and other adventurers, followed by her time in Paragon, have left her a trained soldier and warrior. It is not unusual to see her go from bouncing around playfully and looking for scratches, to deadly seriousness when the need arises.

However, those same experiences have also left their scars. Tryamour has also been known to fall into bouts of deep worry during times of inaction. She gnaws on her forelegs when heavily stressed and not in battle mode. The scales there are thicker than anywhere else on her body in reaction to this nasty habit.

Despite being trained, she still does have a tendency to dive into things headfirst, especially new tears between worlds, called Rifts. One peculiarity has begun to arise during these trips: every time she jumps through to a new world, she has and will always land headfirst into the outside of a

dumpster. The dent is always equivalent to what her draconic head might leave... but the oddest thing is that even if the world in question has not yet invented dumpsters, one will be there anyway. No one has yet figured out which deity she managed to annoy.

Physical Notes:

Tryamour was born to break the mold. The snowy white of her scales is from leucism, which leaves her with snowy white scales and emerald green eyes. Like all Great Horned dragons, Try is a shapeshifter, and all her forms except human have the same coloration. In human form, her skin is pale, her eyes are still that haunting green, but she has a mass of flaming red, curly hair. Try's human form was actually inspired by a very dear friend named Tania. In all her forms, Try is what is known as a "false" shapeshifter, in that she takes only the form of the target creature, but NOT the instincts nor other attributes except those granted by physics. Don't ask where all that bulk goes, though, the technomagic-babble would go on for hours. She cannot mimic individuals, only general species attributes of creatures that exist in the world she's currently on, excepting her natural form.

History:

Her parents were the stereotypical "evil" dragons, destroying the nearby cities, until the North Star mercenary company took them out. The other, larger eggs of her clutch had hatched earlier, leaving behind her stunted one. According to the rules of draconic society in their part of the world, her egg should have never been allowed to hatch, and instead culled. The company, however, found the lone egg in its nest, and took it back to their base, where she finally broke out of her shell.

Despite an adventurous first few years, there was eventually a falling out between her and the rest of the group. This event led to her founding the Inn of the Southern Cross in a pre-Rifts warehouse to the northeast. Under her leadership, the Inn has become a place of refuge for various D-Bees (dimensional beings), aliens, and non-humans and their allies for those traveling the Magic Zone. Here, they are well-protected from the Coalition, the human supremacist government of Chitown to the north, and Lone Star to the south.

Eventually, even this life grew boring, and she set out on a host of new adventures, exploring other worlds. Her Paragon adventures will be chronicled eventually, when I get around to reposting all her story arcs. She still comes home occasionally, but for now she'd rather see the Multiverse. Which Rift she enters doesn't tend to matter, as long as it is new and exciting.

One danger she must always be alert for are her own siblings (Tiamatia, Ahzi, and Belian, who will get their own write-ups), and other dragons from her family's culture. Her coloring and size, which is small for her age and species, set her apart as a runt. Thus, she is still subject to the cull if caught, something she will fight to the last breath. Tiamatia especially has a sworn oath to kill Tryamour on sight.

Fun Facts:

Try is one character who will never see full retirement. There are always new worlds to discover and new species to meet. There have been some forays into the future, exploring her adulthood. She does end up a happy matriarch, surrounded by family, both mates and youngsters.

It is through these youngsters that the coloring she was meant to be has been revealed. Dragons that appear to be living liquid golden statues run in her lineage, always female, and at least one youngster shows this trait. None of her hatchlings have a hint of white. However, these golden

dragons are also somewhat simple-minded for their species, a trait that Try's leucism seems to have mostly prevented. The names of almost all Try's offspring come from people in Paragon that she knew and admired. (Mates not listed by request.)

Family list below is sorted by age, with colors and personalities/major interests of the hatchlings noted.

Parents: Names Unknown

Siblings:
Belian - Crimson male, AKA RedMaw
Tiamatia - Greenish black female, AKA Kiyo
Ahzi - Bright blue male, AKA Ladon

Offspring:
Dante - Black male (serious, mage/warrior)
Jerame - Sapphire blue male (thoughtful, demolitions)
Swanmay - Royal blue female (quiet, mage)
Fletcher - Sky blue male (bold, gunsmith)
Magilo - Gold female (curious, strong mage)
Ariazara - Bronze female (curious, inventor)
Kevar - Crimson male (adventurous, warrior)
Teloth - Ruby female (strong-willed, explorer)