## EARTH MOTHER BACKSTORY

The Earth Mother dragon is a solitary beast. She has no need for amassing a great horde of treasure as such trinkets are useless for her. She will never seek you out, but, should you seek her out for some reason of your own, she might help you. Of course, she might eat you too. It depends on how recently she has eaten!

Physically, the Earth Mother is a healthy adult dragon. She's 3 meters and about 600 kilograms. Razor sharp claws that rip through armor. She has a long, graceful neck that can be used to grapple particularly feisty prey. On top of her neck lays a might head with a set of long, spiral horns. Her roar is particularly frightening and she will often use it to keep would be harassers away.

Mentally, she's very astute, for a dragon. Her intellect rivals that of most humans and she uses it to suss out the motions of those that seek her out and avoid them. She is very willful and can push herself beyond what's comfortable to achieve a desired end.

Psychologically, she's a gem of a dragon and is willing to work with others to achieve a common end and, sometimes, just to help. That is, if they can find her. She's extremely reclusive and actively avoids confrontation.

NAME		Earth Mother				CONTINUUM						F	ORT	ΓRΑΙΊ	Γ	SYNOPSIS				
<b>SPECIES</b>			Dragoi	1		NARRATIVE ENGINE														
GENDER					CCUP	PATION Be				eing a Dragon										
AGE					RLD O				Alt-	Alt-Midagard										
HEIGHT					LLIEC	GANCE				Self										
WEIGHT		600kg	,	PHILOSOPHY				Only what is needed					1							
WEIGHT	STR DE				BUL				END				PER	WIL		CRE		₹.	СНА	
SCORE	10		4		9		7		4		3		4		7		3		3	
POW	10		FOR			MAS	-		CRD			ACT	_		SPD				APT	
STR+BUL/2	9	POW+BUL/2		9	POW+BUL		18	DEX+I		4	AGI+PER/2		5	PO	W+AGI	16	RI		1/3CRE	
	,			,		SKI				4			3				<b>,</b>			4
TRUNK	R	s	TRUN	nk.	R	SKI		ANCH	R	s	BRA	NCH	R	s		PER OPENN		ALI	1 Y 5	
AEROBICS			MELI			3		RAWL	2	12	DIVA		N.	3			ess Dusne	ss	5	
ARCHERY			PERFORM					ALANCE		13							RSION	-	1	
ARTS			PRESE		3	10		DBATICS	5	15						REEABLENESS		5	5	
ATHLETICS	3	10	SCIENC					RTNESS	3	10							CICSM		2	
DETECT	3	7	STUDI	ES				EALTH	4	14							INJUI			
DOMESTICS			SURVI		5	9		PLAINS	4	13					PHY	YSICAL			ENTAI	L
FIREARMS			TECHNI					CTICS	3	11										
INTUITION	4	8	THROW	/ING			INTI	MIDATE	4	17										
LANGUAGE	3	6	WORDP	LAY			cou	JRAGE	2	12										
LARCENY							CON	NTROL	2	12										
MATHEMATICS																				
MEDICINE																				
		T	RAITS/	TRIC	CKS								EC	QUIP	MEN	T				
ABILITY				EF	FECT					WEA	APON	ATT	DEF	DAM	HFT	RNG	SP	ECIAL	EFFEC	TS
BITE 6	+6 DAM WITH BITE																			
CLAWS 4	+4 DAM WITH CLAWS																			
COLD VUL 2	-2 V COLD																			
HEAT PRO 5				+5 V	HEAT															
NIGHT VIS 10																				
QUAD				QUAI	DRAPED	)					ARMOR		PROT	C	ov	PEN	SP	ECIAL	BIBBEC	TS
SCALES 5	NATURAL ARMOR 5																			
SCENT 3			+3 SC	ENT B	ASED D	ETECT			$\perp$											
TAIL 2	+2 RANGE WITH TAIL ATTACK																			
SLENDER	DEX +1, FOR -1, AGI +2,																			
RAZOR CLAW	PEN 2 WITH CLAWS										TOOLS				SPE	CIAL E	FFECT	S		
EARTHEN COL	EAR	THEN (	COLOR + 2 S	TEALT	H IN EA	RTHE	NENVIR	ONMENTS	-											
NORM EYES				DE:-	N. C	NDP	nanc.		_											
REPT EARS	-2 HHEARING BASED PER TESTS								_											
BEARD	+1 REA, WIL +2																			
SERP NECK	+ 4 GRAPPLE  6 DAM FIDE RDF ATH																			
SPIRALHORNS	6 DAM FIRE BREATH								_											_
ROAR	+1 INTIMATATE +3 INTIMIDATE																			
ROAR				-5 HVI.	LVIIDAI	15														