



Candidate's Name:	Carac Cromwell
Age:	16 years
Gender:	male
Race:	human
Height:	5'3"
Personality:	Kind, generous, reckless. Carac is the definition of "means well." He often does not think through actions before taking them, and then does not realize the impact his actions have on others until the damage has been done. He possesses a great deal of empathy and will go out of his way to help those around him, especially after he has caused harm. When it comes to self-preservation, he has none. He is also a terrible liar.
Description:	Gray eyes, white hair, ruddy skin, slightly heavy set. Carac is short and round, but not to an unhealthy degree. He stands by the belief that he is simply "big-boned." Though he has a quick, charming smile, his general appearance is quite bland. This is accentuated by his preference for dark or neutral colours to allow him to blend into his surroundings. Carac is an animated talker and uses his hands in all discussions.
Biography:	Carac grew up as the fifth son of a minor Pentas lord. He received a fine education, love and attention from his nannies, and developed a good connection with his siblings. His life, up until his early teenage years, was rather uneventful. During a trip to the capital city, Carac got into a fight with one of his

	older brothers. He lost the fight, then stormed off and vowed never to return. What he didn't realize at the time was that was the last day of their trip and his father was not of a mind to wait for his wayward son to return before packing up the family and heading home. When Carac returned to the estate where they were staying a few hours later, he found it empty. Carac went from being a rather coddled child to a street rat overnight. Over the next few years, Carac attempted to make his way home, but learned that he had absolutely no sense of direction and no idea of how to read maps (he'd hated geography). He survived on the streets by developing a knack for pick pocketing. The right kind of information also appeared to be quite valuable, and so he became something of an information broker. When a pair of dragon riders came calling one day, seeking anyone that might have that spark of connection with the great beasts, Carac jumped at the opportunity to change his fortune. Though he'd carved out a decent existence for himself, it was still a hard one, and he would much prefer to return to the days of knowing where his next meal would come from. Besides, becoming a famous dragon rider would be an excellent way to shame his family for abandoning him.
Candidate at:	
Dragon's Name:	
Age:	
Gender:	
Breed:	
Colour:	
Height:	
Abilities:	
Personality:	