Animal traits proportional to power available

Typicaly related to area they are in

S – Bear

P – Owl/Hawk

E - Ox

C - Dog

I - Fox

A - Cat

L - Rabbit

Nothing really replaced, extra sensory. I.e magnetic fields etc

1. General
2. Defensive
3. Support
4. Healing

Magic ‘circuits’, adjusted to get flow of mana to create spell. Chants used to visualise, can use without/shortened. Usage usually increases cost, + unexpected effects. Specific circuits can be inscribed, only one spell, but easy, strong and efficient. Mana storage in gems/pure metals etc

Fynn –

Blk hair, melee, defensive barrier 15

Claire -

Red, melee healing bow/dag, 17

Becca -

White, 5’8, ranged general mage 8

Leon

Blond 6’0 ranged gun support, 7

Umbra – wolf/dog, black with white markings. Tends to be translucent, very difficult to spot if not wanted to be. Adopted a few months after Bec, as a friend after being attacked by its mother. Lonely trips otherwise. Unusually smart, extreme lifespan due to magic infusion. Size can change. Full 3m, usual german shep size

Start. F ~15, just left home, starts with v little, cart and horse Sid and cart, small ammt of items. Leaves hometown first time, goes to village v far away for merc/trad. Overnight large aurora, lots of explosions etc. few weeks later arrive in village. Sees bec ~8 outside, trying to start fire. Hungry, tired. Kicked form religious orphanage due to developing ‘monster’ traits. Magic obvious. Tries to get her back in, turned away. Takes her in, begins studying magic and training in melee. More and more ‘demon’ rumors start to appear over years.