Animal traits proportional to power available

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

Magic ‘circuits’ – Mana usualy only visible when looking for it – channelled vision. Wispy bits. Extreme power vivible to naked eye

Fynn –

Blk hair, melee, defensive barrier

Mother healer, father blksmith.

Jack of all trades, learnt from everyone in village. Minor skills, slightly better at smithing

Build portable forge with magic eventually. Start school? Glasses

Claire -

Red, melee healing bow/dag,

Becca -

White, 5’8, ranged general mage

Leon

Blond 6’0 ranged gun support,

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.

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. Claire slowly feels more comfortable around Fynn