

Magdala | Magbrod

Barbarian Witch



You grew up in the shadow of Karvosti, the plateau of the High Chieftain in Davokar. Your initiation ended in tragedy as the ritual was cut short by an abomination sprung forth from the forest deep. In the fight you found your inner beast, and because of that the leader of your hex circle has sent you south. You are deemed to be able to defend yourself against the depraved Ambrians, should the need arise. Your mission is to observe and to report back to the hex circle. Davokar is about to awaken, in part because of the newcomers, and the forces that work for a waking must be found and fought.

In order to avoid unwanted attention, you have claimed to be in exile, or willfully chosen to lay low for some other reason. You get on best with the non-Ambrians in the group, but value all life.

MAGDALA			
Race	Human (barbarian)		
Traits	Bushcraft		
Accurate 10, Cunning 9, Discreet 7, Persuasive 5, Quick 13, Resolute 15, Strong 11, Vigilant 10			
Abilities	Natural Warrior (novice), Shapeshift (adept), Witchcraft (novice)		
Weapons	Dagger 1D6 (short), Claws (in animal form) 1D8 (short)		
Armor	Witch gown 1D4 (flexible), Skin 1D4 (in animal form)		
Defense	13		
Toughness	11	Pain Threshold	6
Equipment	Camp equipment, 2 thaler and 7 shillings		
Shadow	Red with a few flakes of rust (corruption: 1)		

“The spirits want it so...”

Ansel / Anselma

Theurg of the Church of Prios



You are a servant of the faith schooled in the Church of Prios, also a priest mage, one of few selected by Prios to be the light in the world. Your conviction may be unwavering, but your relationship to the Church is not: intrigues fester behind closed doors, sharp elbows and pure defamations are not uncommon in the struggle for positions in the Church hierarchy. You constantly struggle to determine what is the actual will of Prios and what is part of your superiors' schemes.

You are determined to stay a champion of the former and refuse to get dragged into the latter.

ANSEL			
Race	Human (Ambrian)		
Traits	Contacts (the Sun Church)		
Accurate 10, Cunning 10, Discreet 5, Persuasive 15, Quick 7, Resolute 13, Strong 9, Vigilant 11			
Abilities	Dominate (novice), Theurgy (novice) Shield Fighter (novice), Lay on Hands (novice), Witch Hammer (novice)		
Weapons	Dagger 1D6 (short), Sanctified Warhammer 1D10		
Armor	Priest robes (flexible)		
Defense	9 (shield)		
Toughness	10	Pain Threshold	5
Equipment	Worn copy of the Lightbringer (the holy book of Priors), camp equipment, 1 thaler and 3 shillings, shield, holy symbol		
Shadow	Shimmering gold, like the sun reflecting off a silver mirror (corruption: 0)		

“Begone, skeptic!”