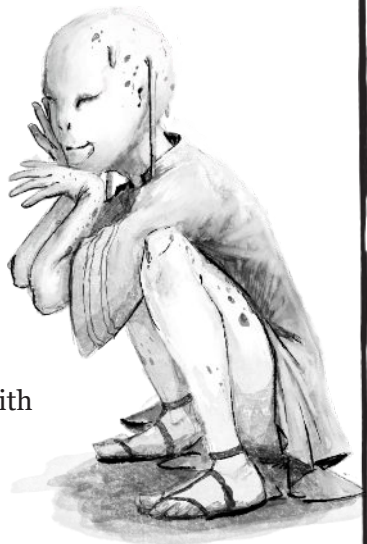


Character (child) - reduced Oneshot edition - The (children of the Hunt

You ...

... belong to the people of the Ganlen, a young people who are direct descendants of the great demons Szarithan and Ganel. There are only a few of you in this region. A larger family lives in a village south of the city of Kira. Here in the region, your family is the only one. Your parents decided 19 years ago to stay here. At that time, there were problems with the Feyyen of the region. No one knows exactly what happened, but the local Magis was very grateful when two Synis—your parents—came through the village as traders and were able to help improve contact with the Feyyen. In this short time, friendships formed, and your older brother and you were soon afterward the first native Ganlen of the community.

Your parents both work as traders and cloth makers. But because of their Ganlen nature, they are often called by the Magis when it comes to contact with the local spirit and demon world. Furthermore, contact between the community and the wandering Szarithanen tribes, which also include Ganlen, has improved since your family—and later also the Szarithanen couple—stayed in the village.



Name: Veldimin (Velli)

People: Ganlen

First impression: Inconspicuous / Smiles a lot

Spirit-Touched: Synis
(You have a sense for the spirit world)

Backgrounds

- Born in Crèrer
- Child of merchants and craftsmen
- Loves braiding and shows artistic talent

Appearance

Chalk-white skin with small gray-blue spots that stretch from her temples down to her lower legs. Two "Tarilis" on the left side of her head (skin straps growing from the skull).

Character traits

Introverted and polite. She tends to keep her opinions to herself and only speaks openly and honestly when she can't hold it in any longer.

Ability

Serve Death (Shadow Body)

You can sneak like no one else in the village. Even when climbing, jumping, or running, you're able to move without making a sound. When you attempt to sneak, the GM should increase your potential effect by 1.

Perks & Flaws

Magic Assistance

You can serve as an energy source for others who use magic. For each point of Soul's Grace you sacrifice, the other magic-wielding person may roll 1 extra die for their action roll and for the reaction roll. Maximum of 2.

Fragile

When making reaction rolls against physical consequences, you roll one die less.



you may distribute 3 points freely.
No Talent may have more than 2 points.

	Body	Mind	Soul
Athletics	●		
Dexterity	●		
Strength	●		
Crafting		●	
Logic		●	
Perception		●	
Presence			●
Intuition			●
Deception			●

Spiritual Balance

○○○○○

Encumbrance/Initiative

○○○○○

Equipment/Weapons

Small pouch with berries 0

Slingshot with 3 stones 0

A bandage 0

Conditions

Extreme

Incapacitated

Severe

Weakened

Full

-1 Die

Light

Effect -1

Character (child) - reduced Oneshot edition - The Children of the Hunt

Name: _____ First impression: _____

People: _____ Spirit-Touched: _____

Appearance

Character traits

Ability

Perks & Flaws



you may distribute 3 points freely.
No Talent may have more than 2 points.



Talents

Body

- Athletics
- Dexterity
- Strength

Mind

- Crafting
- Logic
- Perception

Soul

- Presence
- Intuition
- Deception

Spiritual Balance



Equipment/Weapons	Encumbrance
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Encumbrance/Initiative 

Conditions

Extreme

Incapacitated

Severe

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Full

-1 Dice

Light

Effect -1