

Veil

PLAYERNAME:



QUOTE

Keep your judgment out of my knowledge. Look inward to reap the benefits of your own.

TRAITS

Mindful, curious, brilliant, individualistic, can have multiple thoughts at one time.

OBITUARY

You may think that 19 is too young to die, and you would be right, but Veil lived more in that those years than most live in 100. Veil didn't learn as much as voraciously consume knowledge and excel at creative thinking about that knowledge. Was a Master of the fusion of magic and tech leading to the advancement of technologies such as the Worm Drive, the Automated Language Translator, and system wide magic fields. Veil was most noted for developing a technique to uncover and destroy a Nacht infiltration - at only 9 years old.

CHARACTER POINTS 40/40

ATTRIBUTES

MASTERY 7

AFFINITY 7

WEALTH 1

MOBILITY 1

DEATHS

0

TREASURE

0

CARDS

STRAND: Dragon

POWERS

Analyze [4]

Attack [4]

Counter [2]

Dispel [2]

Empower [1]

Gather [1]

Heal [2]

Hold [2]

Impair [2]

Telekinesis [3]

Visthetic [4]

SKILLS

Initiative [2]

Tech Ops [5]

CONTROLS

Arcane

Fire

Mental

Nuclear

MODIFIERS

Area

Ranged

Shred

INTRINSIC

None

ITEMS