

AEBLIS BACKSTORY

Aeblis is a female, old, toad-pooka. She may seem a little warty and odd, but she's a very open, nice person. She was sent by the Seelie court to Nexus City to teach the ways of certain kinds of magic. She isn't the most impressive practitioner, but she is skilled. And for some reason, students seem to respond to her methods. I suppose taking magic lessons from a one and a half meter tall talking toad seems natural. She specializes in blue magic. She takes special care to educate her students in the fragility of the magic/reality manifold.

Physically, she looks very old and she is. She's about 1.5 meters tall and 68 kg with a squat, strong build. In her hey day she would've been quite a physically expression of pooka-ism. Her stamina is still very good, but her strength has somewhat left her. Still, she is a formidable presence. She is blotchy and green and very toad-like, but, most of the time, she walks on two webbed feet with her hands folded in front of her robed, hooded form.

Mentally, she remains sharp. She's never been what one would call brilliant, but clever is a more apt description of her kind of intelligence.

Psychologically, once you get through her guard, she is kind and a great listener. She can be a little disorganized and slightly introverted, but she is stable and not prone to flights of fancy. Some of her students love her gruff exterior and soft interior.

NAME		CONTINUUM				PORTRAIT		SYNOPSIS	
SPECIES		NARRATIVE ENGINE							
Aeblis		Pooka (Toad)		Sorcerer					
GENDER	Female	WORLD OF ORIGIN		Gnottwood					
AGE	Old	ALLIEGANCE		Seelie Court					
HEIGHT	1.52m (5'0")	PHILOSOPHY							
WEIGHT	68kg (150lb)								
STR		DEX		BUL		AGI		END	
						REA		PER	
						WIL		CRE	
								CHA	

SCORE	3	3	3	3	5	4	3	3	5	2					
POW	FOR		MAS		CRD		ACT		SPD		APT				
STR+BUL/2	3	POW+BUL/2	3	POW+BUL	6	DEX+PER/2	3	AGI+PER/2	3	POW+AGI	6	REA+1/3CRE	5		
SKILLS										PERSONALITY					
TRUNK	R	S	TRUNK	R	S	BRANCH	R	S	BRANCH	R	S	OPENNESS		10	
AEROBICS			MELEE			CM: BLUE	5	13					CONTIENTIOUSNESS		4
ARCHERY			PERFORMANCE			CM: GREEN	4	12					EXTRAVERSION		4
ARTS			PRESENCE	3	6	STUDY MV	4	10					AGREEABLENESS		8
ATHLETICS	2	5	SCIENCES			CM: WHITE	2	10					NEUROTICISM		3
DETECT	4	7	STUDIES	3	6	LANG: DOM	2	8					INJURIES		
DOMESTICS	1	5	SURVIVAL			ALERTNESS	2	9					PHYSICAL		M ENTAL
FIREARMS			TECHNICAL			CM: RED	2	10							
INTUITION			THROWING			GUILE	4	9							
LANGUAGE	2	6	WORDPLAY	3	5	ACROBATICS	2	7							
LARCENY			INCANTATION	4	8	SAVVY	4	11							
MATHEMATICS															
MEDICINE															
TRAITS/TRICKS						EQUIPMENT									
ABILITY	EFFECT					WEAPON	ATT	DEF	DAM	HFT	RNG	SPECIAL EFFECTS			
ARMS 2															
LEGS 2															
TAIL 1															
ACUTESCENT4	+4 V SCENT BASED DET TESTS														
LUCKY 5	FIVE EXTRA LUCK PER CAMPAIGN														
NIGHT VISION	NO PENALTY IN DARK					ARMOR	PROT	COV	PEN	SPECIAL EFFECTS					
TOAD	STR +2, BUL +2, REA -2, CHA -1, SKILL AFFINITY: JUMP +4														
MAGIC:	ASTRAL PROJECTION, CIRCLE OF PROTECTION, REPEL														
	THUNDER CLAP														
	EARTH'S EMBRACE, GUST, TREE STRIDE														
	INVISIBILITY, RETURN OBJECT, ALLURE					TOOLS	SPECIAL EFFECTS								
INSTRUCT															
NOTES											CURRENCY				
											MIDDLE CLASS				