Name

Cairn

Description

Built for war, he searches for meaning in a world in which he has no place.

He's 7, 6' tall and 300lbs with no facial features or distinguishing marks and has a humanoid form.

Found by XXX, who turned his key and he now owes them a debt. Since then he's been living on civilisation's edges.

Ancestry

Clockwork

Level

01

Novice

Warrior

Expert

Master

Professions

Pioneer
Soldier
Tracker

Wealth level is 'getting by'

Speaks the Common Tongue

Talents

Immune to damage from disease and poison, Diseased, Asleep, Fatigued, Poisoned

- Key
- Mechanical body
- Repairing damage
- Catch your breath
- Weapon training (+1 boon)

Power

Magic

Strength 12

Intellect 09

Perception 09

Size 01

Speed 08

Damage

Insanity

Agility 08

Will 10

Healing Rate 04

Defense 15

Health 17

Corruption

Weapons

Battleaxe (+2, 1d6+2)
Dagger (+2, 1d3)
Staff (+2, 1d6+1)
Hatchet (+2, 1d3)
Large Shield (+2, 1d3)
Punch (+2, 1)

Equipment

Backpack containing: tinderbox, 1d3 torches
Large shield (+2 Defence)
Basic clothing
A glass eye
Bronze plate with "Albus" scratched into it
1 copper piece