



BASIC STATS

STRENGTH: Average
 DEXTERITY: Not as good as mine
 INTELLIGENCE: Questionable
 CONSTITUTION: A Mage - so, healthy
 SPEED: Slower then me
 PERCEPTION: Situational

SIGHT: Above average
 HEARING: Annoyingly good
 MOVEMENT: Above Average
 INITIATIVE: 0/10 (He's stupid)

DAMAGE OUTPUT: Medium
 ARMOUR RATING: Low
 BLOCKING ABILITY: Low
 CRITICAL CHANCE: High?
 OFFENSIVE RATING: Very Offensive (Ha!)
 DEFENSIVE RATING: Very Defencive (Double Ha!)

VITALITY (LIFE POINTS): 150/150
 REPUTATION (NORMAL): 3/10 (Fake King)
 REPUTATION (MAGICAL): 10/10 (Maxarimus)
 CASH: Too much!

ELEMENTAL AFFINITIES

FIRE: 100%
 WATER: 0%
 EARTH: 0%
 AIR: 0%
 OTHER: 20%

Warping, Hypnosis, minor ability with Runes and basic math.

COMBAT ABILITIES

HAND-TO-HAND: 7/10 (Wrestling)
 MELEE WEAPONS: 0/10? (Never seen before)
 RANGED WEAPONS: 0/10? (Never seen before)
 "MELEE" MAGICAL: 5/10 (Hypno-eyes)
 RANGED MAGICAL: 6/10? (Never seen either)

PERSONALITY

BARTERING: 8/10 (Asshole Trait)
 CHARISMA: 2/10 (Asshole Trait)
 LEADERSHIP: 6/10? (Asshole Trait)
 ATTITUDE: 1/10 (Asshole Trait)

NAME: John 'Maxarimus' Jones

SHORT DESCRIPTIVE TAGLINE :

Asshole with a warm body and a stupid smug grin and a stupid smug face and a stupid, stupidness!

CRAFTING: 0 (His runes suck)
 LORE: 7/10 (He's old!)
 SNEAKING: 10/10 (Asshole Trait)
 WILLPOWER: 5/10 (Eris owns him!)

FAMOUS INCARNATIONS: Maxarimus
Several more "Maxarimuses"
Perseus

TRAITS: Asshole
Smug Asshole
Broken moral compass

TALENTS: Pissing people off
Stopping me from getting food
Being an Asshole!

LUCK: 3/10 (Not dead yet)
 KARMA: Chaotic Neutral

RELATIONSHIP LEVEL: Bestfriend/Ex-stalker/Current Stalker

FINAL GRADE: **C+** Needs to work on not being an Asshole



BASIC STATS

STRENGTH: Above Average
 DEXTERITY: Equal to me
 INTELLIGENCE: Smart but slow
 CONSTITUTION: Normal?
 SPEED: Faster then me
 PERCEPTION: Bad, unless I'm involved

SIGHT: 20/20?
 HEARING: Normal?
 MOVEMENT: Above Average
 INITIATIVE: 15/10 (Adventurous)

DAMAGE OUTPUT: Low
 ARMOUR RATING: Medium
 BLOCKING ABILITY: High
 CRITICAL CHANCE: Low
 OFFENSIVE RATING: Low
 DEFENSIVE RATING: High

VITALITY (LIFE POINTS): 100/150? (Injured)
 REPUTATION (NORMAL): 4/10 (Minor Celebrity)
 REPUTATION (MAGICAL): 1/10 (Team 'Tomb Raider')
 CASH: Enough to live on

ELEMENTAL AFFINITIES

FIRE: 0%
 WATER: 0%
 EARTH: 0%
 AIR: 0%
 OTHER: 0%

Knowledge of law, lore and general magic is surprisingly good at times.

COMBAT ABILITIES

HAND-TO-HAND: 8/10 (Brute but trained)
 MELEE WEAPONS: 5/10 (Blade training)
 RANGED WEAPONS: 0/10? (Never seen before)
 "MELEE" MAGICAL: 0/10 (Normal)
 RANGED MAGICAL: 0/10 (Normal)

PERSONALITY

BARTERING: 3/10 (Bad with money)
 CHARISMA: 6/10 (Taught me 'flirting')
 LEADERSHIP: 4/10 (Not a team player)
 ATTITUDE: 7/10 (Nice, doesn't take crap)

NAME: Sarah 'damsil in distress' Cooper

SHORT DESCRIPTIVE TAGLINE :

My sister, a trouble magnet with practically no sense of self-preservation.

CRAFTING: 3/10 (Arts'n'crafts)
 LORE: 5/10 (She's weird)
 SNEAKING: 3/10 (Not a ninja)
 WILLPOWER: 9/10 (Headstrong)

FAMOUS INCARNATIONS: Ari? (Technically, before she had her Core stolen at least)
Theodora (Hopefully hers originally!)

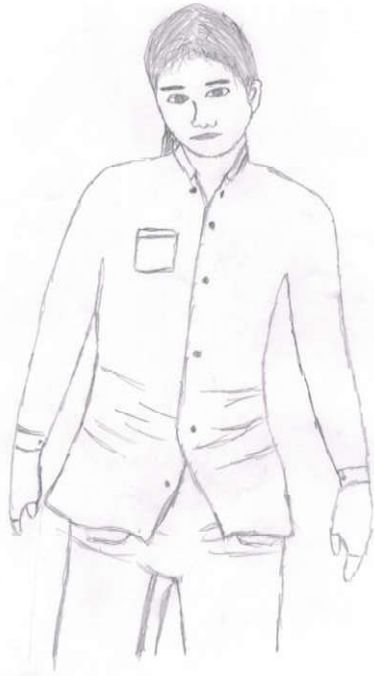
TRAITS: Trouble magnet
Headstrong
Bitch at times

TALENTS: Twin powers
Getting in the way
Worrying me

LUCK: 7/10 (Good or bad)
 KARMA: Chaotic Good

RELATIONSHIP LEVEL: Sister/Ex-Twin/Current Twin

FINAL GRADE: **B+** Needs to learn self-restraint and stop hunting trouble



BASIC STATS

STRENGTH: Above Average
DEXTERITY: Above Average
INTELLIGENCE: Smart, very logical
CONSTITUTION: A Mage - so, healthy
SPEED: Relatively slow
PERCEPTION: Worryingly high

SIGHT: Beyond human
HEARING: Beyond human
MOVEMENT: Average
INITIATIVE: 0/10 (Followed orders)

DAMAGE OUTPUT: High
ARMOUR RATING: Medium
BLOCKING ABILITY: Very High (Dodge included)
CRITICAL CHANCE: Medium
OFFENSIVE RATING: Very High
DEFENSIVE RATING: Very High

VITALITY (LIFE POINTS): 0/150 (Past incarnation)
REPUTATION (NORMAL): 1/10 (Rarely present)
REPUTATION (MAGICAL): 1/10 (Rarely present)
CASH: Way too much (frugal)

ELEMENTAL AFFINITIES

FIRE: 100%
WATER: 0%
EARTH: 0%
AIR: 0%
OTHER: 100%

COMBAT ABILITIES

HAND-TO-HAND: 8/10 (Trained/experienced)
MELEE WEAPONS: 9/10 (Trained/experienced)
RANGED WEAPONS: 8/10 (Gun's are your friends)
"MELEE" MAGICAL: 3/10 (Shielding mostly)
RANGED MAGICAL: 7/10 (Power, small arsenal)

Rune, sympathetic and unconventional magic expert.

PERSONALITY

BARTERING: 1/10 (Bad with people)
CHARISMA: 1/10 (Bad with people)
LEADERSHIP: 7/10 (Do it or else mentality)
ATTITUDE: 1/10 (Doesn't care)

NAME: Alistor 'Alis' Cooper

SHORT DESCRIPTIVE TAGLINE :

Me, pre-John stupidity... well, pre-his latest stupidity at least... Male and broken, RIP big guy

CRAFTING: 8/10 (Rune master)
LORE: 5/10 (Bored easily)
SNEAKING: 7/10 (Assasin trait)
WILLPOWER: 5/10 (Broken spirit)

FAMOUS INCARNATIONS: Arista, Ari, the rest - all suppressed Alis, Alice, Hannah, mostly from Sarah

TRAITS:
Bad with people
Trained warrior
Assasin

TALENTS:
Twin powers!
Killing
More killing

LUCK: 7/10 (Good and bad)
KARMA: True Neutral

RELATIONSHIP LEVEL: Past incarnation, closer then most.

FINAL GRADE:

A

You were awesome big guy, dangerous, but awesome!



BASIC STATS

STRENGTH: Looks weak
DEXTERITY: Unknown
INTELLIGENCE: Unknown
CONSTITUTION: A Mage - so, healthy
SPEED: Fast in short bursts
PERCEPTION: Unknown

SIGHT: Above average
HEARING: Above average
MOVEMENT: Fast, twitchy
INITIATIVE: 7/10 (unknown agenda)

DAMAGE OUTPUT: Medium
ARMOUR RATING: Low
BLOCKING ABILITY: Low
CRITICAL CHANCE: High
OFFENSIVE RATING: High
DEFENSIVE RATING: Medium

VITALITY (LIFE POINTS): 75/150 (half off, HA!)
REPUTATION (NORMAL): 1/10? (Never heard of him)
REPUTATION (MAGICAL): 1/10 (No-one's heard of him)
CASH: Assumed to be a lot.

ELEMENTAL AFFINITIES

FIRE: 0%?
WATER: 0%?
EARTH: 0%?
AIR: 0%?
OTHER: 0%

Unknown affinity, knows obscure spells
and can at least manipulate runes.

COMBAT ABILITIES

HAND-TO-HAND: 1/10 (Only one) Never gets old
MELEE WEAPONS: 0/10? (Not seen)
RANGED WEAPONS: 6/10 (Crossbow trap)
"MELEE" MAGICAL: 4/10 (Pretty good left-hook)
RANGED MAGICAL: 0/10? (Not seen)

PERSONALITY

BARTERING: 2/10 (Bad with people)
CHARISMA: 1/10 (Bad with people)
LEADERSHIP: 0/10? (A 'Sheep' mostly)
ATTITUDE: 1/10 (Crazy asshole)

NAME: Story 'De Rais?' teller

SHORT DESCRIPTIVE TAGLINE :

A crazy, Arista obsessed asshole. Now 'armless.'
Possibly associated with the Knights.

CRAFTING: 5/10 (Made a crossbow)
LORE: 8/10 (Arista only)
SNEAKING: 7/10 (Sneaky asshole)
WILLPOWER: 7/10? (Strong willed)

FAMOUS INCARNATIONS: None known for certain.
The name 'De Rais' suggested by John.
Possible member of Arista's Knights

TRAITS:
Hopefully not ambidextrous
Likes Ancient History
Has 'Mummy' issues

TALENTS:
Being a Dick
Subverting the Hubs security
Setting uncommon traps

LUCK: 5/10 (Caught me, lost arm)
KARMA: Chaotic Evil

RELATIONSHIP LEVEL: He won't survive our next meeting.

FINAL GRADE:

F

Standard evil villain, need to work on his temper.



BASIC STATS

STRENGTH: Weak
DEXTERITY: High (can fly)
INTELLIGENCE: Surprisingly high
CONSTITUTION: Imp - so pretty weak
SPEED: Varies (can fly)
PERCEPTION: Surprisingly perceptive

SIGHT: Beyond Human
HEARING: Beyond Human
MOVEMENT: Fast (can fly)
INITIATIVE: 8/10 (brings an army)

DAMAGE OUTPUT: Low
ARMOUR RATING: Low
BLOCKING ABILITY: Very High (dodge + flying)
CRITICAL CHANCE: Low
OFFENSIVE RATING: Low
DEFENSIVE RATING: High

VITALITY (LIFE POINTS): 150/150? (It's been a while)
REPUTATION (NORMAL): 0/10 (Magical creature)
REPUTATION (MAGICAL): 2/10 (People dislike Imps)
CASH: ...he's naked... So, not much?

ELEMENTAL AFFINITIES

FIRE: 100%
WATER: 0%
EARTH: 0%
AIR: 0%
OTHER: 0%

COMBAT ABILITIES

HAND-TO-HAND: 1/10 (Pretty good for an Imp)
MELEE WEAPONS: 0/10? (Not seen)
RANGED WEAPONS: 6/10 (Not seen)
"MELEE" MAGICAL: 4/10 (Sharp claws)
RANGED MAGICAL: 3/10 (Small fireballs)

Not a direct fighter in general but he's been know to surprise us all.

PERSONALITY

BARTERING: 4/10 (Percistant)
CHARISMA: 7/10 (Unfairly cute!)
LEADERSHIP: 6/10 (He has an Imp army?)
ATTITUDE: 8/10 (Bubbly little guy)

NAME: Felix 'Double speaking' Un-drekoo

SHORT DESCRIPTIVE TAGLINE :

Cute little guy, gaining muscle lately, but still cute in his own way. Likes headscratches.

CRAFTING: 0/10 (Not seen)
LORE: 5/10 (Fae tales mostly)
SNEAKING: 2/10 (He's red and loud)
WILLPOWER: 8/10 (Revolutionary Imp)

FAMOUS INCARNATIONS: I named him, Imp's are weird about names so I'd assume he either doesn't have one or doesn't use it if he does.

TRAITS:
Loves his 'Lady Death'
Familiar - to Me
Likes 'Highlander' movies

TALENTS:
Saving the day
Stating the obvious/sarcasm
Being cute

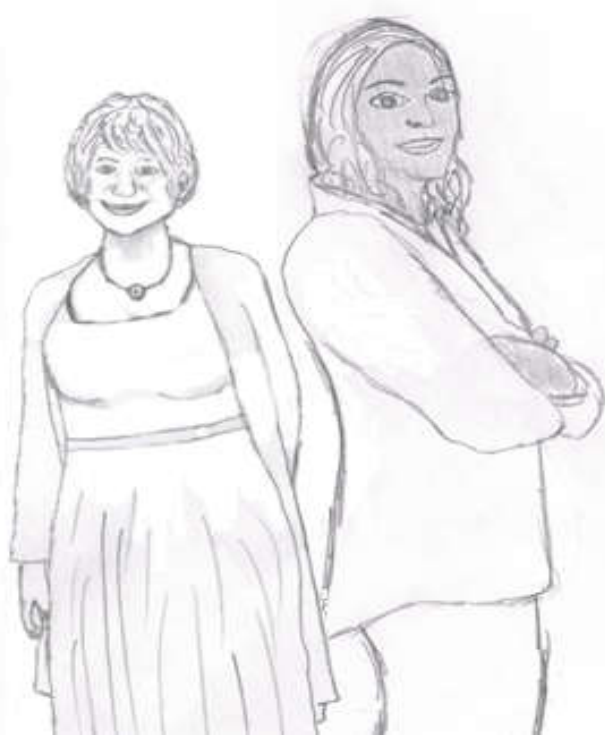
LUCK: 7/10 (Survived Maven)
KARMA: Neutral Good

RELATIONSHIP LEVEL: My favorite little butt-saving buddy

FINAL GRADE:

A+

Bonus points for being cute, a bit pecimistic though?



BASIC STATS

STRENGTH: Medium (Between them)
DEXTERITY: Medium (Between them)
INTELLIGENCE: High
CONSTITUTION: Mages - so healthy
SPEED: Medium (Between them)
PERCEPTION: Very High

SIGHT: Above normal
HEARING: Above normal
MOVEMENT: Medium
INITIATIVE: 8/10 (brings a SWAT team)

ELEMENTAL AFFINITIES

FIRE: 200%
WATER: 0%
EARTH: 0%
AIR: 0%
OTHER: 100%

Both fire mages, Trudy is a runes expert too, not sure about Rose.

CRAFTING: 8/10 (Trudy)
LORE: 8/10 (Rosemary)
SNEAKING: 0/10 (Rose's war crys)
WILLPOWER: 8/10 (Avenging angels)

LUCK: 5/10? (Not seen)
KARMA: Neutral Good

DAMAGE OUTPUT: Low? (Not seen in action)
ARMOUR RATING: Low? (Not seen in action)
BLOCKING ABILITY: Medium? (Not seen either)
CRITICAL CHANCE: Medium? (Not seen)
OFFENSIVE RATING: Low?
DEFENSIVE RATING: Medium

VITALITY (LIFE POINTS): 300/150 (Two of them)
REPUTATION (NORMAL): 1/10 (Average humans)
REPUTATION (MAGICAL): 5/10 (Hub staff)
CASH: They have jobs at least?

COMBAT ABILITIES

HAND-TO-HAND: 3/10? (Not seen)
MELEE WEAPONS: 3/10? (Not seen)
RANGED WEAPONS: 3/10 (Not seen)
"MELEE" MAGICAL: 4/10 (Flamethrower magic)
RANGED MAGICAL: 4/10? (Fire mages)

PERSONALITY

BARTERING: 6/10 (Psychologist Trudy)
CHARISMA: 7/10 (Psychologist Trudy)
LEADERSHIP: 8/10 (Commanded troops)
ATTITUDE: 8/10 (Rosemary in general)

FAMOUS INCARNATIONS: Assumed previous incarantions to be Amazons and Valkyries due to a flash of weird 'intuition' on my part.

RELATIONSHIP LEVEL: Only useful contacts within the Hub

NAME: Awakened Mage Support (AMS)

SHORT DESCRIPTIVE TAGLINE :

Trudy and Rosemary, possibly the only two Hub staff members aside from Pauly that I trust now.

TRAITS:
Dynamic Duo!
Nice Hub workers
Psychologists

TALENTS:
Not idiots
Good at emotional support
High positions within the Hub?

FINAL GRADE:

B+ They try, but their also unawakened and office workers.

Edith you stupid little yoda why did you have to

BASIC STATS

STRENGTH: _____
DEXTERITY: _____
INTELLIGENCE: _____
CONSTITUTION: _____
SPEED: _____
PERCEPTION: _____

DAMAGE OUTPUT: _____
ARMOUR RATING: _____
BLOCKING ABILITY: _____
CRITICAL CHANCE: _____
OFFENSIVE RATING: _____
DEFENSIVE RATING: _____

SIGHT: _____
HEARING: _____
MOVEMENT: _____
INITIATIVE: _____

VITALITY (LIFE POINTS): _____
REPUTATION (NORMAL): _____
REPUTATION (MAGICAL): _____
CASH: _____

ELEMENTAL AFFINITIES

FIRE: _____
WATER: _____
EARTH: _____
AIR: _____
OTHER: _____

COMBAT ABILITIES

HAND-TO-HAND: _____
MELEE WEAPONS: _____
RANGED WEAPONS: _____
"MELEE" MAGICAL: _____
RANGED MAGICAL: _____

PERSONALITY

BARTERING: _____
CHARISMA: _____
LEADERSHIP: _____
ATTITUDE: _____

CRAFTING: _____
LORE: _____
SNEAKING: _____
WILLPOWER: _____

FAMOUS INCARNATIONS: _____

NAME: _____

SHORT DESCRIPTIVE TAGLINE : _____

TRAITS: _____

TALENTS: _____

LUCK: _____
KARMA: _____

RELATIONSHIP LEVEL: _____

FINAL GRADE:

