

Magic User - Nef

Background

Physiology

- 1.) Sex - Male
- 2.) Age - In his 30s but he looks aged beyond his years
- 3.) Height and Weight - 6'5", 205 lbs
- 4.) Color of hair, eyes, skin - Salt and pepper hair, frosty grey eyes, tough leathery skin weathered by the sun and the wind
- 5.) Posture - Hunches and furls his arms into his torso as if holding himself together. Frequently obscures his face with one hand, seemingly transferring thoughts and words from his head to his hand, which he then gestures toward objects and people in the world.
- 6.) Appearance - Wears his hair bound neatly into a bun. Sports a well-kempt beard with three straight and narrow lines deliberately shaved into each cheek every morning, giving the appearance of having been clawed by an animal. He wears the formal robe of a mage in training but covers it with the hide of a tiger or lion. He looks simultaneously ordered and unhinged. His left arm is lined with personally braided bracelets, some of which jingle with trinkets and some which rest bare.
- 7.) Defects - No physical defects to speak of, but his mind is another story. He's utterly obsessed with ordering the universe around him and sees all beings and things as being inherently connected to each other, though their threads are usually knotted in a chaotic ball that he must unravel and weave into an ordered existence. He believes that the universe is made up of perfect pairs and that it is his mission to find the disparate threads of that perfect connection and weave them together to make a more harmonious world. Beings can be connected to each other, objects, or places; it's different for everyone. The one thing that is common is that this soulmate-like connection strengthens each half of the pair. Each braided bracelet on his arm represents a perfect pair he has brought together in his travels. He senses that the player will lead him to his own divine pairing.
- 8.) Heredity - Middle Eastern type.

Sociology

- 1.) Class - Vagabond
- 2.) Occupation - Traveling chef. Takes work as he can find it cooking for those who give him free lodging. It's not a demanding profession but he treats the work as sacred. He forages for ingredients when he can and cooks with what his patrons provide him. He holds great reverence for hunters.
- 3.) Education - He comes from a family of wood cutters and that's what he did as a teen, but when he began to show magical aptitude he was recruited into the region's mage guild. He studied there for 6 years and was a very advanced student before growing impatient and overly ambitious. One night, he snuck into a restricted library and attempted to practice a spell from a tome beyond his experience level, resulting in an accident which overwhelmed his mind with a tangible sense of the interconnectedness of all things. He also developed a debilitating obsession with the proper ordering of things, spatially, temporally, and socially. His mind appeared to be shattered by the revelation and the

Magic User - Nef

elder mages of the order imprisoned their former pupil in the name of public safety, but Nef's keen perception of order eventually allowed him to seize an opportunity for escape when he noticed abnormalities in the guards' routines.

- 4.) Home Life - His parents are both still alive but the vows of his order demanded he sever ties with all personal relationships. His parents had many children and were all too glad to have one less mouth to feed when the guild approached them about recruiting their son. In the years since Nef has been free from prison, he has shown little interest in tracking his family down. In fact, he shows little interest in any personal relationships. He is a man of the road, chasing the threads of connection he feels in the world and devoting himself to unraveling the knots of others and if he's lucky, weaving together those rare perfect pairs.
- 5.) Religion - His order was deeply religious and strict in their textual interpretations, but since his revelatory experience he feels nothing for the religions preached throughout the land. He follows his own faith, one beyond language, one that can only be felt in the connections of perfect pairs. He is a holy man, but nobody would know it.
- 6.) Race, nationality - Middle Eastern type, comes from a land foreign to our game's setting.
- 7.) Place in community - He's a misfit and generally seen as a vagrant. He has forged many meaningful and personal relationships throughout his travels with those willing to look past his eccentricities, but they are few and far between, and when he feels he is ready to move on from helping a person he moves on for good.
- 8.) Political affiliations - None.
- 9.) Amusements, hobbies - He likes to organize objects which he feels radiate some connective thread to each other, whether they be rocks or sticks or even the wares of aghast vendors. He takes pleasure in grooming himself and cooking. He braids and re-braids the lowest bracelet on his wrist, seemingly waiting for something to seal the knot beyond the physical realm.

Psychology

- 1.) Sex life, moral standards - He was a good looking boy as a teen and caught the eye of more than a few maidens, but upon joining the mage's order he had to adhere to a strict code of celibacy. He sees the connective value of love-making for others, but it is not something that has stirred any feeling in him for a long, long time.
- 2.) Personal premise, ambition - Divine unity leads to harmony in the soul, vice versa. Nef can sense the connective energy between all beings (organic and otherwise) and believes that everything has an ordained pairing; it is his ambition to unravel misguided connections and bring the ordained ones together.
- 3.) Frustrations, chief disappointments - He gets frustrated when he can't sense the proper order of things. Sometimes it takes him multiple tries and exhausting thought to order things as they should be. He is disappointed with the connections he has found which refuse to indulge his guidance. These scenarios tend to end in tragic violence.
- 4.) Temperament - Manic
- 5.) Attitude toward life - Duty-bound

Magic User - Nef

- 6.) Complexes - For lack of a better term, spiritual OCD. This condition makes him eccentric, manic, and a bit of a loner. He can become violent when his ordering is disrupted.
- 7.) Extrovert, introvert, ambivert - Ambivert
- 8.) Abilities - He is an expertly trained mage and an excellent chef. He can sense the interconnected energy of all beings.
- 9.) Qualities - He can intuitively size up a man's soul but has no regard for Good or Evil; he only believes in ordered harmony and will associate with any kind of person in the pursuit of it. His tastes are simple and functional. He's a man on a mission greater than himself or any earthly cause. He gets extremely flustered under pressure and needs time to emotionally recover afterward. He never shows doubt toward his mission though.
- 10.) I.Q. - Extremely high IQ. In between his crazed ramblings he'll occasionally reveal great insights.