

General Information:

Name: Marina Williams

Other Names: john Doe

Titles: n/a

Age: 18

Race: human

Gender: female

Sexuality: *shrug*

Current Residence: n/a

Relationship Status: single

Physical Appearance:

Height:5'9"

Weight: 210

Eye Color: green

Skin Color: white

Distinguishing Features: n/a

Build of Body: muscular due to being a farm hand

Hair Color: brown blonde

Hair Style: messy long

Is Seen By Others As: ordinary. Maybe with something not quite right but it's super hard to place and would require a lot of getting to know.

Personality:

Likes: watching crops grow, seasons, holidays, presents.

Dislikes: large social gathering

Strengths: farming fishing

Weaknesses: social skills

Values: hard work

Education: can barely write but she keeps a journal.

Languages: common

General Attitude: meh

General Intelligence: average

General Sociability: poor

Alignment: neutral/neutral

Short Term Goals:

Survive

Long Term Goals:

get own farm spread all the seasonal spirits even if it's all in her head

Religious Inclination:

goes to mass

Possessions: a wide array of tools and some materials and food

Wardrobe: messy working clothes

Jewelry: n/a

Pets/Animals: a colorful mouse

Owned Homes: n/a

General Wealth: poor

History:

Birthplace: a small nameless farming community

Childhood: average poor commoner

Teen Years: farmhand

Adulthood: Had to leave after the family farm burned down....

Combat: avoid avoid avoid

Peaceful or violent: absent

Weaponry: n/a

Combat Training: n/a

Training & Skills:

Farming

Basic sewing

Basic cooking

Other Trivia:

Occupation: ex-farm hand

Favorite Types of Food: bread candy

Favorite Types of Drink: beer hot coco

Favorite Colors: grey depends on the season

Skins:



Quirk explained this is not public knowledge and under no circumstance would she want this out she would be afraid of being called a heretic and worse:

She is a girl pretending to be a boy! This is because she came from an isolated community/ She is not allowed to talk about it, and where she is from people always said people would be cruel and fight and kill her. She was still curious so she disguised herself. She is from a truly pacifist commune hidden away and they do not fight at all or be taken away and disappear. She as a result just tries to run in fights.

Her main goal is to find a farm or build a farm; make a living. Then the second is learn about things and file that away (this is mostly because i'm a new player and i felt a character that was curious and needed to learn neutrally would be well off). Those two things should be pretty obvious. Then this knowledge will be used for a multitude of purposes. So for example winter

she dresses as an elf (you know an elf that has been listening and watching maybe on a shelf) and gives presents usually in a box of what she thinks people need. In the fall she dresses up as a spook, she learns people's fears and maybe leaves them a spooky story or set up a little prank nothing super dangerous that you know would kill an entire family she keeps it classy. Then in the late winter she might play matchmaker dressing up in a short white dress, and leaving an arrow with a heart on it as a job well done to the happy couple. Maybe in spring she dresses as a bunny and leaves eggs, or a leprechaun that leaves gold trinkets about when the clover first sprouts. Dunno why she just does..... Other than those quirks I think I've left ample opportunity for character development and fun encounters, but still lots of time for others to shine at least I hope it comes out that way this will be fleshed out and meshed more with lore as I get used to the server.

Relationships:

n/a

Notebook: (it seems more knowledge based with little in the way of opinions right now)

Brandt Barclays blacksmithing book

1blueprint(make description then rp)

2Get yer stuff

3 heat bar

4 hit it till its good shape

5 grind out imperfections with a stone

6 heat up mid and cool down in oil carefully

7 heat up alot and cool down in water carefully

9 polish

10 add handle and extra stuff

*molten gold dip in water and oil to keep on

thanium - snow and frosty areas near the surface, blue, brittle , causes things around it to turn cold. By taking heat. Toxic destructive. Poisonous, being near causes headaches, and madness. Must be processed and purified.

Purest form can empower enchants and keep sustained

Powerful explosive, deadly poison, useful attachment, uniwue armours forged from thanhic alloys, could change the weather?

Durgrim Silverbraid smithing basics, expert smithing, and smithing shop:

Solid steel must be used make sure it is balance.