

Name: Fran Frudine

Sex: H Age: 21 Ethnicity: Osag

Description: Nordic, blond hair, blue eyes, very muscular

Player Brt Schomber Profession: Craftsman

Ways @

Combativeness: 3

Empachy:

Creativity: 5

Reason: 4

Conviction:

Advantages

Sturdy

Strong x2

Disadvantages Phobia

Dealth Condition

Good 00000 Okay 1 00000 Bad 0000 Critical -3 0000

Agony



Stamina: 11

Survival: 3

Domains & Disciplines

& Craft

+(CREA:5)

Bonus: Malus:

Disc: Smithing Disc:

Disc:

(3) Magience

00000 + (REA: 4)

Malus:

Bonus: Disc:

Disc: Disc:

@ Perception

OO + (REA: 4)

00000+(conv: 1)

Bonus: Malus: Disc:

Disc: Disc:

00000+(CREA:5)

Bonus: Malus: Disc:

Disc:

(Close Combat

+(COMB:3)

00000+(EMP: 2)

Malus:

Bonus: +2 Malus:

@ Stealth

Disc: Disc: Disc:

Bonus:

Disc:

Disc:

Disc:

@ Natural env.

• OOOO+(EMP: 2)

Malus: Bonus:

Disc: Disc:

Disc:

OOOOO+(EMP:2)

Bonus: Disc:

Disc: Disc:

@ Erudition

00000+(REA:4)

Bonus: Malus: Disc: Disc: Disc:

& Demorthen Mys.

Malus:

@ Occultisme

00000 + (REA: 4)Malus:

Bonus: Disc: Disc:

Disc:

Bonus: Malus: Disc:

Disc: Disc:

@ Prayer

@ Feats

Disc:

Disc:

●●OOO+(COMB: 3)

Bonus: +3 Malus: Disc: Disc:

@ Relation

O + (EMP:2)

Malus: Bonus: Disc:

Disc:

@ Performance

Disc:

Science

●0000+(REA: 4)

Malus: Bonus: Disc: Disc: Disc:

Shooting & throw.

••OOO+(COMB: 3) Bonus: +2 Malus:

Disc: Disc: Disc:

@ Travel

00000+(EMP: 2)

Malus: Bonus: Disc: Disc: Disc:

Weapons

Craftsman's hammer dmg: 2

Battleaxe dmg:

> dmg: dmg:

dmg:

Pozenzial: 3

Combat attitudes

(Standard

Atk: 10/7 Def: 11 Spd: 5

(Offensive Atk: 13/10Def: 8 Spd: 5

(#) Defensive Atk: 7/4 Def: 14 Spd: 5

(Quick Atk: 10/7 Def: 8 Spd: 8

(#) Movement Atk: 0/0 Def: 14 Spd: 5

Defense: 00000 00000

Speed: 00000

Armor: Chain mail (3)

@ Equipment

Backpack

Tent (for one or two people)

Rations (5\days)

Tinderbox

Sleeping bag

Traveling Boots

Wool Cloak

Wool Tunic

Wool Pants

Leather Gloves



Artifacts

Rindarh

Ogham:

Score: 10 / 10

Leather Apron

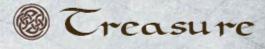
Combatarts

Exaltation

Score: 3/3

Major miracles:

Minor miracles:



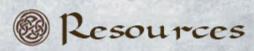


A Ember





Valuables



00000 00000 00000

00000 00000 00000

00000 00000 00000



Mineral Flux

00000 00000 00000

Vegetal Flux

00000 00000 00000

Organic Flux

00000 00000 00000

Fossil Flux

00000 00000 00000







Birthplace: Reizh - Region of Baldh-Ruoch - Rural

Social class: Middle class Setbacks: Solizude

Aran grew up in a small town on the frontier of the land, where he spent a lot of time practicing his trade with his father (also a blacksmith). Eventually he performed his military career in a small military outpost where he spent his time in suppy, repairing equipment. Just recently arrived home to find out that during his absence his hometome had been destroyed, leaving no traces.



@ Mental health

Mental Resistance: 6

Syndrom Madness Balance Symptom TRAUMA: 00000 00000 00000 00000 00000 00000 00000 Hardening:

Disorder: Confusion mentale Str./Weak:

Special Ability: Scarring:





Personnality

Conscience: 5 Instinct: 8 Orientation: Instinctive

Character traits: Quality: Cool-headed

Flaw: Cold

Faults @

Passion:

Subversion:

Influence:

Doubt:

Guilt:



Experience Points

Reste: 0

Total: 100

Highlights: