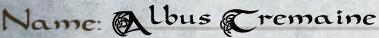
Character Sheet



Sex: H Age: 28 Ethnicity: Tri-Kazel

Player Karl Profession: Junter

Description: 5'll", athletic, a rough beard, scraggly hair and a large scar running across his chest

Ways (Ways

Combativeness: 5

Empathy:

Creativity:

Reason: 3

Conviction:

🕲 Advantages 🕲

Bonne vue x2

Keen Dearing

Survival Instinct

Disadvantages

Unattractive

Trauma

Dealth Condition

Good		00000
Okay	-1	00000
Bad	-2	0000
Critical	-3	0000
Agony		0



Stamina: 9

Survival: 4

Domains & Disciplines

(Craft

00000+(CREA:3)

Bonus: Malus: Disc:

Disc: Disc:

Magience

00000 + (REA: 3)Malus:

Bonus: Disc:

Disc: Disc:

@ Perception

Bonus: +3 Malus:

Disc: Disc: Disc:

@ Performance

• O O O O + (CREA: 3)

Bonus: Malus: ~1 Disc: Disc:

(Close Combat

OOO+(COMB:5)Bonus: Malus:

000+(EMP:3)

Malus:

Disc:

@ Stealth

@Érudition

00000+(REA:3)

Malus:

Disc: Disc:

Bonus:

Disc:

Disc :

Disc:

Bonus:

Disc:

Disc:

Disc:

@ Natural env.

+ (EMP: 3) Bonus: Malus:

Disc: Tracking Disc:

@ Prayer 00000+(conv: 1)

Bonus: Malus:

Disc: Disc: Disc:

Bonus:

Disc:

Disc:

Disc:

@ Feats

& Demorthen Mys.

00000+(EMP: 3)

Disc: Disc:

Disc:

Malus: Bonus:

@ Occultisme

Disc:

Bonus:

Disc:

Disc:

Disc:

OOOOO+(REA: 3)

Malus:

@ Relation

00000+(EMP:3)

00000+(COMB: 5)

Malus:

Malus: ~1 Bonus: Disc:

Disc: Disc:

@ Science

Disc:

00000+(REA: 3)

Malus: Bonus: Disc: Disc: Disc:

Shooting & throw.

••••+(COMB: 5) Bonus: +2 Malus:

Disc: Bows Disc: Disc:

@ Travel

●0000+(EMP: 3)

Bonus: Malus: Disc: Disc: Disc:

Weapons

Dagger, knife, dirk dmg: dmg: 2

dmg:

dmg:

dmg:

Pozenzial: 2

Combat attitudes

(Standard

Atk: 7/12 Def: 11 Spd: 8

(Offensive Atk: 9/14 Def: 9 Spd: 8

(#) Defensive Atk: 5/10Def: 13 Spd: 8

(Quick Atk: 7/12 Def: 9 Spd: 10

(#) Movement Atk: 0/0 Def: 13 Spd: 8 Defense: 00000 00000

Speed: 00000

Armor:

Studded leather tunic (2)



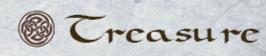
@ Equipment

Green Hooded Cloak

Bedroll

Flint/Tinder

Cooking kit





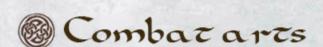
Ember -





Valuables

Arrifacts





00000 00000 00000

00000 00000 00000

00000 00000 00000

Rindarh Score: 11 / 11



Exaltation



Major miracles:

lux



Mineral Flux

00000 00000 00000

Vegetal Flux

00000 00000 00000

Organic Flux

00000 00000 00000

Fossil Flux

00000 00000 00000



Ogham:







Score: 3/3

Minor miracles:



Birthplace: Taol-Kaer - Dukedom of Osta-Baille - Rural

Social class: Deasant

Setbacks: Wound - Violence

Has become a hunter like his father before him, will be written out on my proper char sheet



@ Mental health

Mental Resistance: 6

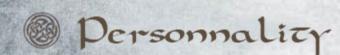
Balance Symptom Syndrom Madness TRAUMA: \bullet 0000 00000 00000 Hardening: 00000 00000 00000 00000

Disorder: Trénésie

Str./Weak:

Scarring:

Special Ability:



Conscience: 4

Instinct: 8

Orientation: Instinctive

Character traits: Quality: Independent

Flaw: Szubborn

Daults @

Passion:

Subversion:

Influence:

Doubt:

Guilt:



Experience Points

Reste: 15

Total: 100

Highlights: Test