





# Weapons

Long sword \_\_\_\_\_ dmg: 3  
 \_\_\_\_\_ dmg:  
 \_\_\_\_\_ dmg:  
 \_\_\_\_\_ dmg:  
 \_\_\_\_\_ dmg:

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 12/9 Def: 8 Spd: 6
- ⊕ Offensive  
Atk: 14/11 Def: 6 Spd: 6
- ⊕ Defensive  
Atk: 10/7 Def: 10 Spd: 6
- ⊕ Quick  
Atk: 12/9 Def: 6 Spd: 8
- ⊕ Movement  
Atk: 0/0 Def: 10 Spd: 6

# Defense :

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# Speed:

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# Armor:

Plate armor (4)



# ⊕ Equipment

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# ⊕ Treasure

0  Ember

0  Azure

0  Frost

# Valuables

# ⊕ Artifacts

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# ⊕ Combat arts

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# ⊕ Resources

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# Rindath

Score: 9 / 9



# Ogham:



# Exaltation

Score: 12 / 12



# ⊕ Major miracles:

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# ⊕ Minor miracles:

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# Flux



## Mineral Flux

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## Vegetal Flux

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## Organic Flux

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## Fossil Flux

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# History

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

Social class: Clerge

Setbacks: Violence - Solitude

Ad Morten Deus Ennemicus

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# Mental health

Mental Resistance: 10

	Balance	Symptom	Syndrom	Madness
TRAUMA :	●●●○○	○○○○○	○○○○○	○○○○○
Hardening:	○○○○○	○○○○○	○○○○○	○○○○○

Disorder: Frénésie

Str./Weak:

Scarring :

Special Ability:



# Personnality

Conscience : 6

Instinct : 8

Orientation : Instinctive

Character traits : Quality : Brave

Flaw : Impulsive

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# Faults

Passion : 5

Subversion : 3

Influence : 1

Doubt : 2

Guilt : 4

# Experience Points

Reste : 0

Total : 100

Highlights :

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