Character Sheet



Name: Marland Mackarmi (...)

Sex: H Age: 24 Ethnicity: Tri-Kazel

Player: Glenn Profession: Investigator

Description: Calm, presumptuous, but well meaning. Rarely makes the best first impression.

Ways @

Combativeness: 4

Empathy:

Creativity:

Reason: 5

Conviction: 3

Advantages

Financial Ease 4

Lettré

Disadvantages

Dealth Condition

00000 Good Okay 00000 Bad 0000 Critical -3 0000

Agony



Stamina: 10

Survival: 3

Domains & Disciplines

(Craft

00000+(CREA: 2)

Bonus: Malus:

Disc: Disc:

Disc:

(3) Magience

00000+(REA: 5) Malus:

Bonus: Disc:

Disc: Disc:

@ Perception

+ (REA: 5)

Bonus: Malus:

Disc: Disc: Disc:

@ Performance

00000+(CREA:2)

Malus: Bonus: Disc:

Disc: Disc:

(3) Close Combat

OOOO+(COMB: 4)Malus:

Bonus: Disc:

Disc: Disc:

@ Natural env.

OOOOO+(EMP:1)

Bonus: Malus:

Disc: Disc: Disc:

@ Prayer

00000+(conv: 3)

Bonus: Malus: Disc: Disc:

Science

+(REA: 5)

Bonus: +1 Malus: Disc:

Disc: Disc:

@ Stealth

• OOOO+(EMP:1)

Malus:

Bonus: Disc: Disc: Disc:

& Demorthen Mys.

OOOOO+(EMP:1)Malus: Bonus:

Disc: Disc: Disc:

& Feats

Disc:

00000+(COMB: 4)

Malus: Bonus: Disc: Disc: Disc:

& Shooting & throw.

• + (COMB: 4) Malus: Bonus:

Disc: Disc: Disc:

@ Erudition

+(REA:5) Malus:

Disc: Disc: Disc:

@ Occultisme

O + (REA: 5)Malus: Bonus:

Disc: Disc: Disc:

@ Relation

 $\bullet \bullet OOO + (EMP:1)$

Malus: Bonus: Disc: Disc: Disc:

@ Travel

00000+(EMP:1)

Malus: Bonus: Disc: Disc: Disc:

Weapons

Dagger, knife, dirk dmg: 1

dmg: 2 Crossbow

> dmg: dmg:

> > dmg:

Pozenzial: 2

Combat attitudes

(Standard

- Atk: 4/9 Def: 11 Spd: 5
- (Offensive Atk: 6/11 Def: 9 Spd: 5
- (#) Defensive Atk: 2/7 Def: 13 Spd: 5
- (#) Quick Atk: 4/9 Def: 9 Spd: 7
- (#) Movement Atk: 0/0 Def: 13 Spd: 5

Defense: 00000 00000

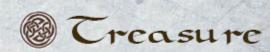
Speed: 00000

Armor: Leather tunic (1)

@ Equipment

Back-up Crossbow

Salt samples





Ember -



100



Frost

Valuables

Artifacts

Combatarts



00000 00000 00000

00000 00000 00000

00000 00000 00000

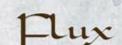
Rindarh Score: 7/7



Exaltation



Major miracles:





Mineral Flux

00000 00000 00000

Vegetal Flux

00000 00000 00000

Organic Flux

00000 00000 00000

Fossil Flux

00000 00000 00000



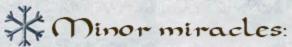
Ogham:







Score: 9/9





Birthplace: Reizh - Region of Iolarnead - Urbain

Social class: Nobility Setbacks: Adversary

A family that comes from mining is rarely a family that gains the respect of the nobility. The MacCarmines were that rare exception of industrial entrepreneurs who still manage to make their way in society. Unfortunately, the rise of Magience was not something that sat well with the morals of the family. Harland watched as his family's near monopoly on salt became more of a novelty of authentic flavour against the rise of mass-produced sea-extraction. Harland was never comfortable with this perceived injustice, but he had always intended to do more than just build on the family fortune. Science, research and not a small amount of adventure had helped him to a few discoveries. Now he just needed to find out more...(...)



@ Mental health

Mental Resistance: 8

Balance Syndrom Madness Symptom TRAUMA: ••000 00000 00000 00000 Hardening: •0000 00000 00000 00000

Disorder: Obsession

Str./Weak:

Scarring:

Special Ability:



Conscience: 8 Instinct: 6 Orientation: Rationnelle

Character traits: Quality: Logical-minded

Flaw: Presumptuous

Daults @

Passion:

Subversion:

Influence:

Guilt:



Experience Points

Reste: 7

Total: 157

Highlights: