Character Sheet



Name: Randel Calmu

Sex: H Age: 22 Ethnicity: Carish

Description: Your Pockets is my inventory

Player: Phillip Truong Profession: Roque

Ways (Co

Combativeness: 5

Empathy:

Creativity: 4

Reason: 4

Conviction:

🕲 Advantages 🕲

Nimble

Disadvantages

Dealth Condition

Good 00000 Okay 00000 Bad 0000 Critical -3 0000 Agony



Stamina: 10

Survival: 3

Domains & Disciplines

(Craft

OOOOO+(CREA: 4)

Bonus: Malus:

Disc: Disc: Disc:

Disc:

(Magience

00000 + (REA: 4)Bonus: Malus:

Disc: Disc:

Disc:

@ Perception OO + (REA: 4)

Bonus: Disc: Disc:

Disc:

Disc:

@ Performance

OO+(CREA:4)

Malus:

Bonus: Disc: Disc: Disc:

(Close Combat

OO+(COMB:5)

Bonus: Malus: Disc: Disc:

@Natural env.

OOOOO+(EMP:1)Malus: Bonus:

Disc: Disc: Disc:

@ Prayer

00000+(conv: 1)

Malus:

Bonus: Malus: Disc: Disc:

@ Science

00000+(REA: 4) Malus: Bonus:

Disc: Disc: Disc:

@ Stealth

+(EMP:1)

Bonus: +1 Malus: Disc: Pickpocket Disc : Disc:

& Demorthen Mys.

OOOOO+(EMP:1)Malus: Bonus:

Disc: Disc: Disc:

@ Feats

••000+(COMB: 5) Bonus: +1 Malus:

Disc: Disc: Disc:

Shooting & throw. 00000+(COMB: 5)

Bonus: Malus: Disc: Disc:

@ Travel

Disc:

00000+(EMP:1)

Malus: Bonus: Disc: Disc: Disc:

@Érudition

 \bullet O O O O + (REA: 4)

Malus: Bonus: Disc: Disc: Disc:

@ Occultisme

00000 + (REA: 4)Bonus: Malus:

Disc: Disc: Disc:

@ Relation

 \bullet OOOO+(EMP:1) Malus: Bonus:

Disc: Disc: Disc:

Weapons

Dagger, knife, dirk dmg: 1

Long sword dmg: 3

dmg:

dmg:

dmg:

Pozenzial: 2

Combat attitudes

(Standard

- Atk: 8/5 Def: 11 Spd: 6
- (Offensive Atk: 10/7 Def: 9 Spd: 6
- (#) Defensive Atk: 6/3 Def: 13 Spd: 6
- (#) Quick Atk: 8/5 Def: 9 Spd: 8
- (#) Movement Atk: 0/0 Def: 13 Spd: 6

Defense: 00000 00000

Speed: 00000

Armor:

Studded leather tunic (2)



@ Equipment

@ Treasure



& Ember



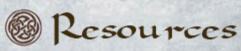


Frost

Valuables

Artifacts

Combatarts



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00000 00000 00000

00000 00000 00000

Rindarh Score: 10 / 10

Ogham:

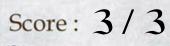


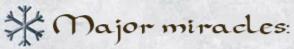


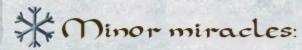


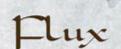














Mineral Flux

00000 00000 00000

Vegetal Flux

00000 00000 00000

Organic Flux

00000 00000 00000

Fossil Flux

00000 00000 00000





Birthplace: Reizh - Region of Baldh-Ruoch - Urbain

Social class: Peasant Setbacks: Adversary

A pickpocket that grew up on the streets. Was abandon at a young age and had to fend for himself in the urban area, stealing to make a

living.



@ Mental health

Mental Resistance: 6

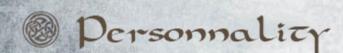
Balance Symptom Syndrom Madness TRAUMA: 00000 00000 00000 Hardening: 00000 00000 00000 00000

Disorder: Paranoï a

Str./Weak:

Scarring:

Special Ability:



Conscience: 5 Instinct: 9

Orientation: Instinctive

Character traits: Quality: Cool-headed

Flaw: Liar

Daults @

Passion:

Subversion: 4

Influence:

Doubt:

Guilz:

Experience Points

Reste: 60

Total: 100

Highlights: People Pockets aren't the only things I steal.