Character Sheet



Name: Craven

Sex: H Age: 20 Ethnicity: Tri-Kazel

Player Schmidty Profession: Dunter

Description: 5'10", slender, wears animal pelts over clothes/armor

Ways @

Combativeness: 5

Empathy: 4

Creativity:

Reason: 3

2 Conviction:

Advantages 🛞



Disadvantages

Dealth Condition

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



Stamina: 10

Survival: 3

Domains & Disciplines

(Craft

00000+(CREA:1)

Bonus: Malus:

Disc: Disc:

Disc:

(Magience

00000 + (REA: 3)Malus:

Bonus: Disc: Disc:

Disc:

@ Perception

• 0000+(REA: 3)

Malus:

Bonus: Disc: Disc: Disc:

@ Performance

00000+(CREA:1)

Malus:

Bonus: Disc: Disc: Disc:

(Close Combat

+(COMB: 5) Malus: Bonus:

Disc: Disc: Disc:

@ Natural env.

+(EMP: 4)Malus: Bonus:

Disc : Tracking Disc: Survival Disc:

@ Prayer

00000+(conv: 2)

Bonus: Malus: Disc: Disc: Disc:

Science

Bonus:

00000+(REA: 3) Malus:

Disc: Disc: Disc:

@ Stealth

• OO+(EMP: 4) Malus: Bonus:

Disc: Disc: Disc:

& Demorthen Mys. OOOOO+(EMP: 4)

Malus: Bonus:

Disc: Disc: Disc:

@ Feats O+(COMB:5)

Malus: Bonus:

Disc: Disc: Disc:

@ Relation

00000+(EMP:4)

Malus: Bonus: Disc: Disc: Disc:

Shooting & throw.

•+(COMB: 5) Malus:

Disc: Disc: Disc:

@ Travel

OO+(EMP:4)

Bonus: Malus: Disc: Disc: Disc:

@Érudition

00000+(REA:3) Malus: Bonus:

Disc: Disc: Disc:

@ Occultisme

OOOOO+(REA: 3)Bonus: Malus:

Disc: Disc: Disc:

Weapons

Bow dmg: 2

dmg: 4 Claymore

dmg:

dmg:

dmg:

Potential:

Combat attitudes

- (Standard Atk: 10/10Def: 12 Spd: 9
- (Offensive Atk: 11/11 Def: 11 Spd: 9
- (#) Defensive Atk: 9/9 Def: 13 Spd: 9
- (#) Quick Atk: 10/10Def: 11 Spd: 10
- (#) Movement Atk: 0/0 Def: 13 Spd: 9

Defense: 00000 00000

Speed: 00000

Armor: Chain mail (3)



@ Equipment

torches

rations

water

rope

quiver of arrows

animal skins

compass

skinning knife

cooking pots and pans

M Artifacts



Combatarts

@ Treasure

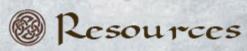


& Ember





Valuables



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00000 00000 00000

00000 00000 00000

Rindarh Score: 10 / 10

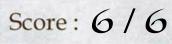
Ogham:







Exaltation



Major miracles:

Minor miracles:



Mineral Flux

00000 00000 00000

Vegetal Flux

00000 00000 00000

Organic Flux

00000 00000 00000

Fossil Flux

00000 00000 00000





Birthplace: Reizh - Region of Kalvernach - Rural

Social class: Deasant

Setbacks:

Orphaned and raised by squirrels, Craven had to learn to live off the land. He doesn't have any formal education but, has street smarts.

Travels different areas at different times of the year for pelts.



@ Mental health

Mental Resistance: 7

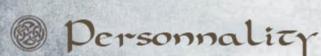
Balance Symptom Syndrom Madness TRAUMA: •0000 00000 00000 00000 Hardening: 00000 00000 00000 00000

Disorder: Dystérie

Str./Weak:

Scarring:

Special Ability:



Conscience: 5 Instinct: 6

Orientation: Instinctive

Character traits: Quality: Dynamic

Flaw: Impulsive

Faults @

Passion:

Subversion:

Influence:

Doubt:

Guilt:

Experience Points

Reste: 0

Total: 100

Highlights: He traps animals and sells the skins. He eats their meat to survive. He is an expert tracker. Lives off the land and prefers solitude.