

Name: Craven Player: Schmidty Sex: H Age: 20 Ethnicity: Cri-Razel Profession: Dunter Description: 5'10", slender, wears animal pelts over clothes/armor

123 Ways (200		Advantages 🛞	Dealth Condition
Combativeness:	5		Good 00000
Empathy:	4		Okay -1 00000 Bad -2 0000
Creativity:	1	Disadvantages	Critical -3 0000
Reason:	3		Agony O
Conviction:	2		Stamina: 10 Survival: 3
	terma	E-THE STATE OF THE STATE	and the second second of the

W Domains & Disciplines WWW



Sonagience OOOOO+(REA: 3) Bonus: Malus: Disc: Disc: Disc:

S Natural env. +(EMP: 4)Malus : Bonus: Disc : Tracking 6 Disc : Survival 6 Disc : Demorthen Mys. 00000 + (EMP: 4)Malus : Bonus : Disc : Disc : Disc : @ Occultisme 00000+(REA: 3) Malus : Bonus: Disc : Disc : Disc :

Perception
• 0000 + (REA: 3)
Bonus : Malus :
Disc :
Disc :

Derformance OOOOO+(CREA:1) Bonus: Malus: Disc: Disc: Disc:

Science 00000+(REA: 3) Malus : Bonus : Disc : Disc : Disc : Shooting & throw • + (COMB: 5) Malus : Bonus : Disc : Disc : Disc : S Travel OO + (EMP: 4)Malus : Bonus : Disc : Disc : Disc :

Disc : Disc : Disc :

100.53

Scealth ••••OO+(EMP: 4) Bonus: Malus: Disc: Disc: Disc:

Gerudition OOOOO+(REA:3) Bonus: Malus: Disc: Disc: Disc: Disc : Disc

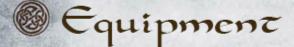
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Disc :

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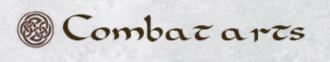
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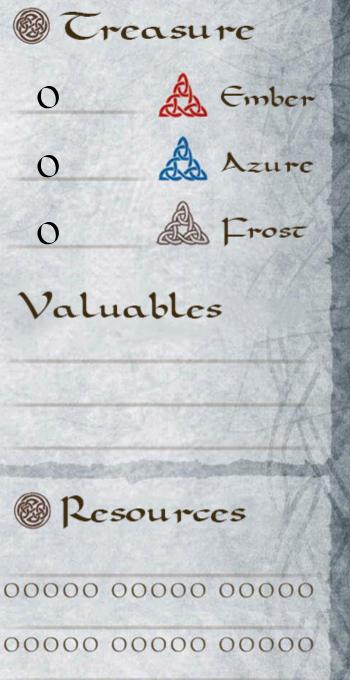
1	Weapons	Combaz azzizudes CàC/Tir	Defense:
Bo Cla	w dmg: aymore dmg: dmg: dmg: dmg: dmg: 2	 Szandard Atk: 10/10Def: 12 Spd: 9 Offensive Atk: 11/11 Def: 11 Spd: 9 Defensive Atk: 9/9 Def: 13 Spd: 9 Quick Atk: 10/10Def: 11 Spd: 10 Movement Atk: 0/0 Def: 13 Spd: 9 	00000 00000 Speed: 00000 Armor: Chain mail (3)



torches
rations
water
rope
quiver of arrows
animal skins
compass
skinning knife
cooking pots and pans











Rindach Score: 10/10

Oqham:

Exaltation Score: 6/6 Major miracles:

Minor miracles:

Flux



Mineral Flux 00000 00000 00000

Vegetal Flux 00000 00000 00000

Organic Flux 00000 00000 00000

Fossil Flux 00000 00000 00000



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Birthplace: Reizh - Region of Kalvernach - Rural Social class: Peasant 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:
 00000
 00000
 00000
 00000

 Hardening:
 00000
 00000
 00000
 00000

Disorder: Dystérie Scarring: Str./Weak: Special Ability:

Personnality

Conscience: 5 Instinct: 6

Orientation : Instinctive

Character traits : Quality : Dynamic

Flaw: Impulsive

Dassion: 5 Subversion: 1

Influence : 4

Doubt: 3

2

Guilz:

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.

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