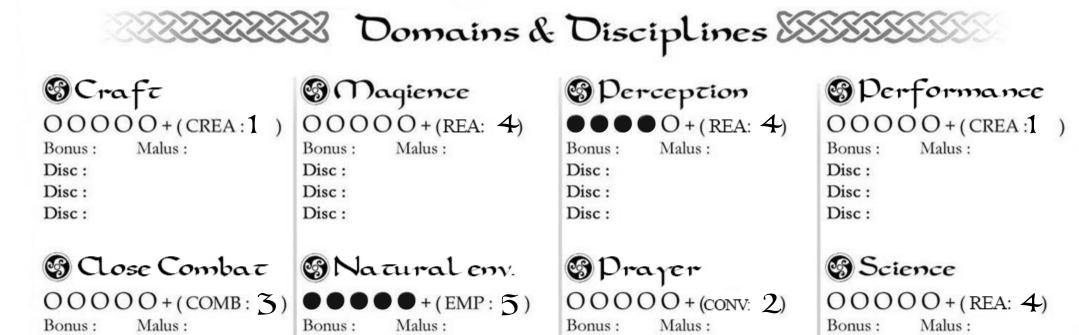


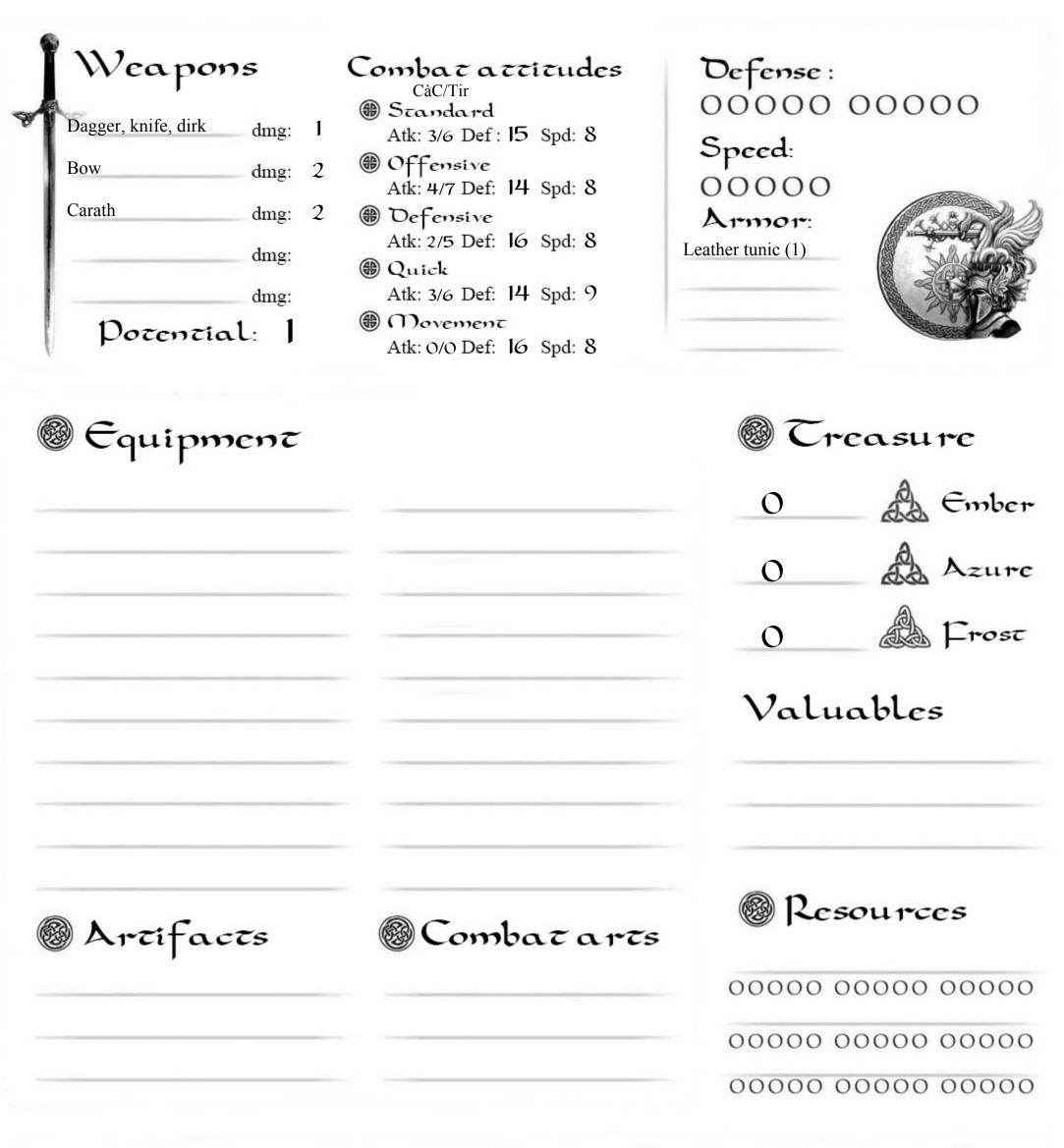
Name: Ros Eimhin Player: David Sex: H Age: 26 Ethnicity: Tri-Kazel Profession: Smuggler Description: Short, slender build. Bald and cleanshaven, with dark skin and eyes. Scarring around the back of

223 Ways (25)		Advantages O Nimble	Dealth Condition	
Combativeness: 3			<i>Good</i> 00000	
	2		Okay -1 00000	
Empathy:	5		Bad -2 0000	
Creativity:	1	Disadvantages	Critical -3 0000	
Reason:	4		Agony O	
Conviction:	2		Stamina: 10 Survival: 3	



Disc :	Disc : Survival 6	Disc :	Disc :
Disc :	Disc :	Disc :	Disc :
Disc :	Disc :	Disc :	Disc :
Stealth	Demorthen Mys.	\$ Feats	Shooting & throw.
$\bullet \bullet \bullet \bullet \bullet + (EMP:5)$	00000+(EMP:5)	$\bullet \bullet \bullet \circ \circ$	$\bullet \bullet \bullet \circ \circ$
Bonus: +1 Malus:	Bonus : Malus :	Bonus : +1 Malus :	Bonus : Malus :
Disc : Stealth 6	Disc :	Disc :	Disc :
Disc :	Disc :	Disc :	Disc :
Disc :	Disc :	Disc :	Disc :
Serudition	@ Occultism	@ Relation	3 Travel
00000 + (REA: 4)	00000+(REA: 4)	00000+(EMP:5)	$\bullet \bullet \bullet \bullet \bullet O + (EMP: 5)$
Bonus: Malus:	Bonus : Malus :	Bonus : Malus :	Bonus : Malus :
Disc :	Disc :	Disc :	Disc :
Disc :	Disc :	Disc :	Disc :
Disc :	Disc :	Disc :	Disc :

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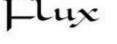




V Exaltation Score : 6 / 6

A Major miracles:

Minor miracles:





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: Taol-Kaer - Dukedom of Dùlan - Rural Social class: Peasant Setbacks: Rumor - Tragic Love

He was a hunter, and a child of hunters. His family lived in self-exile, so he lacked the traditional tri-kazelian upbringing. It shows,

from time to time, in ignorance of some things other take for granted. As he grew, him and his siblings would often wander, for days at

a time. They learned that they could ride on the caravans as they rode into town, and got glimpses of a world far different to the one in

the forest. His siblings lost interest after only a few trips, disliking the confusion, and his parents were happy to limit their human

contact to brief stops at villages to trade; He, however, was fascinated, and rarely would a month go by without him walking the streets

of Mudan. When he was 14, his Mother died, and his father followed soon after. He had no real attachments to his siblings, and so he(...)

Mental health

Mental Resistance: 7

 Balance
 Symptom
 Syndrom
 Madness

 TRAUMA:
 ••••00
 00000
 00000
 00000

 Hardening:
 00000
 00000
 00000
 00000

Disorder: Mysticisme Scarring:

Str./Weak: Special Ability:

Personnality

Conscience : 6 Instinct : 4

Orientation : Razionnelle

Character traits : Quality : Independant

Flaw: Austere

Faults @

Passion: 3 Subversion: Influence : 5 Doubz: 4 Guilz: 2

Experience Points Reste: 0 Total: 100

Highlights : Hunter, raised away from people. Discovered cities, began spending a bunch of time in them.

Falls in love with a city chick. She's more interested in jewlery than in him, but as long as he keeps buying her things she'll

play along. He starts running out of money, going into dept; first starts poaching, then gets strong-armed into smuggling.

She eventually leaves him anyway, but he's now in too deep to leave. Meets a dude who offers him a way out, and

takes it. Becomes a varigal.

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