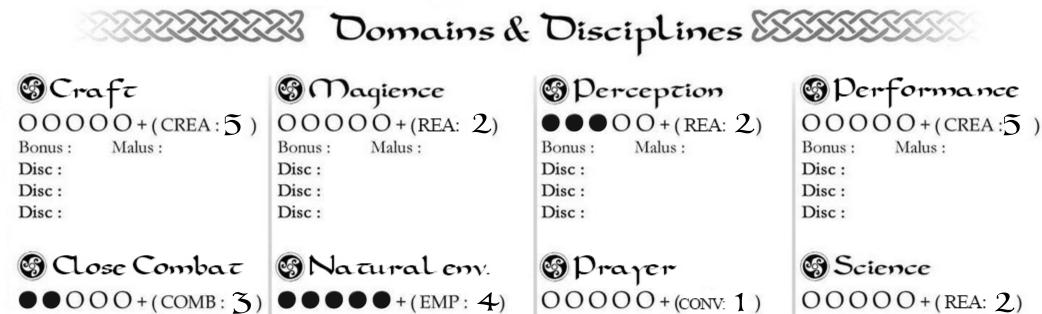


Name: Saphrax Player: Alex Sex: H Age: 27 Ethnicity: Tri-Kazel Profession: Munter Description : Saphrax wears a leather jerkin over a faded green tunic. Ne carries a bow slung over his should

223 Ways Ogg		Sood Dealth	Dealth Condition	
Combativeness: 3			<i>Good</i> 00000	
	~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~		Okay -1 00000	
Empathy:	4		Bad -2 00000	
Creativity:	5	Disadvantages	Critical -3 0000	
Reason:	2		Agony O	
, Conviction:	~ 1		Stamina: 10 Survival: 3	
			Sur week. 5	



Malus : Bonus:

Bonus : Malus :	Bonus : Malus :	Bonus : Malus :	Bonus : Malus :
Disc :	Disc : Tracking 6	Disc :	Disc :
Disc :	Disc :	Disc :	Disc :
Disc :	Disc :	Disc :	Disc :
Stealth	Demorthen Mys.	S Feats	Shooting & throw.
00000 + (EMP: 4)	00000+(EMP: 4)	$\bullet \bullet \bullet \circ \circ$	••••+(COMB: 3)
Bonus : Malus :	Bonus : Malus :	Bonus : Malus :	Bonus : Malus :
Disc :	Disc :	Disc :	Disc : Bows 6
Disc :	Disc :	Disc :	Disc :
Disc :	Disc :	Disc :	Disc :
Serudition	S Occultism	@ Relation	@ Travel
00000 + (REA: 2)	00000+(REA: 2)	00000+(EMP:4)	••000+(EMP: 4)
Bonus : Malus :	Bonus : Malus :	Bonus : Malus :	Bonus : Malus :
Disc :	Disc :	Disc :	Disc :
Disc :	Disc :	Disc :	Disc :
Disc :	Disc :	Disc :	Disc :

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Combaza	22	izu	des
CàC/Tir			
Atk: 5/8 Def :	11	Spd:	7
Offensive			
Atk: 8/11 Def:	8	Spd:	7
Defensive			
Atk: 2/5 Def:	14	Spd:	7
Quick			
Atk: 5/8 Def:	8	Spd:	10
( Movement	C		
Atk: 0/0 Def:	14	Spd:	7



🕲 Treasure



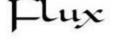
Quiver of Arrows (20)		0 & Ember
Hunting Trap		O Azure
		0 Frost
		Valuables
Drzifaczs	Sombat arts	Resources
	Archery	00000 00000 00000
		00000 00000 00000
		00000 00000 00000



· V. Exaltation Score: 3/3

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 Tulg - Rural Social class: Peasant Setbacks: Violence - Solitude - Lucky!

Saphrax was born in a small village in a narrow and densely forested valley. He still lives there, alone, save for a handful of childhood comrades. His father was killed on a trapping expedition and his mother died a few years later due to disease. One by one his siblings perished in accidents or were killed by wild animals or bandits. Saphrax has taken the lessons of his loss to heart and was able to survive his meeting with fate. Though he bears the scars of his final lesson, folk whisper that he tricked the spirit of death and will bring doom to the rest of them. he does his best to provide for his village with fresh meat, hide, and fur. Ever adapting to the unpredictable conditions in their home valley, he plys his father's skills in new and creative ways. Each day now seems to be fraught with dangers,(...)

Mental health

Mental Resistance: 6

 Balance
 Symptom
 Syndrom
 Madness

 TRAUMA:
 Image:
 00000
 00000
 00000
 00000

 Hardening:
 00000
 00000
 00000
 00000
 00000

Disorder: Confusion mentale Scarring:

Str./Weak: Special Ability:

Personnality Conscience: 3 Instinct: 8 Orientation : Instinctive Character traits : Quality : Inventive Flaw: Ecentric



Faults @



## Experience Points Reste: 5 Total: 100

Highlights : Saphrax is average height and lean. Short, dark hair juts out from beneath his hunting cap,

outlining a weathered face and glaring eyes. A leather jerkin and faded green tunic are fitted tight with leather thongs. A fair

number of stitched scars cover the hide he wears as well as his own, eluding to a combative profession. He carries a bow

slung over his shoulder and a sharp francisca on his belt.

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