# Character Sheet



Name: Lesley

Sex: H Age: 29 Ethnicity: Carish

Player: Profession: Warigal

Description:

## Ways (State

Combativeness: 4

Empachy:

Creativity:

Reason:

Conviction: 3

### Advantages

Strong

Intuitive

### Disadvantages

Unlucky

Shy

### Dealth Condition

Good 00000 Okay 00000

Bad 0000

Critical -3 0000

Agony



Stamina: 9

Survival: 3

# Domains & Disciplines

### ( Craft

00000+(CREA: 2)

Bonus: Malus: Disc:

Disc:

Disc:

### (3) Magience

00000+(REA: 1)

Bonus: Malus:

Disc: Disc: Disc:

### @ Perception

OO + (REA: 1)

Bonus: Malus: Disc:

@ Prayer

Disc: Disc:

Bonus:

Disc:

Disc:

Disc:

### @ Performance

00000+(CREA:2)

Bonus: Malus: ~1 Disc: Disc:

### ( Close Combat

O + (COMB: 4)Bonus: +1 Malus:

0000+(EMP:5)

Malus:

Disc:

@ Stealth

@ Erudition

00000+(REA:1)

Malus:

Disc: Disc:

Bonus:

Disc:

Disc:

Disc:

Bonus:

Disc:

Disc:

Disc:

### @ Natural env.

OO + (EMP: 5)

Malus: Bonus:

00000 + (EMP: 5)

Bonus: +1 Malus:

@ Occultisme

00000+(REA: 1)

Malus:

Disc: Disc: Disc:

Disc:

Disc:

Disc:

Bonus:

Disc:

Disc:

Disc:

### & Demorthen Mys.

### @ Feats

+(COMB: 4)

00000+(conv: 3)

Malus:

Bonus: +1 Malus: Disc: Climbing Disc:

6

# Disc:

### @ Relation

00000+(EMP:5) Bonus: +1 Malus: ~1

Disc:

Disc: Disc:

Disc:

### @ Science

00000+(REA: 1)

Malus: Bonus: Disc: Disc: Disc:

### Shooting & throw.

00000+(COMB: 4)

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

### @ Travel

+ (EMP: 5)

Bonus: +1 Malus: Disc: Signs (Varigal) Disc: Disc:

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### Weapons

Dagger, knife, dirk dmg:

Short sword dmg: 2

dmg:

dmg:

dmg: Dozenzial: 2

### Combat attitudes

(#) Standard

Atk: 9/5 Def: 11 Spd: 9

( Offensive Atk: 11/7 Def: 9 Spd: 9

(#) Defensive Atk: 7/3 Def: 13 Spd: 9

( Quick Atk: 9/5 Def: 9 Spd: 11

(#) Movement Atk: 0/0 Def: 13 Spd: 9

### Defense: 00000 00000

Speed: 00000

Armor:

Studded leather tunic (2)



# @ Equipment

Travelling rations, 10 days

Boots

Clothes & spares

Carath

Leather gloves

Wool cloak

Wash cloth & soap

Backpack

Bowl, cup, plate & cutlery

Tent, 1 person

Sleeping bag



Artifacts

Tinder box

Waterskin

Caernide & tack

Oil lantern

2 pints of oil

30 feet of rope







A Ember





Valuables



### @ Resources

00000 00000 00000

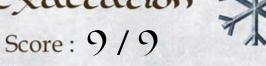
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Rindarh Score: 11 / 11

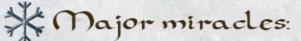


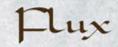
Exaltation



Combatarts









Mineral Flux

00000 00000 00000

Vegetal Flux

00000 00000 00000

Organic Flux

00000 00000 00000

Fossil Flux

00000 00000 00000



Ogham:



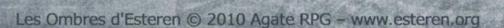












Minor miracles:



Birthplace: Taol-Kaer - Dukedom of Salann Tir - Rural

Social class: Peasant

Setbacks: Illness - Poverty

You have been hired by the Duchess of Tulg to guide a party to Pass of Lantrecht near the Vale of Dearg. Once they have completed their work, you are to guide those that need to return, home. You report to the knight and a clause in the contract allows the knight to call on your help if needed. You will be paid extra.



### @ Mental health

Mental Resistance: 8

Balance Syndrom Madness Symptom TRAUMA: ••000 00000 00000 00000 Hardening: 00000 00000 00000 00000

Disorder: Mysticisme

Str./Weak:

Scarring:

Special Ability:



Personnality

Conscience: 4 Instinct: 6 Orientation: Instinctive

Character traits : Quality : Intuitive

Flaw: Awkward

Faults (

Passion:

Subversion:

Influence:

Doubt:

Guilt:



Experience Points

Reste: 0

Total: 100

Highlights: