

Name: Cenris Player: Player: Patrick Sex: H Age: 21 Ethnicity: Continent Profession: Investigator Description: Investigator/tracker/Survivor Likes archery and science/medicine

223 Ways (25)		<b>Advantages ()</b> Nimble Smart	Nealth Condition	
Combaziveness: 4			Good	00000
			Okay -1	00000
Empazhy:	3		Bad -2	0000
Creativity:	2	Disadvantages	Critical -3	0000
Reason	5	Enemy Poor	Agony	0
Conviction:	1		Stamina: 10 Survival: 3	

Domains & Disciplines S Craft S Magience Derception @ Performance 00000 + (CREA: 2)00000+(REA: 5) 00000 + (CREA:2)+(REA: 5)Bonus: Bonus: Malus : Bonus : +1 Malus : Malus : Bonus : Malus : Disc : S Natural env. 🕲 Close Combat @ Prayer Science  $\bullet$  O O O O + (COMB: 4) ●0000+(EMP: 3) 00000+(CONV: 1)  $\mathbf{O} + (\text{REA: } \mathbf{5})$ 

Bonus:

Malus :

Bonus : +1 Malus :

Disc :	Disc :	Disc :	Disc :
Disc :	Disc :	Disc :	Disc :
Disc :	Disc :	Disc :	Disc :
Stealth	Demorthen Mys.	S Feats	Shooting & throw.
●0000+(EMP:3)	00000+(EMP:3)	00000 + (COMB: 4)	,
Bonus : +1 Malus :	Bonus : Malus :	Bonus : +1 Malus :	Bonus : Malus :
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Disc :	Disc :	Disc :	Disc :
Serudition	@ Occultism	@ Relation	@ Travel
00000+(REA:5)	00000+(REA: 5)	•••••O+(EMP:3)	00000+(EMP:3)
Bonus : Malus :	Bonus : +1 Malus :	Bonus : Malus :	Bonus : Malus :
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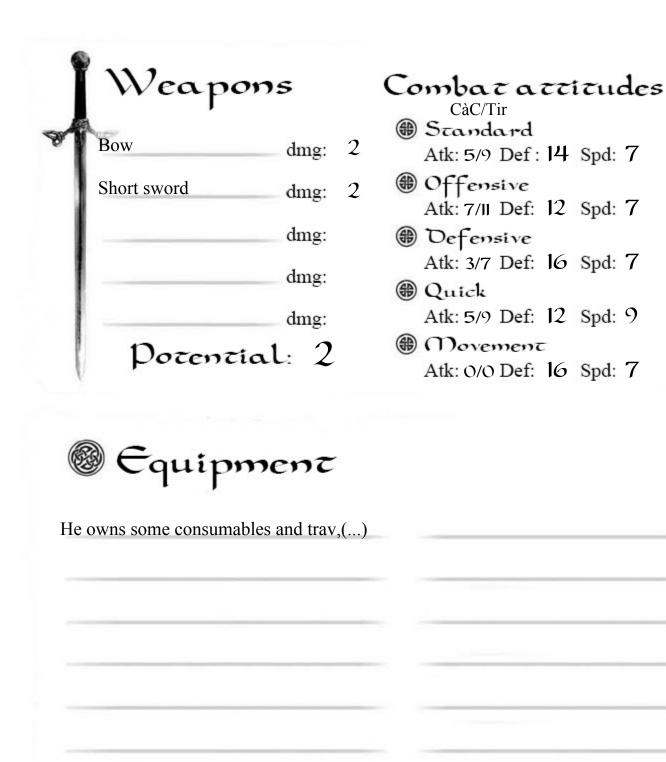
Malus :

Bonus:

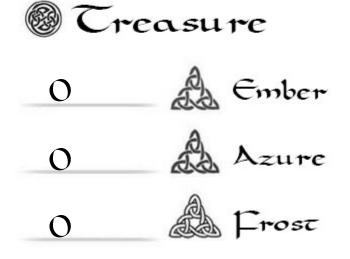
Malus :

Bonus:

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Valuables



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🕲 Artifacts



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Exaltation Score : 3/3

Combaz arts

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 - Lands of Deas - Urbain Social class: Craftsman Setbacks: Solitude

He was raised somewhere between poor and fed. Most of his life he has spent on his own surviving. Comfortable in the city and woods

out of necessity more then choice. Same with people naturally he is a loner and the world has taught him never to trust or to be

paranoid but is forced to deal with people to survive. At least he has some skill with people at least in reading them but still rather

spend his time in solitude at least he knows he wont stab himself in the back. While alone he studies science and medicine driven by

reason and curiosity plus more skills to help him survive. He doubts the direction his life is taking him for he usually has no choice in a

quest to survive but he is focused on trying to have a better life. What that life be he does not yet know. Will it be settling down in a(...)

Mental health

Mental Resistance: 6

 Balance
 Symptom
 Syndrom
 Madness

 TRAUMA:0000
 00000
 00000
 00000
 00000

 Hardening:
 00000
 00000
 00000
 00000
 00000

Disorder: Paranoi a Scarring:

Str./Weak: Special Ability:

Personnality

Conscience : 6 Instinct : 6

Orientation : Razionnelle

Character traits : Qualizy : Independant

Flaw: Irresoluze



Faults (

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

## Experience Points Reste: 30 Total: 100

Highlights : A young man who is determined in his deeds. Once his decision is made, nothing can stop him.

This said, he tends to turn to the highest bidder and doesn't really care about his promises. He can appear immoral to many

people. Patient and observant, He is crafty, but his greatest qualities remain his perseverance and his tenacity. His

morality is flexible and even thin. All sources of knowledge are valuable in his eyes. But from his open mind also

comes his biggest weakness: a persisting doubt on the direction he's going to take in his life. Should he investigate in

the big city or settle down in the woods taking small tracking jobs.(...)

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