

Name: Barabal

Player: James

Sex: H Age: 32 Ethnicity: Osag

Profession: Cighter

Description: Formerly the high Chief of the Clan of h b of the Osag people

Ways (

Combativeness: 5

Empathy: 4

Creativity:

Reason:

3 Conviction:

🕲 Advantages 🧶

Sturdy

Strong

Survival Instinct

Disadvantages Weak Mind x2

Door

Trauma

Dealth Condition

Good	00000
Okay -1	00000
Bad -2	0000
Critical -3	0000
Agony	O



Stamina: 9

Survival: 4

Domains & Disciplines

@ Craft

OOOOO+(CREA:2)Malus:

Bonus: Disc:

Disc: Disc: Magience

OOOOO+(REA: 1)

Malus:

Bonus: Disc: Disc:

Disc:

@ Perception

OOOOO+(REA:1)Bonus: Malus:

Disc: Disc: Disc: Performance

OOOOO+(CREA:2)Malus:

Bonus: Disc: Disc: Disc:

🚱 Close Combat

+(COMB: 5)

Bonus: +1 Malus: Disc: Unarmed Fighting

Disc : Axes Disc:

+(EMP: 4)

🚱 Natural env.

Bonus: Malus:

Disc: Disc: Disc:

6

Prayer

00000+(conv: 3)

Bonus: Malus: Disc: Disc:

Science

OOOOO+(REA: 1) Malus: Bonus:

Shooting & throw.

 $\bullet \bullet OOO + (COMB: 5)$

Bonus: +1 Malus:

Disc: Disc: Disc:

Stealth

● O O O O + (EMP: 4)

Malus:

Bonus: Disc: Disc: Disc:

@Demorthèn Mys.

OOOOO+(EMP: 4)Malus: Bonus:

Disc: Disc: Disc: •••OO+(COMB: 5)

Bonus: +2 Malus:

@ Feats

Disc: Disc: Disc:

Disc:

@ Relation

 \bullet O O O O + (EMP: $\stackrel{4}{\bullet}$)

Malus: Bonus: Disc: Disc:

Disc:

Travel

Disc:

Disc:

Disc:

+(EMP: 4)Malus:

Bonus:

Disc: Disc:

Disc:

@ Frudition

OOOOO+(REA:1)Bonus:

Disc: Disc: Disc: Malus:

Disc: Disc:

@ Occultism OOOOO+(REA: 1)

Bonus: Malus:

Disc:



Combat attitudes

- # Standard Atk: 11/8 Def: 10 Spd: 9
- (Offensive Atk: 13/10Def: 8 Spd: 9
- (#) Defensive Atk: 9/6 Def: 12 Spd: 9
- (Quick Atk: 11/8 Def: 8 Spd: 11
- (#) Movement Atk: 0/0 Def: 12 Spd: 9

Defense: 00000 00000

Speed: 00000

Armor:



Equipment

Kilt	
Linen shirt	
Travelling Boots	
Tinderbox	
Hatchet	
Tent	
Backpack	
Quiver	

Treasure

Ember

Valuables

Artifacts

Arrow (two dozen)



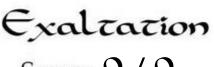
Two-weapon Fighting

Resources

00000 00000 00000 00000 00000 00000 00000 00000 00000

Rindath

Score: | | / | |







Mineral Flux 00000 00000 00000

Vegetal Flux 00000 00000 00000

Organic Flux 00000 00000 00000

Fossil Flux 00000 00000 00000



Ogham:







Score: 9/9 Major miracles:

Minor miracles:



Birthplace: Taol-Kaer - Lands of Deas - Rural

Social class: Deasant

Setbacks: Wound - Adversary - Illness

Brought up in the Osag clan Hòb, Barabal had always been predestined for leadership of the clan. Growing up, he was skilled with the battleaxe, but also with his ability to understand others and create a sense of community. He succeeded chief Narot when he was 24, and led the clan through some challenging times plagued by neighbours. One day, Barabal discovered that a particularly malignant group of Feondas had taken hold of every single member of his tribe, possessing their bodies and turning them against him. One of the terrible creatures, in the guise of his wife, snuck into his room that night, as he was preparing to steal away from the nightmare, and he slew it with a mighty blow to the neck, then ran away from the demons that had taken hold of his friends and family. He has been(...)



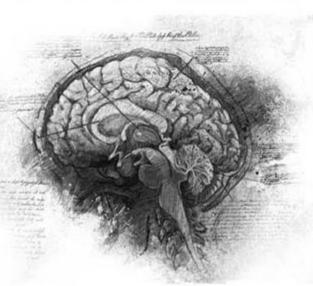
Mental Resistance: 6

Scarring:

TRAUMA: •••• 0 0000 0000 0000 Madness
Hardening: 00000 0000 0000 00000

Disorder: Pallucination Str./Weak:

Special Ability:



@ Personnality

Conscience: 4 Instinct: 7 Orientation: Instinctive

Character traits : Quality : Daring

Flaw: Stubborn

D Faults

Passion: 5

Subversion: 2

Influence: 4

Doubt:

Guilt: 3

Experience Points

Reste: 0

Total: 100

Highlights: Trauma - believed Feondas had killed/taken possession of everyone he knew (in fact, a single Feond had taken hold of Barabal's brain and made him hallucinate this. The Feond is still there), and subsequently he slew his wife.