

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

## DE Ways

Combativeness: 5

Empathy: 4

Creativity:

Reason:

3 Conviction:

### 🕲 Advantages 鯼

Sturdy

Strong

Survival Instinct

## Disadvantages

Weak Mind x2

Door

Trauma

#### Dealth Condition

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



Stamina: 9

Survival: 4

## Domains & Disciplines

#### 

OOOOO+(CREA:2)

Malus:

Bonus: Disc:

Disc: Disc:

#### Magience

OOOOO+(REA: 1)Malus:

Bonus: Disc:

Disc:

#### @ Perception

OOOOO+(REA:1)

Malus:

Bonus: Disc:

Disc:

#### Performance

OOOOO+(CREA:2)

Bonus: Disc:

Disc: Disc:

Disc:

#### 🚱 Close Combat

+(COMB: 5)

Bonus: +1 Malus: Disc: Unarmed Fighting

Disc : Axes Disc:

Stealth

#### ● O O O O + (EMP: 4)

Bonus: Malus:

Disc: Disc: Disc:

#### @ Frudition

OOOOO+(REA:1)Malus:

Bonus: Disc: Disc:

Disc:

Disc:

#### 🕲 Natural env.

+(EMP: 4)

Malus: Bonus:

Disc: Disc: Disc:

6

#### @Demorthèn Mys.

OOOOO+(EMP: 4)

Malus: Bonus: Disc: Disc: Disc:

#### @ Occultism

OOOOO+(REA: 1)

Bonus: Malus: Disc: Disc: Disc:

Disc:

#### Prayer

00000+(conv: 3)

Bonus: Malus: Disc: Disc:

#### @ Feats

•••OO+(COMB: 5)

Bonus: +2 Malus: Disc:

Disc: Disc:

Disc:

Disc:

#### @ Relation

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

Malus: Bonus: Disc: Disc:

## Malus:

#### Science

OOOOO+(REA: 1)

Malus: Bonus: Disc: Disc:

#### Shooting & throw.

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

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

#### Travel

+(EMP: 4)

Malus: Bonus: Disc: Disc: Disc:



### Combaz azzizudes

- # 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	
Arrow (two dozen)	

## Treasure

Ember

### Valuables

## Artifacts



Two-weapon Fighting

## Resources

00000 00000 00000 00000 00000 00000 00000 00000 00000

# Rindath

Score: | | / | |



Exaltation

Score: 9/9

Major miracles:





Ogham:





Mineral Flux 00000 00000 00000

Vegetal Flux 00000 00000 00000

Organic Flux 00000 00000 00000

Fossil Flux 00000 00000 00000





Birthplace: Taol-Kaer - Lands of Deas - Rural

Social class: Peasant

Setbacks: Wound - Adversary - Illness

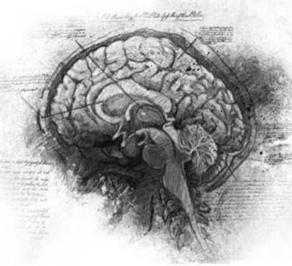
Brought up in the Osag clan Hòb, Barabal had always been predestined for leadership of the clan. Growing up, he was skilled with the battleaxe, but also with his ability to understand others and create a sense of community. He succeeded chief Narot when he was 24, and led the clan through some challenging 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 health

Mental Resistance: 6

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

Disorder: Dallucination Str./Weak:
Scarring: Special Ability:



@ Personnality

Conscience: 4 Instinct: 7 Orientation: Instinctive

Character traits : Quality : Daring

Flaw: Stubborn

Passion: 5

Faults (

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.