# Character Sheet



Name: Chierry

Sex: H Age: 35 Ethnicity: Tri-Kazel

Player Jeremy Profession: Monk of the Temple

Description:

# Ways @

Combativeness:

Empathy:

Creativity:

Reason: 3

4 Conviction:

# Advantages 🕲

Mentor Ally

Lettré

Disadvantages Limp

# Dealth Condition

Good	00000
Okay -1	00000
Bad -2	0000
Critical -3	0000
Agony	0



Stamina: 9 Survival: 3

# Domains & Disciplines

# ( Craft

000+(CREA:3)

Bonus: Malus: Disc:

Disc: Disc:

#### ( Magience

00000 + (REA: 3)

Bonus: Malus:

Disc: Disc: Disc:

# @ Perception

O + (REA: 3)Malus:

Bonus: Disc: Disc: Disc:

# @ Performance

00000+(CREA:3)

Malus: Bonus: Disc: Disc: Disc:

### ( Close Combat

OOO+(COMB:1)

Bonus: Malus: Disc:

Disc: Disc:

#### & Natural env.

 $\bullet \bullet \bullet OO + (EMP : 4)$ 

Malus: Bonus: Disc:

Disc: Disc:

# @ Prayer

+ (CONV: 4)

Malus: Bonus: Disc: Spirituality Disc: Disc:

#### @ Science

 $\bullet$  O + (REA:  $\circlearrowleft$ ) Malus: Bonus:

Disc: Disc: Disc:

## @ Stealth

00000+(EMP: 4) Malus:

Bonus: Disc: Disc: Disc:

# & Demorthen Mys.

OOOOO+(EMP: 4)Bonus: Malus:

Disc: Disc: Disc:

# & Feats

00000+(COMB:1) Malus: Bonus:

Disc: Disc: Disc:

00000+(EMP:4)

Malus: Bonus: Disc: Disc:

# Shooting & throw.

00000+(COMB: 1)

Malus: Bonus: Disc: Disc: Disc:

#### @ Erudition

+(REA:3)

Bonus: +1 Malus: Disc: Herbalism Disc:

Disc:

# @ Occultisme

OOOOO+(REA: 3)Malus: Bonus:

Disc: Disc: Disc:

### @ Relation

Disc:

### ( Travel

● ● O O O + (EMP: 4)

Malus: Bonus: Disc: Disc: Disc:

# Weapons

Dagger, knife, dirk dmg: 1 dmg: 2 Staff

> dmg: dmg:

dmg:

Pozenzial: 2

### Combat attitudes

( Standard

Atk: 3/1 Def: 11 Spd: 4

( Offensive Atk: 5/3 Def: 9 Spd: 4

(#) Defensive Atk: 1/-1 Def: 13 Spd: 4

( Quick Atk: 3/1 Def: 9 Spd: 6

(#) Movement Atk: 0/0 Def: 13 Spd: 4

#### Defense: 00000 00000

Speed: 00000

Armor:



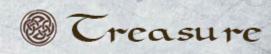
# @ Equipment

Habit (Brown)

Herbalist Pouch

Medical Kit

Wooden Hexcelsis





& Ember

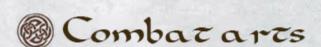


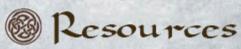


Frost

Valuables

# Artifacts





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00000 00000 00000

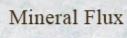
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Rindarh

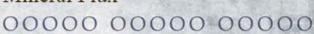


Exaltation Score: 12 / 12





lux



Vegetal Flux

00000 00000 00000

Organic Flux

00000 00000 00000

Fossil Flux

00000 00000 00000



Score: 8 / 8



Ogham:







Minor miracles:

Major miracles:



Birthplace: Taol-Kaer - Dukedom of Tulq - Rural

Social class: Deasant

Setbacks: Wound - Violence - Poverty

# @ Mental health

Mental Resistance: 9

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

Disorder: Mélancolie

Str./Weak:

Scarring:

Special Ability:



Conscience: 7 Instinct: 4 Orientation: Razionnelle

Character traits: Quality: Level-beaded

Flaw: Overzealous

Daults @

Passion: 1

Subversion: 3

Influence: 4

Doubt: 3

Guilt: 1

# Experience Points

Reste: 0

Total: 100

Highlights: -Orphaned (approx. age 10) by attack or plague, brought to temple by wounded/ailing Blade

Knight -Became restless with temple life, eventually decides to leave without taking vows and complete military service

-Sees violet action with military (brigands, feondas?) and is wounded, gains limp -Following military service travels

around region working in various trades (investigator/herbalist/medicine?)(mentor during this period?) -Finds himself in

village/town in midst of plague outbreak, witnesses miraculous healing/is miraculously healed by monk (alternatively

is able to perform healing miracle based on previous temple experience?) -Decides to return to temple, joins order(...)