# Character Sheet



Name: Seamus

Sex: H Age: 22 Ethnicity: Cri-Kazel

Player: Profession: Warigal

Description:

# Ways @

Combativeness: 3

Empathy: 5

Creativity:

Reason: 2

Conviction:

# Advantages 🕲

Disadvantages Addiction

#### Dealth Condition

Good		00000
Okay	-1	00000
Bad	-2	0000
Critical	-3	0000
Agony		0
4)	Shirt Street	The same of the sa



Stamina: 9 Survival: 3

# Domains & Disciplines

### ( Craft

OOO+(CREA: 4)

( Close Combat

Malus:

Bonus: Malus: Disc:

Disc: Disc:

Bonus:

Disc:

Disc:

Disc:

Bonus:

Disc:

#### (3) Magience

00000 + (REA: 2)

Malus:

Bonus: Disc: Disc:

Disc:

OO+(COMB:3)Malus: Bonus:

> Disc: Disc:

@ Natural env.

+(EMP:5)Disc: First Aid

& Demorthen Mys.

00000+(EMP: 5)

Disc: Disc:

Disc: Disc:

••+(EMP:5)

Malus:

@Érudition

@ Stealth

• 0000+(REA: 2) Malus: Bonus:

Disc: Disc: Disc:

Malus: Bonus:

Disc:

@ Occultisme

00000+(REA: 2) Malus: Bonus:

Disc: Disc: Disc: @ Perception

 $\bullet$  OO+(REA: 2) Bonus: Malus:

Disc: Disc: Disc:

@ Prayer

00000+(conv: 1)

Bonus: Malus: Disc: Disc:

@ Feats

Disc:

+(COMB: 3) Malus: Bonus:

Disc: Disc: Disc:

@ Relation

00000+(EMP:5) Malus:

Bonus: Disc: Disc: Disc:

@ Performance

00000+(CREA:4) Bonus: Malus:

Disc: Disc: Disc:

Science

00000+(REA: 2)

Bonus: Malus: Disc: Disc: Disc:

Shooting & throw.

00000+(COMB: 3)

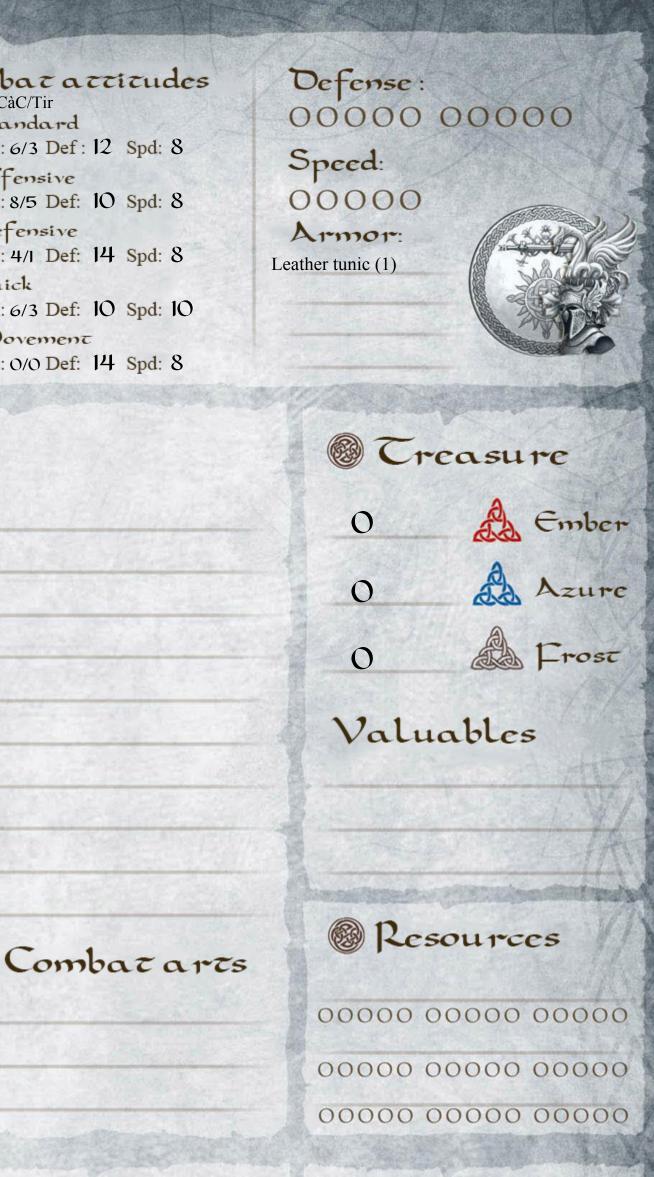
Malus: Bonus: Disc: Disc: Disc:

@ Travel

+ (EMP: 5)

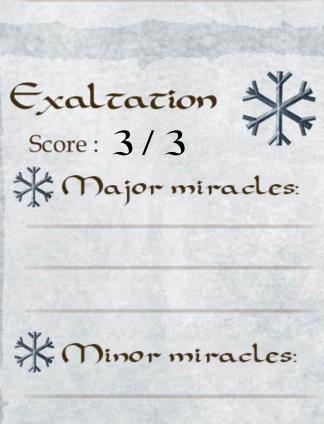
Malus: Disc: Signs (Varigal) Disc: Disc:

#### Weapons Combat attitudes ( Standard Carath dmg: 2 Atk: 6/3 Def: 12 Spd: 8 ( Offensive dmg: Atk: 8/5 Def: 10 Spd: 8 dmg: (#) Defensive Atk: 4/1 Def: 14 Spd: 8 dmg: (#) Quick Atk: 6/3 Def: 10 Spd: 10 dmg: (#) Movement Potential: 2 Atk: 0/0 Def: 14 Spd: 8 @ Equipment





Artifacts







Birthplace: Taol-Kaer - Lands of Deas - Rural

Social class: Peasant

Setbacks: Rumor - Lucky!

You're not quite sure how you became a varigal. You were never one to travel much, much preferring staying in your shack and eating the various strange foods you were prone to gathering. One night, however, you had a strange vision of the woods around you coming to life. You just turned and ran and never looked back. Somehow you survived and were taken under the wing of a varigal, eventually leading to your new life.



#### @ Mental health

Mental Resistance: 6

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

Disorder: Mysticisme

Str./Weak:

Scarring:

Special Ability:



#### Personnality

Conscience: 3 Instinct: 7 Orientation: Instinctive

Character traits : Quality : Free

Flaw: Undisciplined

Faults (

Passion:

Subversion:

Influence:

Doubt:

Guilt:



### Experience Points

Reste: 0

Total: 100

Highlights: