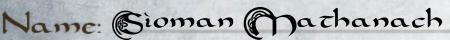
# Character Sheet



Sex: H Age: 23 Ethnicity: Osag

Player: Meagan Profession: Occultist

Description: Soman is a thin, bookish young man with shoulder length red hair, the top half of which is usua

## Ways Que

Combativeness: 3

Empathy:

Creativity:

Reason: 5

3 Conviction:

#### Advantages

Financial Ease 2

Strong Mind

Smart

#### Disadvantages

Awkward

Dhobia

#### Dealth Condition

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

Agony O



Stamina: 10

Survival: 3

#### Domains & Disciplines WXX

#### ( Craft

00000+(CREA:3)

Bonus: Malus:

Disc: Disc:

Disc:

(3) Magience

●0000+(REA: 5) Bonus: +1 Malus:

Disc: Disc: Disc: @ Perception

-0000+(REA:5)

Malus:

Bonus: Disc: Disc: Disc:

@ Performance

00000+(CREA:3) Bonus: Malus:

Disc: Disc: Disc:

#### ( Close Combat

OOOO+(COMB: 3)

Bonus: Malus: Disc:

Disc: Disc:

#### @ Natural env.

OOOOO+(EMP:1)

Bonus: Malus: Disc:

Disc: Disc:

#### @ Prayer

00000+(conv: 3)

Bonus: Malus: Disc:

Disc: Disc:

### Science

O + (REA: 5)Bonus: +1 Malus:

Disc: Disc: Disc:

#### @ Stealth

00000+(EMP:1)

Malus: ~1

Bonus: Disc: Disc: Disc:

#### & Demorthen Mys.

 $\bullet \bullet OOO + (EMP:1)$ Malus: Bonus:

Disc: Disc: Disc:

Disc:

#### @ Feats

00000+(COMB: 3) Malus: ~1 Bonus:

Disc: Disc: Disc:

#### Shooting & throw.

00000+(COMB: 3) Bonus: Malus:

• OOOO+(EMP: 1)

Malus:

Disc: Disc: Disc:

@ Travel

#### @Érudition

0+(REA:5)

Malus:

Bonus: Disc: Disc: Disc:

#### @ Occultisme

+ (REA: 5)

Bonus: +1 Malus: Disc: Esotericisim 6 Disc: Paranormal

#### @ Relation

 $\bullet$  OOOO+(EMP:1)

Malus: Bonus: Disc: Disc:

Bonus: Disc:

Disc: Disc:

Disc:

# Weapons

Dagger, knife, dirk dmg: dmg: 2 Staff

dmg:

dmg:

dmg:

Pozenzial: 2

#### Combat attitudes

- ( Standard Atk: 4/3 Def: 10 Spd: 4
- ( Offensive Atk: 6/5 Def: 8 Spd: 4
- (#) Defensive Atk: 2/1 Def: 12 Spd: 4
- ( Quick Atk: 4/3 Def: 8 Spd: 6
- (#) Movement Atk: 0/0 Def: 12 Spd: 4

#### Defense: 00000 00000

Speed: 00000

Armor:

Leather tunic (1)

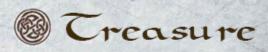


# @ Equipment

Notebook

Pen

Cloak





Ember -



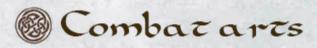
A Azure

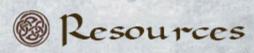


Frost

Valuables

## Artifacts





00000 00000 00000

00000 00000 00000

00000 00000 00000

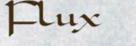
#### Rindarh Score: 7/7



Exaltation Score: 9/9



Major miracles:





Mineral Flux

00000 00000 00000

Vegetal Flux

00000 00000 00000

Organic Flux

00000 00000 00000

Fossil Flux

00000 00000 00000



Ogham:







Minor miracles:



Birthplace: Reizh - Region of Fairean Ear - Urbain

Social class: Nobility Setbacks: Solitude

Sioman was born into a well-off family as the fourth son. As circumstances that would make him the heir were all but unthinkable, his education focused more on science, mathematics, and nature than working to prepare him for leadership. His life was set to follow a quiet path until, well, what had been unthinkable before happened. As he returned home from an outing one evening, he was greeted by silence, instead of the customary greeting from one of the estate's servants. He slowly made his way through the darkened halls, searching for any sign of his family. The dark state of his home didn't register at first as panic set in, and he began to run through the halls, calling out for his brothers, then his parents, then anybody at all, but he received no response. When his eyes finally adjusted to(...)



#### Mental health

Mental Resistance: 9

TRAUMA: ••••00 0000 0000 0000 00000 Hardening: 00000 0000 0000 00000

Disorder: Daranoï a

Str./Weak:

Scarring:

Special Ability:



#### Personnality

Conscience: 8 Instinct: 6 Orientation: Razionnelle

Character traits: Quality: Ingenious

Flaw: Uncommunicative

Faults @

Passion: 3

Subversion: 3

Influence: 1

Doubt: 5

Guilt: 3



Reste: 35

Total: 100

**Highlights**: -Youngest of four sons of a noble family -Returned home one day to find his family viciously killed, with odd sigils painted onto the walls of his childhood home in blood; the event fueled his interest in understanding the occult. -Was left with a phobia of the dark, descending into fear and panic if he does not have some sort of light nearby.