# Character Sheet



Name: Sher D'ther

Sex: H Age: 23 Ethnicity: Tri-Kazel

Player Bryon Profession: Investigator

Description: Avg build, hazel eyes, Brown hair, and fair compl

# Ways (State

Combativeness: 2

Empachy:

Creativity:

Reason: 5

3 Conviction:

## Advantages

Financial Ease 1

Good Dealth

Lettré

#### Disadvantages

Obruse

Trauma

#### Dealth Condition

Good 00000 Okay

00000 Bad 00000

Critical -3 0000

Agony



Stamina: 10

Survival: 3

# Domains & Disciplines

#### ( Craft

0000+(CREA:3)

Bonus: Malus: Disc:

Disc: Disc:

#### (1) Magience

00000+(REA: 5) Malus:

Bonus: Disc:

Disc:

Disc:

#### @ Perception

+ (REA: 5)

Bonus: Malus:

Disc: Disc: Disc:

#### @ Performance

00000+(CREA:3)

Bonus: Malus:

Science

Disc: Disc: Disc:

Bonus:

Disc:

Disc:

Disc:

#### (3) Close Combat

OOOO+(COMB: 2)

0000+(EMP:2)

Malus:

Bonus: Malus: Disc:

@ Stealth

Disc: Disc:

Bonus:

Disc:

Disc:

Disc:

#### @ Natural env.

• OOOO+(EMP: 2)

Malus: Bonus:

Disc: Disc: Disc:

#### @ Prayer

00000+(conv: 3)

Bonus: Malus: Disc:

Disc: Disc:

#### & Demorthen Mys.

00000+(EMP: 2)

Bonus: Disc:

Disc: Disc:

Malus: ~1

@ Feats

Disc:

Disc: Disc:

#### ● O O O O + (COMB: 2) Malus: Bonus:

#### @ Relation

OO+(EMP:2)Malus: ~1 Bonus:

Disc: Disc: Disc:

#### Shooting & throw.

00000+(REA: 5)

Malus:

● ● O O O + (COMB: 2)

Bonus: Malus:

Disc: Disc: Disc:

#### @ Travel

00000+(EMP: 2)

Malus: ~1 Bonus:

Disc: Disc: Disc:

#### @Érudition

• + (REA: 5)

Disc: Geography Disc:

Bonus: +1 Malus: Disc:

#### @ Occultisme

● O O O O + (REA: 5) Bonus: Malus:

Disc: Disc: Disc:

### Weapons

Dagger, knife, dirk dmg:

Crossbow dmg: 2

Short sword dmg: 2

dmg:

dmg: Pozenzial: 2

#### Combat attitudes

( Standard Atk: 3/4 Def: 12 Spd: 4

( Offensive Atk: 5/6 Def: 10 Spd: 4

(#) Defensive Atk: 1/2 Def: 14 Spd: 4

(#) Quick Atk: 3/4 Def: 10 Spd: 6

(#) Movement Atk: 0/0 Def: 14 Spd: 4

#### Defense: 00000 00000

Speed: 00000

Armor:

Studded leather tunic (2)



# @ Equipment

# @ Treasure



Ember



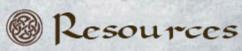


Frost

Valuables

# Artifacts

Combatarts



00000 00000 00000

00000 00000 00000

00000 00000 00000

#### Rindarh Score: 7/7







Mineral Flux

00000 00000 00000

Vegetal Flux

00000 00000 00000

Organic Flux

00000 00000 00000

Fossil Flux

00000 00000 00000



# Ogham:













Exaltation

Score: 9/9

Major miracles:

Minor miracles:



Birthplace: Taol-Kaer - Dukedom of Gorm - Urbain

Social class: Middle class
Setbacks: Solizude

His family owns and operates a fishing fleet and several fish merchants throughout the Traz-Kazel region. When Asher was 15 his father Jorgen and older brother Rieg left on a family's right of passage where Rieg would captain his own boat and oversee a trip of three ships on a trip near the Isle of Cairns. However, his father, brother, the crews, and the ship were never seen again. Rumors say that an aquatic type Feondas swarmed the ships and other say it was a curse of the Isle itself. He has spent the last 8 years researching the rumors.



#### Mental health

Mental Resistance: 8

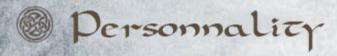
TRAUMA: •••• 0 0000 0000 0000 00000 Hardening: 00000 0000 0000 00000

Disorder: Mélancolie

Str./Weak:

Scarring:

Special Ability:



Conscience: 8 Instinct: 5

Orientation: Razionnelle

Character traits: Quality: Logical-minded

Flaw: Insensitive

Daults (

Passion: 2

Subversion: 3

Influence: 2

Doubt: 5

Guilt: 3

# Experience Points

Reste: 15

Total: 100

Highlights: Completing university and completing his military service, Then helping his family run the business and developing leads and researching clues of the region around the Isle of Cairns. He has spent several evening as a part time investigator and recently helped to put an end to a small group of smugglers who were bringing in counterfeit goods. He provided details to the local magistrate unanimously of course.