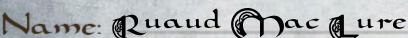
Character Sheet



Sex: H Age: 21 Ethnicity: Tri-Kazel

Player Raz

Profession: Junter

Description: Brown, long hair clumsily hangs over face, haze eyes, wears sturdy leathers and clothing of dul

Ways (DE)

Combativeness: 4

Empathy: 5

Creativity:

Reason: 2

Conviction: 3

🕲 Advantages 🕲

Sturdy

Strong

Disadvantages

Enemy

Dealth Condition

Good 00000

Okay 00000

Bad 0000 Critical -3

0000 Agony



Stamina: 11

Survival: 3

Domains & Disciplines WXX

(Craft

00000+(CREA:1)

Bonus: Malus:

Disc: Disc:

Disc:

(3) Magience

00000+(REA: 2)

Bonus: Disc:

Disc:

Malus:

Disc:

@ Perception

 \bullet OOOO+(REA: 2)

Bonus: Malus:

Disc: Disc:

Disc:

Disc: Disc:

(Close Combat

+(COMB: 4)Bonus: +1 Malus:

00000+(EMP:5)

Malus:

Disc : Axes

@ Stealth

@ Erudition

●0000+(REA: 2)

Malus:

Disc: Disc:

Bonus:

Disc:

Disc :

Disc:

Bonus:

Disc:

Disc:

Disc:

@ Natural env.

+(EMP:5)Malus: Bonus:

Disc: Tracking

Disc: Disc:

@ Prayer

Bonus: Malus:

Disc: Disc:

& Demorthen Mys.

00000+(EMP: 5)

Bonus: Disc:

Disc:

Malus:

Disc:

@ Occultisme

OOOOO+(REA: 2)

Bonus: Disc:

Malus:

Disc: Disc:

00000+(conv: 3)

Disc:

@ Feats

Bonus: +2 Malus:

Disc: Disc: Disc:

@ Relation

OO+(EMP:5)

Malus:

Bonus: Disc: Disc:

@ Performance

00000+(CREA:1)

Bonus: Malus: Disc:

Science

00000+(REA: 2)

Bonus: Malus: Disc: Disc: Disc:

& Shooting & throw.

• • • O O + (COMB: 4)

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

(Travel

00000+(EMP: 5)

Malus: Bonus: Disc: Disc: Disc:

Disc:

Weapons

Dagger, knife, dirk dmg: dmg: 2 Bow Battleaxe dmg: 3

Short sword dmg: 2

> dmg: Potential:

Combat attitudes

@ Standard Atk: 10/8 Def: 12 Spd: 9

(Offensive Atk: 11/9 Def: 11 Spd: 9

(#) Defensive Atk: 9/7 Def: 13 Spd: 9

(#) Quick Atk: 10/8 Def: 11 Spd: 10

(#) Movement Atk: 0/0 Def: 13 Spd: 9

Defense: 00000 00000

@ Treasure

Valuables

Speed: 00000

Armor: Studded leather tunic (2)

& Ember

Azure

Frost

@ Equipment

Artifacts

Combazares

Two-weapon Fighting



@ Resources

00000 00000 00000

00000 00000 00000

00000 00000 00000

Rindath Score: 10 / 10

Ogham:



Exaltation

Score: 9/9

Major miracles:

Minor miracles:



Mineral Flux

00000 00000 00000

Vegetal Flux

00000 00000 00000

Organic Flux

00000 00000 00000

Fossil Flux

00000 00000 00000





Birthplace: Taol-Kaer - Dukedom of Tulq - Rural

Social class: Nobility
Setbacks: Rumor

Born in a noble family holding a sizable farmstead located in the rural countryside of the Dukedom of Dúlan. Ruaud is the youngest of his of siblings, not in line for inheritance, however, expected to take a role in the protection of the province and safeguard the sovereignty of the king of Taol-Kaer. Bored by his lack of duties, Ruaud spends the majority of his time hunting game or carousing with travelers and outsiders when they are around. -- Unfortunately there are those that dislike Ruaud due to the fact that he's often regarded as being too open-minded and accepting of outsiders and as an opportunist noble. To make matters worse, shadowy rumors are whispered about the young man that have gained him an enemy or two.(...)



Mental health

Mental Resistance: 8

TRAUMA: 00000 00000 00000 00000 Madness
Hardening: 00000 00000 00000 00000

Disorder: Obsession

Str./Weak:

Scarring:

Special Ability:



Personnality

Conscience: 5 Instinct: 5 Orientation: Razionnelle

Character traits: Quality: Open-minded

Flaw: Opportunistic

Daults @

Passion:

4

Subversion:

Influence: 5

Doubt: 2

Guilt: 3



Reste: 0

Total: 100

Highlights: Ruad has a captivating nature of strength and vigor, as well as his successes in hunting, are revered by the locals and on many occasions people will count on his good nature in times of need. -- Ruaud is fond of stories of King Hild of Taol-Kaer, the inspiration of the founding of the Hilderins, and of his passion and prowess for the hunt before his ascension to the throne. However, the rigid militaristic hierarchy and lifestyle of a Hilderin isn't one he desires to abide by nor does he wish to be some martyr killed by Feondas.