

Name: Ruand Mac Lure Player Raz Sex: H Age: 21 Ethnicity: Tri-Kazel Profession: Junter

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

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Combativeness: 4

Empathy: 5

Creativity:

Reason:

3 Conviction:

Advantages 👹

Sturdy

Strong

Disadvantages

Enemy

Dealth Condition

Good		00000
Okay	-1	00000
Bad	-2	0000
Critical	-3	0000
Agony		O
9		



Stamina: 📙

Survival: 3

Domains & Disciplines

OOOOO+(CREA:1)

Malus:

Bonus: Disc:

Disc: Disc:

Magience

Bonus: Disc: Disc:

🚱 Close Combat

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

Disc : Axes

Disc: Disc:

Stealth

00000+(EMP:5)

Malus:

Bonus: Disc: Disc:

Disc:

@ Erudition

●0000+(REA:2)

Malus:

Bonus: Disc: Disc: Disc:

00000+(REA: 2) Malus:

Disc:

🚱 Natural env.

+(EMP:5)

Bonus: Malus: Disc: Tracking Disc:

@Demorthèn Mys.

OOOOO+(EMP:5)Malus: Bonus:

Disc: Disc: Disc:

Disc:

@ Occultism

00000+(REA: 2) Bonus: Malus:

Disc: Disc: Disc:

@ Perception

● O O O O + (REA: 2)

Malus:

Bonus: Disc: Disc: Disc:

Prayer

00000+(conv: 3)

Bonus: Malus: Disc: Disc: Disc:

@ Feats

Disc:

● ● O O + (COMB: 4)

Bonus: +2 Malus: Disc: Disc:

@ Relation

000+(EMP:5) Malus: Bonus:

Disc: Disc: Disc:

Performance

OOOOO+(CREA:1)

Bonus: Malus: Disc: Disc: Disc:

Science

00000+(REA: 2)

Malus: Bonus: Disc: Disc:

Disc:

Shooting & throw.

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

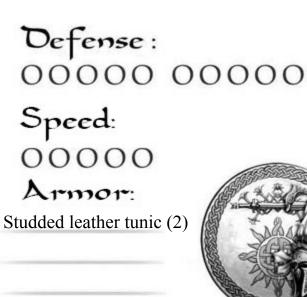
Bonus: +1 Malus: Disc: Disc: Disc:

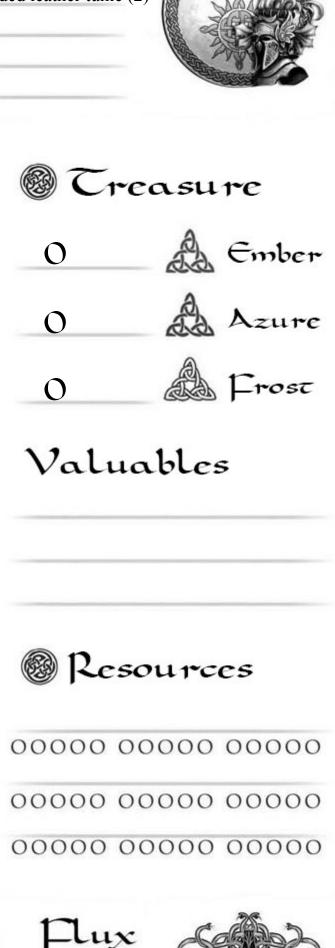
@ Travel

00000+(EMP: 5)

Bonus: Malus: Disc: Disc: Disc:

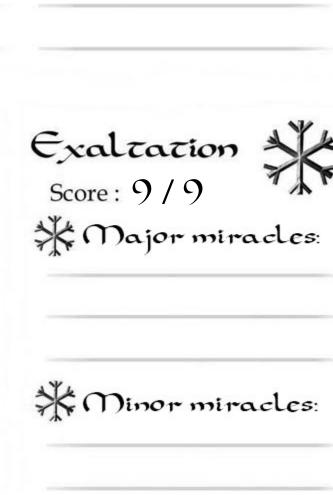
Weapons Combaz azzizudes # Standard Dagger, knife, dirk dmg: Atk: 10/8 Def: 12 Spd: 9 (Offensive dmg: 2 Bow Atk: 11/9 Def: 11 Spd: 9 Battleaxe dmg: (#) Defensive Atk: 9/7 Def: 13 Spd: 9 Short sword dmg: 2 (Quick Atk: 10/8 Def: 11 Spd: 10 dmg: (#) Movement Dozenzial: Atk: 0/0 Def: 13 Spd: 9 Equipment







Artifacts



Combazares

Two-weapon Fighting





Birthplace: Taol-Kaer - Dukedom of Tulg - 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

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

Disorder: Obsession Str./Weak:

Scarring: Special Ability:



Personnality

Conscience: 5 Instinct: 5 Orientation: Rationnelle

Character traits: Quality: Open-minded

Flaw: Opportunistic

Faults &

Passion:

Influence:

DoubT:

Guile:

Experience Points

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.