



Weapons

Dagger, knife, dirk dmg: 1

Staff dmg: 2

_____ dmg: _____

_____ dmg: _____

_____ dmg: _____

Potential: 2

Combat attitudes

CàC/Tir

- ⊕ Standard
Atk: 6/6 Def: 23 Spd: 9
- ⊕ Offensive
Atk: 8/8 Def: 21 Spd: 9
- ⊕ Defensive
Atk: 4/4 Def: 25 Spd: 9
- ⊕ Quick
Atk: 6/6 Def: 21 Spd: 11
- ⊕ Movement
Atk: 0/0 Def: 25 Spd: 9

Defense :

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Speed:

●●●●●●●●

Armor:

Leather tunic (1)



⊕ Equipment

⊕ Treasure

○  Ember

○  Azure

○  Frost

Valuables

⊕ Artifacts

⊕ Combat arts

⊕ Resources

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Rindath

Score : 8 / 8



Ogham:



Exaltation

Score : 6 / 6



❄ Major miracles:

❄ Minor miracles:

Flux



Mineral Flux

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Vegetal Flux

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Organic Flux

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Fossil Flux

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History

dqsZ

Birthplace: Reizh - Region of Baldh-Ruoch - Urbain

Social class: Craftsman

Setbacks: Violence



Mental health

Mental Resistance: 7

	Balance	Symptom	Syndrom	Madness
TRAUMA :	●●●○○	○○○○○	○○○○○	○○○○○
Hardening:	○○○○○	○○○○○	○○○○○	○○○○○

Disorder: Hallucination

Str./Weak:

Scarring :

Special Ability:



Personnality

Conscience : 7

Instinct : 5

Orientation : Rationnelle

Character traits : Quality : Inventive

Flaw : Nonconformist



Faults



Passion : 1

Subversion : 4

Influence : 3

Doubt : 5

Guilt : 2



Experience Points

Reste : 200000000018135

Total : 2

Highlights : dqz

