Character Sheet



Sex: H Age: 29 Ethnicity: Osag

Player. Lana Profession: Knight

Description: Stoic defender who has lot tocuh with his emotions

Ways @

Combativeness: 5

Empathy:

Creativity:

Reason:

Conviction: 3

Advantages

Sturdy x2

Disadvantages

Unattractive

Shr

Dealth Condition

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

0000

Agony 0



Stamina: 12

Survival: 3

Domains & Disciplines

(Craft

0000+(CREA:3)

Bonus: Disc:

Disc:

Malus:

Disc:

(3) Magience

00000+(REA: 1)

Bonus: Malus: Disc:

Disc: Disc:

@ Perception

Disc: Disc:

(Close Combat

+(COMB: 5) Malus: Bonus:

Disc : Swords Disc:

@ Stealth

Disc:

@ Natural env.

● ● O O O + (EMP: 3)

Bonus: Malus: Disc:

Disc: Disc:

& Demorthen Mys.

00000+(EMP:3)Malus:

Bonus: Disc:

Disc: Disc:

Disc:

00000+(EMP:3) Malus: Bonus: Disc:

Disc : Disc:

@ Erudition

00000+(REA:1)

Bonus: Malus: Disc: Disc: Disc:

@ Occultisme

00000+(REA: 1)

Malus: Bonus: Disc: Disc:

O + (REA: 1)

Bonus: Malus: Disc: Disc: Disc:

@ Prayer

00000+(conv: 3)

Bonus: Malus: Disc: Disc: Disc:

@ Feats

Disc:

+ (COMB: 5)

Bonus: +2 Malus: Disc: Disc:

@ Relation

•0000+(EMP:3) Malus: ~2 Bonus:

Disc: Disc: Disc:

@ Performance

00000+(CREA:3)

Bonus: Malus: ~2 Disc:

Science

00000+(REA: 1)

Malus: Bonus: Disc: Disc: Disc:

Shooting & throw.

00000+(COMB: 5)

Bonus: Malus: Disc: Disc: Disc:

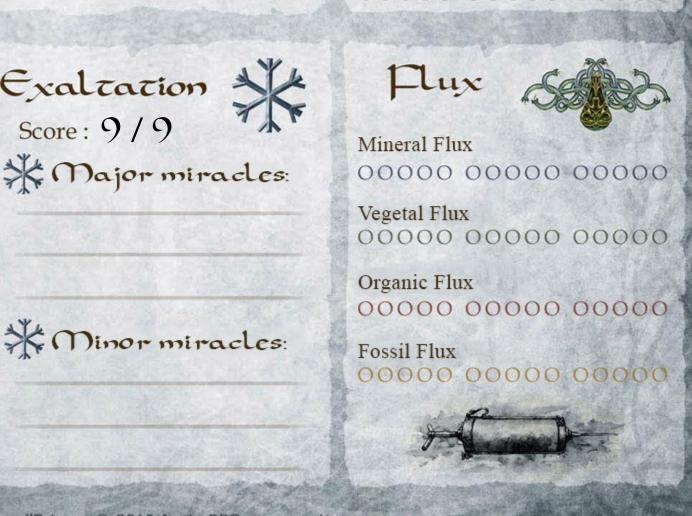
@ Travel

+(EMP:3)

Malus: Disc: Navigation Disc: Disc:

Weapons Combat attitudes Defense: 00000 00000 (Standard Osag straight-bladed longsword 3 Atk: 10/5Def: 9 Spd: 8 Speed: (Offensive dmg: 00000 Atk: 12/7 Def: 7 Spd: 8 dmg: (#) Defensive Armor: Atk: 8/3 Def: 11 Spd: 8 Plate armor (4) dmg: (#) Quick Large shield (1) Atk: 10/5Def: 7 Spd: 10 dmg: Pozenzial: 2 (#) Movement Atk: 0/0 Def: 11 Spd: 8 @ Equipment







Birthplace: Gwidre - Ashen Archipelago - Rural

Social class: Nobility

Setbacks: Rumor - Violence

Viktor Alexeev or Виктор Алексеев was born into a lords family in the ashed archipelago and thus raised to be a knight. While enlisted in the army he was a map keeper and therefore is trained in navigation. While on a campaign his home was sacked and his family was taken hostage. In an unfortunate "accident" his family was killed in a "crossfire". It is rumored that- as soon as he found out he became enraged killing his superior and many other men in the fury.



@ Mental health

Mental Resistance: 8

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

Disorder: Trénésie

Str./Weak:

Scarring:

Special Ability:



Personnality

Conscience: 4

Instinct: 8

Orientation: Instinctive

Character traits : Quality : Brave

Flaw: Daring

Daults &

Passion:

Subversion:

Influence:

Doubt:

Guilt:



Reste: 0

Total: 100

Highlights: Stalwart defender and protector of innocent lives. becomes enraged and dismisses all other worries throwing away his shield and sword switching over to his claymore sundering his opponents with selfless heavy blows. Cool headed in discussion yet rough in friendship. Defending in combat yet enraged once heavily pained or an ally is hit he will stop at nothing to tear his opponent asunder.