

Name: Therian Player: Cameron Sex: H Age: 28 Ethnicity: Carish Profession: Magientist

Description: Tall, fit, with a nose that was broken and set improperly

3330	Ways	RES
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Combativeness: 2

Empathy:

Creativity: 5

Reason: 4

Conviction: 3

🖟 Advantages 🔞

Smart x2

Lucky

Lettré

Disadvantages

Enemy

Awkward

Dealth Condition

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



Stamina: 10

Survival: 3

Domains & Disciplines

 \bullet OOOO+(CREA:5)

(3) Close Combat

 \bullet O O O O + (COMB: 2)

Malus:

OOOOO+(EMP:1)

Malus: ~1

Bonus: Malus: Disc:

Disc:

Disc:

Bonus:

Disc:

Disc:

Disc:

Bonus:

Disc:

Disc:

Disc:

Bonus:

Disc:

Disc:

Disc:

@ Stealth

@ Erudition

00000+(REA: 4)

Malus:

Magience

+ (REA: $\frac{4}{}$)

🚱 Natural env.

Malus:

 $\bullet \bullet OOO + (EMP:1)$

Malus:

Bonus: +3 Malus: Disc: Artifacts use

Disc:

Disc:

Bonus:

Disc:

Disc:

Disc:

Bonus:

Disc:

Disc:

Disc:

@ Perception

00000 + (REA: 4)

Bonus: Disc:

Disc: Disc:

Malus:

Prayer

00000+(conv: 3)

Bonus:

Disc: Disc:

OOOO+(EMP:1)

Malus:

Disc:

@ Feats @Demorthèn Mys.

● O O O O + (COMB: 2)

 $\bullet \bullet OOO + (EMP:1)$

Malus:

Malus: ~1

Bonus: Disc:

@ Relation

Disc: Disc:

Bonus:

Disc:

Disc:

Disc:

@ Occultism

Bonus: +2 Malus:

Disc: Disc: Disc:

Science

+(REA: 4)

Performance

00000+(CREA:5)

Malus:

Bonus: +2 Malus:

Disc : Magientist Machinery

Disc: Disc:

Bonus:

Disc:

Disc:

Disc:

Shooting & throw.

OOOOO+(COMB: 2)

Malus: Bonus: Disc:

Disc: Disc:

@ Travel

OOOOO+(EMP:1)

Malus: Bonus:

Disc: Disc: Disc:

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Dagger, knife, dirk dmg: 1 Craftsman's hammer dmg: 2 Staff dmg: 2 dmg: dmg: Dozenzial: 3	Combat attitudes CàC/Tir Standard Atk: 3/2 Def: 9 Spd: 3 Offensive Atk: 6/5 Def: 6 Spd: 3 Defensive Atk: 0/-1Def: 12 Spd: 3 Quick Atk: 3/2 Def: 6 Spd: 6 Ovement Atk: 0/0 Def: 12 Spd: 3	Defense: 00000 00000 Speed: 00000 Armor: Hilderin shield (1) Leather tunic (1)
@ Equipment		Treasure O A Ember O A Azure O Frost Valuables
Artifacts	Combat arts	© Resources 00000 00000 00000 00000 00000 00000
Rindath Score: 8/8 Ogham:	Exaltation \$\\\ Score: 9/9 \$\\\Major miracles	Flux Mineral Flux
3 3 3 4 6 6	Minor miracles:	Organic Flux 00000 00000 00000 Fossil Flux 00000 00000 00000



Birthplace: Taol-Kaer - Cairns Islands - Urbain

Social class: Nobility

Setbacks: Adversary - Poverty

Was in the process of learning magience and artificery when he was robbed and some very important family belongings were stolen, he completed his studies to try and gain the knowledge and ability to take revenge on the robber, who is a long-time enemy of his family

Mental health

Mental Resistance: 8

TRAUMA: OOOOO OOOOO OOOOO OOOOO

Hardening: 00000 00000 00000 00000

Disorder: Obsession

Str./Weak:

Scarring:

Special Ability:



Conscience: 7 Instinct: 7 Orientation: Rationnelle

Character traits : Quality : Resourceful

Flaw: Abstraction

Daults &

Passion: 2

Subversion: 5

Influence: 1

Doubt: 4

Guilt: 3



Reste: 40

Total: 100

Highlights: Decided to learn magience to help explore things his tribe would find in their wanderings