



Sex: H Age: 28 Ethnicity: Tri-Kazel

Player Bennet

Profession: Bard

Description: Brown hair, unshaven face, wears a worn out leather doublet and a neckless (gift from the nobl

Ways (State

Combativeness: 2

Empathy: 4

Creativity:

Reason: 2

Conviction: 2

🕲 Advantages 🕲

Charismatic

Lucky

Disadvantages

Addiction

Short-sighted

Dealth Condition

Good		00000
Okay	-1	00000
Bad	-2	0000
0	1 0	0.0.0

Critical -3 0000

Agony



Stamina: 9

Survival: 3

Domains & Disciplines

(Craft

OOO+(CREA:5)

Malus:

Bonus: Disc: Disc:

Disc:

Magience

00000+(REA: 2)

Bonus: Malus: Disc:

Disc: Disc:

@ Perception

Bonus: Malus: ~1

Disc: Disc: Disc:

@ Performance

+ (CREA:)

Bonus: +1 Malus: Disc : Acting

Disc: Disc:

Bonus:

Disc:

Disc:

Disc:

Science

(Close Combat

OO+(COMB: 2)Bonus: Malus:

00000+(EMP: 4)

Malus:

Disc: Disc: Disc:

Bonus:

Disc:

Disc:

Disc:

Bonus:

Disc:

Disc:

Disc:

@ Stealth

@ Erudition

00000+(REA: 2)

Malus:

@ Natural env.

 \bullet O O O O + (EMP: 4)

Malus: Bonus: Disc:

Disc: Disc:

@ Prayer

00000+(conv: 2)

Bonus: Malus: Disc:

Disc: Disc:

@ Feats

00000+(COMB: 2)

Bonus: Disc:

& Demorthen Mys.

OOOOO+(EMP: 4)Malus: Bonus: Malus:

Disc: Disc: Disc:

@ Occultisme

OOOOO+(REA: 2)Malus:

Bonus: Disc: Disc: Disc:

Disc: Disc:

@ Relation

 \bullet + (EMP: 4)

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

Disc:

00000+(REA: 2)

Malus:

Shooting & throw. 00000+(COMB: 2)

Malus: ~1 Bonus: Disc: Disc:

@ Travel

● ● O O O + (EMP: 4)

Malus: Bonus: Disc: Disc: Disc:

Weapons

Dagger, knife, dirk dmg: Short sword dmg: 2

Staff dmg: 2

dmg:

dmg:

Potential: 3

Combat attitudes

- (Standard Atk: 5/1 Def: 11 Spd: 6
- (Offensive Atk: 8/4 Def: 8 Spd: 6
- (#) Defensive Atk: 2/-2Def: 14 Spd: 6
- (#) Quick Atk: 5/1 Def: 8 Spd: 9
- (#) Movement Atk: 0/0 Def: 14 Spd: 6

Defense: 00000 00000

Speed: 00000

Armor:

Leather tunic (1)



@ Equipment

@ Treasure



& Ember



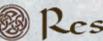


Frost

Valuables

Artifacts

Combatarts



@ Resources

00000 00000 00000

00000 00000 00000

00000 00000 00000

Rindarh Score: 11 / 11



Exaltation

Score: 6/6

Major miracles:





Mineral Flux

00000 00000 00000

Vegetal Flux

00000 00000 00000

Organic Flux

00000 00000 00000

Fossil Flux

00000 00000 00000



Ogham:











Minor miracles:



Birthplace: Taol-Kaer - Dukedom of Tulg - Rural

Social class: Craftsman

Setbacks: Adversary - Rumor

Born into a family of craftsmen. As a teenager, he decided to leave his hometown and the family business and go out into the world. He became a member of a traveling circus. After a year he left the circus to strike out on his own. He was hired as a bard by a nobleman. After the mysterious death of him and his family, Flynn returned back home. (Since leaving the family business, he is treated as the black sheep of the family)



@ Mental health

Mental Resistance: 7

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

Disorder: Hallucination

Str./Weak:

Scarring:

Special Ability:



Personnality

Conscience: 4 Instinct: 7 Orientation: Instinctive

Character traits : Quality : Resourceful

Flaw: Inconstant

Faults (

Passion:

Subversion:

Influence:

Doubt:

Guilt:

Experience Points

Reste: 35

Total: 100

Highlights: Rumor has it that Flynn help by the nobleman's murder. In any case, this is apparently also the reason why he started drinking.