Character Sheet



Name: Maxwell

Sex: H Age: 24 Ethnicity: Tri-Kazel

Player: Profession: Craftsman

Description:

Ways @

Combativeness: 3

Empachy: 5

Creativity:

Reason: 3

Conviction:

🕲 Advantages 🕲

Charismatic

Strong Mind

Disadvantages

Awkward

Trauma

Dealth Condition

Good 00000 Okay 00000 Bad 0000 Critical -3 0000

Agony



Stamina: 9

Survival: 3

Domains & Disciplines

(Craft

+(CREA: 5)

Bonus: Malus: Disc: Smithing

Disc: Locksmithing Disc:

@ Stealth

@ Erudition

00000+(REA:3)

Malus:

(Magience

00000 + (REA: 3)Bonus: Malus:

Disc: Disc:

Disc:

@ Perception

●0000+(REA: 3)

Bonus: Malus:

Disc: Disc: Disc:

@ Close Combat

O + (COMB: 3)

0000+(EMP:5)

Malus: ~1

Bonus: Malus: Disc:

Disc: Disc:

Bonus:

Disc:

Disc:

Disc:

Bonus:

Disc:

Disc:

Disc:

@ Natural env.

 $\bullet \bullet OOO + (EMP : 5)$

Malus: Bonus: Disc:

Disc: Disc:

& Demorthen Mys.

00000+(EMP: 5)

Disc: Disc: Disc:

Bonus: Malus:

@ Occultisme

OOOOO+(REA: 3)Malus: Bonus:

Disc: Disc: Disc:

@ Prayer

00000+(conv: 1)

Bonus: Malus: Disc: Disc: Disc:

@ Feats

00000+(COMB: 3)

Malus: ~1 Bonus: Disc: Disc: Disc:

@ Relation

•+(EMP:5)

Bonus: +1 Malus: Disc: Disc:

@ Performance

••OOO+(CREA:3)

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

@ Science

00000+(REA: 3)

Bonus: Malus: Disc: Disc: Disc:

Shooting & throw.

••OOO+(COMB: 3)

Malus: Bonus: Disc: Disc: Disc:

@ Travel

00000+(EMP: 5)

Malus: Bonus: Disc: Disc: Disc:

Disc:

Weapons

Dagger, knife, dirk dmg:

Sling dmg:

Craftsman's hammer dmg: 2

Short sword dmg: 2

dmg:

Potential: 2

Combat attitudes

(Standard

- Atk: 7/5 Def: 12 Spd: 8
- (Offensive Atk: 9/7 Def: 10 Spd: 8
- (#) Defensive Atk: 5/3 Def: 14 Spd: 8
- (#) Quick Atk: 7/5 Def: 10 Spd: 10
- (#) Movement Atk: 0/0 Def: 14 Spd: 8

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

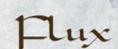
Rindarh Score: 11 / 11



Exaltation



Score: 3/3 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 Tulq - Urbain

Social class: Craftsman Setbacks: Illness

Son of the local blacksmith. he is bored of his job and dreams of adventures. He will take the first opportunity to get away from home

and into the wild. he survived the yellow plague



@ Mental health

Mental Resistance: 7

Balance Symptom Syndrom Madness TRAUMA: •••00 00000 00000 00000 Hardening: 00000 00000 00000 00000

Disorder: Pallucination

Str./Weak:

Scarring:

Special Ability:



Personnality

Conscience: 4 Instinct: 6 Orientation: Instinctive

Character traits : Quality : Free

Flaw: Inconstant

Faults @

Passion:

Subversion:

Influence:

Doubt:

Guilt:



Experience Points

Reste: 20

Total: 100

Highlights: