# Character Sheet



Sex: H Age: 23 Ethnicity: Tri-Kazel

Player: Profession: Craftsman

Description:

# Ways @

Combativeness: 3

Empachy: 4

Creativity:

Reason: 2

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:

### ( Magience

00000 + (REA: 2)

Malus:

Bonus: Disc:

Disc: Disc:

### @ Perception

 $\bullet$  OOOO+(REA: 2)

Bonus: Malus:

Disc: Disc: Disc:

### @ Performance

••OOO+(CREA:5)

Bonus: +1 Malus:

Disc: Disc:

### @ Close Combat

O + (COMB: 3)Malus:

Bonus: Disc:

Disc: Disc:

### @ Natural env.

OO + (EMP : 4)Malus:

Bonus: Disc:

Disc: Disc:

# @ Prayer

00000+(conv: 1)

Bonus: Malus:

Disc: Disc: Disc:

# @ Stealth

0000+(EMP: 4)

Malus: ~1

Bonus: Disc: Disc: Disc:

# & Demorthen Mys.

OOOOO+(EMP: 4)

Disc: Disc: Disc:

Bonus: Malus:

### @ Occultisme

OOOOO+(REA: 2)Malus:

Bonus: Disc: Disc:

# @ Feats

••000+(COMB: 3) Malus: ~1 Bonus:

Disc: Disc: Disc:

### @ Relation

+(EMP:4)

Bonus: +1 Malus: Disc:

Disc: Disc:

Disc:

### Science

00000+(REA: 2)

Bonus: Malus: Disc: Disc: Disc:

# Shooting & throw.

••OOO+(COMB: 3)

Malus: Bonus: Disc: Disc: Disc:

### ( Travel

00000+(EMP: 4)

Malus: Bonus: Disc: Disc: Disc:

# @ Erudition

00000+(REA: 2) Malus: Bonus:

Disc: Disc: Disc:

# Weapons

Sling

Dagger, knife, dirk dmg:

Craftsman's hammer

dmg:

dmg: 2

Short sword dmg: 2 dmg:

Potential: 3

### Combat attitudes

- ( Standard Atk: 7/5 Def: 10 Spd: 7
- ( Offensive Atk: 10/8 Def: 7 Spd: 7
- (#) Defensive Atk: 4/2 Def: 13 Spd: 7
- (#) Quick Atk: 7/5 Def: 7 Spd: 10
- (1) Novement Atk: 0/0 Def: 13 Spd: 7

### Defense: 00000 00000

Speed: 00000

Armor:

Leather tunic (1)



# @ Equipment

# @ Treasure



& Ember



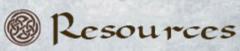


Frost

# Valuables

# Artifacts





00000 00000 00000

00000 00000 00000

00000 00000 00000

# Rindath

Score: 12 / 12



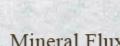
# Exaltation

Score: 3/3

Major miracles:

Minor miracles:







Mineral Flux 00000 00000 00000

Vegetal Flux 00000 00000 00000

Organic Flux 00000 00000 00000

Fossil Flux 00000 00000 00000



Ogham:















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

Symptom Madness Balance Syndrom •0000 00000 00000 TRAUMA: Hardening: 00000 00000 00000 00000

Disorder: Confusion mentale Str./Weak:

Scarring: Special Ability:

# Personnality

Conscience: 3 Instinct: 8 Orientation: Instinctive

Character traits: Quality: Spontaneous

Flaw: Inconsistent

Faults @

Passion:

Subversion:

Influence:

Doubt:

Guilt:



# Experience Points

Reste: 0

Total: 100

Highlights: