



Weapons

Dagger, knife, dirk dmg: 1
 Bow dmg: 2
 _____ dmg:
 _____ dmg:
 _____ dmg:

Potential: 1

Combat attitudes

CàC/Tir

- ⊕ Standard
Atk: 6/10 Def: 13 Spd: 11
- ⊕ Offensive
Atk: 7/11 Def: 12 Spd: 11
- ⊕ Defensive
Atk: 5/9 Def: 14 Spd: 11
- ⊕ Quick
Atk: 6/10 Def: 12 Spd: 12
- ⊕ Movement
Atk: 0/0 Def: 14 Spd: 11

Defense :

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Speed:

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Armor:

Leather tunic (1)



⊕ Equipment

Pansement

⊕ Treasure

0  Ember

0  Azure

0  Frost

Valuables

⊕ Artifacts

⊕ Combat arts

⊕ Resources

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00000 00000 00000

00000 00000 00000

Rindath

Score: 11 / 11



Ogham:

 _____

 _____

 _____

 _____

 _____

 _____

Exaltation

Score: 3 / 3



⊕ Major miracles:

⊕ Minor miracles:

Flux



Mineral Flux

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Vegetal Flux

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Organic Flux

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Fossil Flux

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History

Birthplace: Gwidre - Calvary - Urbain

Social class: Craftsman

Setbacks: Violence - Poverty

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Mental health

Mental Resistance: 6

	Balance	Symptom	Syndrom	Madness
TRAUMA :	●●●○○	○○○○○	○○○○○	○○○○○
Hardening:	○○○○○	○○○○○	○○○○○	○○○○○

Disorder: Frénésie

Str./Weak:

Scarring :

Special Ability:



Personnality

Conscience : 4

Instinct : 6

Orientation : Instinctive

Character traits : Quality : Intuitive

Flaw : Opportunistic

Faults

Passion : 5

Subversion : 1

Influence : 5

Doubt : 3

Guilt : 1



Experience Points

Reste : 5

Total : 100

Highlights : dfhgdghghdf