# feuille de personnage

Nom: Glaron

Sexe: H Age: 19 Peuple: Tri-Kazel

Description: Mace-Fighter

oueur: Jan

Métier: Combattant

## 图 Voies 图图

Combativité:

Empathie:

Créativité:

Raison: 3

Idéal: 2

## Avantages 🕲

Intuitif

Lettré

## Désavantages

Ennemi

## État de santé

Bon 00000

Moyen 00000

Grave 0000

Critique -3 0000

Agonie



Viqueur: 10

Survie:

# Domaines & Disciplines

### & Artisanat

• 0000+(CRÉA: 2)

Malus:

Bonus: Disc:

Disc: Disc:

### ( Magience

00000 + (RAI: 3)Malus:

Bonus: Disc:

Disc: Disc:

### @ Perception

-0000+(RAI:3)

Bonus: Malus:

Disc: Disc:

Disc:

00000+(CRÉA:2)

Disc: Disc:

### Combat au C.

• + (COMB: 5)

Bonus: Malus: Disc: Armes contondantes

@ Discrétion

 $\bullet$  O O O O + (EMP: 3)

Malus:

Disc: Disc:

Bonus:

Disc:

Disc :

Disc:

### @ Milieu Naturel @ Prière

● ● O O O + (EMP: 3) Bonus: Malus:

Disc:

Disc: Disc:

### Mys. Demorthen

00000+(EMP:3)

Disc: Disc:

@ Erudition

•0000+(RAI:3)

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

Bonus: +1 Malus:

Disc:

### @ Occultisme

•0000+(RAI: 3)

Bonus: Malus: Disc: Disc: Disc:

00000+(IDÉ: 2)

Bonus: Malus: Disc: Disc: Disc:

### @ Prouesses

• OO+(COMB: 5)

Malus: Bonus: Disc: Disc: Disc:

### @ Relation

 $\bullet \bullet OOO + (EMP:3)$ 

Bonus: +1 Malus: Disc:

Disc: Disc:

## @ Représentation

Bonus: Malus: Disc:

### Science

00000+(RAI: 3)

Bonus: Malus: Disc: Disc: Disc:

### @ Tir & Lancer

●●OOO+(COMB: 5)

Bonus: Malus: Disc: Disc: Disc:

### 1 Voyage

••000+(EMP: 3)

Bonus: +1 Malus: Disc: Disc:

Disc:

### Armes Attitudes de combat Défense: 00000 00000 (#) Standard Masse d'armes dom: 2 Att: 10/7 Def: 11 Rap: 8 Rapidité: ( Offensive dom: 00000 Att: 12/9 Def: 9 Rap: 8 dom: Armures: (#) Défensive Att: 8/5 Def: 13 Rap: 8 Cotte de cuir (1) dom: @ Rapide dom: Att: 10/7 Def: 9 Rap: 10 (#) Mouvement Potentiel: 2 Att: 0/0 Def: 13 Rap: 8 @ Equipement Flint and Steel Rations (1 week)





Miracles mineurs:



Lieu de naissance: Taol-Kaer - Duché de Kel Loar - Urbain

Classe sociale: Artisan

Revers:

Ilaron is a mercenary who tries to help the ones who pay him. He tries to gather enough money to gain contacts at court in order to eliminate a rival noble who kidnapped his younger brother 4 years ago. He tries to get his tasks done and is willing to use any technique - no matter if honorable or not.



### Santé mentale

Résistance mentale: 7

Équilibre Symptôme Syndrome TRAUMA: • • 000 00000 00000 00000 Endurcissement: 00000 00000 00000 00000

Désordre: Obsession

Acc./Aff.:

Séquelles :

Aptitude Spé.:



### Personnalité

Conscience: 5 Instinct: 7 Orientation: Instinctive

Traits de caractère : Qualité : Combatif

Défaut: Opportuniste

Travers (

Passion:

Subversion:

Émotivité:

Doute:

Culpabilité: 2



### Points d'Expérience: Reste: 0 Total: 100

Faits marquants: When he finished his combat education When he defeated his first opponent in combat When he

fought for the first time in an arena for money - and won very closely