feuille de personnage

Nom: Wilbin

Sexe: H Âge: 22 Peuple: Tri-Kazel

Description:

loueur : Geremy

Métier: Chevalier

Voies (AR)

Combativité:

Empathie: 3

Créativité:

Raison: 3

Idéal: 4

Avantages 🕲

Allié mentor

Lettré

Désavantages

Traumatisme x2

État de santé

Bon 00000

Moyen 00000

Grave 0000

Critique -3 0000

Agonie



Viqueur: 10

Survie:

Domaines & Disciplines

& Artisanat

00000+(CRÉA:1)

Bonus: Malus: Disc:

Disc:

Disc:

(Magience

00000 + (RAI: 3)

Bonus: Malus: Disc:

Disc: Disc:

(Perception

00000 + (RAI: 3)

Bonus: Malus: Disc:

Disc: Disc:

@ Représentation

00000+(CRÉA:1)

00000+(RAI: 3)

Malus:

@ Tir & Lancer

• • • O O + (COMB: 4)

Malus:

Bonus: Malus: Disc:

@ Science

Disc: Disc:

Bonus:

Disc:

Disc:

Disc:

Bonus:

Disc:

Disc:

Disc:

Combat au C.

@ Discrétion

@Érudition

Bonus: +1 Malus:

00000+(EMP:3)

Malus:

000+(RAI:3)

• + (COMB: 4) Malus:

Bonus: Disc : Epées Disc:

Disc:

Bonus:

Disc:

Disc :

Disc:

Disc:

Disc:

Disc:

@ Milieu Naturel @ Prière

 \bullet OOOO+(EMP: 3)

Malus: Bonus: Disc:

Disc: Disc:

Disc: Disc:

Malus: Bonus:

Disc:

Disc:

Mys. Demorthen 00000+(EMP:3)

Malus:

Bonus: Disc:

Disc:

Disc:

@ Occultisme 00000+(RAI: 3)

Malus:

Bonus: Disc:

Disc: Disc:

00000+(IDÉ: 4)

Bonus: Malus: Disc:

@ Prouesses

Disc: Disc:

@ Relation

+(EMP:3)

Malus: Disc: Commandement Disc:

1 Voyage

OO+(EMP:3)

Bonus: Malus:

Disc: Disc: Disc:

Armes

Dague, poignard, couteau dom: 1

Épée longue dom: 3

Arc court dom: 2

dom:

dom:

Potentiel:

Attitudes de combat

(#) Standard Att: 9/7 Def: 11 Rap: 7

(Offensive

Att: 10/8 Def: 10 Rap: 7

(Défensive

Att: 8/6 Def: 12 Rap: 7

@ Rapide

Att: 9/7 Def: 10 Rap: 8

(#) Mouvement

Att: 0/0 Def: 12 Rap: 7

Défense: 00000 00000

Rapidité: 00000

Armures:

Cotte de mailles (3)



@ Equipement

Boots

Linen Braccae

Heavy Fur Cloak

Hilderin Helm





Braise





Objets précieux

Artefact

Arts de combat

Darade



@ Ressources

00000 00000 00000

00000 00000 00000

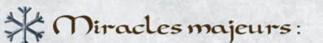
00000 00000 00000

Rindarh



Exaltation Score: 12 / 12





Flux minéral



00000 00000 00000

Flux végétal 00000 00000 00000

Flux organique 00000 00000 00000

Flux fossile 00000 00000 00000



Score: 8 / 8













Miracles mineurs:



Lieu de naissance: Taol-Kaer - Duché de Tulg - Rural

Classe sociale: Noblesse Revers: Dauvreté

From a minor noble family with holdings in the Dutchy of Tulg, his village and family estate were overrun by a horde of Feondas when he was a child. When a contingent of Hilderin knights came upon the ruins of his former home several days later, they found Albin and a few other children of the village secured in a cellar; there were no other survivors. With no remaining home or family, Albin was taken on as a Breithan in the Hilderin order. Years later, after completing the test of the Anro, he is eager to prove himself worthy to be called a knight, though he is still sometimes troubled by nightmares of the time spent in the cellar and the sounds that reached them from above.(...)



Santé mentale

Résistance mentale: 9

Équilibre Symptôme Syndrome TRAUMA: Endurcissement: 00000 00000 00000 00000

Désordre: Mélancolie Acc./Aff.: Séquelles: Aptitude Spé.:



Personnalité

Conscience: 7 Instinct: 5 Orientation: Rationnelle

Traits de caractère : Qualité : Droit

Défaut: Rigide

Travers @

Passion:

Subversion:

Émotivité:

Doute:

Culpabilité: 4



Doints d'Expérience: Reste: 0 Total: 100

Faits marquants: