feuille de personnage

Nom: Sher D'ther

Sexe: H Âge: 23 Peuple: Tri-Kazel

Description: Avg build, hazel eyes, Brown hair, and fair compl

图 Voies 图图

Combativité: 2

Empathie:

Créativité:

Raison: 5

Idéal: 3

Avantages 🕲

Aisance financière 1

Bonne santé

Lettré

Désavantages

Obrus

Traumatisme

Etat de santé

Bon 00000

Moyen -1 00000

Grave 00000

Critique -3 0000

Agonie

Joueur: Bryon

Métier: Investigateur



Viqueur: 10

Survie:

Domaines & Disciplines

& Artisanat

●0000+(CRÉA:3)

Bonus: Malus:

Disc: Disc:

Disc:

(3) Magience

00000+(RAI: 5) Malus:

Bonus: Disc: Disc:

Disc:

@ Perception

+(RAI: 5)

Bonus: Malus: Disc:

Disc: Disc:

@ Représentation

Bonus: Disc: Disc:

Combat au C.

OOOO+(COMB: 2)Malus:

000+(EMP:2)

Malus:

Bonus: Disc:

Disc: Disc:

Bonus:

Disc:

Disc :

Disc:

Disc:

@ Milieu Naturel @ Prière

● O O O O + (EMP: 2) Bonus: Malus:

00000 + (EMP: 2)

Malus: ~1

Disc: Disc: Disc:

Bonus:

Disc:

Disc:

Disc:

00000+(IDÉ: 3)

Bonus: Malus: Disc: Disc: Disc:

@ Prouesses Mys. Demorthen

• O O O O + (COMB: 2)

Malus: Bonus: Disc: Disc:

@Érudition

@ Discrétion

0 + (RAI:5)

Bonus: +1 Malus:

Disc: Géographie Disc:

●0000+(RAI: 5) Bonus: Malus:

@ Occultisme

Disc: Disc:

Disc:

Disc:

@ Relation OO+(EMP:2)

Malus: ~1 Bonus: Disc:

Disc: Disc:

00000+(CRÉA:3)

Malus: Disc:

Science

00000+(RAI: 5)

Malus: Bonus: Disc: Disc: Disc:

@ Tir & Lancer

● ● O O O + (COMB: 2)

Bonus: Malus: Disc: Disc: Disc:

1 Voyage

00000+(EMP: 2)

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

Armes

Dague, poignard, couteau dom: 1

Arbalète dom: 2

Épée courte dom: 2

dom:

dom:

Potentiel: 2

Attitudes de combat

(Standard Att: 3/4 Def: 12 Rap: 4

(Offensive Att: 5/6 Def: 10 Rap: 4

(Défensive Att:1/2 Def: 14 Rap: 4

@ Rapide Att: 3/4 Def: 10 Rap: 6

(#) Mouvement Att: 0/0 Def: 14 Rap: 4

Défense: 00000 00000

Rapidité: 00000

Armures: Cotte de cuir clouté (2)



@ Equipement





Braise





Givre

Objets précieux

Artefact

Arts de combat



Ressources

00000 00000 00000

00000 00000 00000

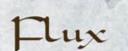
00000 00000 00000

Rindarh

Score: 7/7









Flux minéral 00000 00000 00000

Flux végétal 00000 00000 00000

Flux organique 00000 00000 00000

Flux fossile 00000 00000 00000



Ogham:











Score: 9/9

Miracles majeurs:

Miracles mineurs:



Lieu de naissance: Taol-Kaer - Duché de Gorm - Urbain

Classe sociale: Bourgeois Revers: Solizude

His family owns and operates a fishing fleet and several fish merchants throughout the Traz-Kazel region. When Asher was 15 his father Jorgen and older brother Rieg left on a family's right of passage where Rieg would captain his own boat and oversee a trip of three ships on a trip near the Isle of Cairns. However, his father, brother, the crews, and the ship were never seen again. Rumors say that an aquatic type Feondas swarmed the ships and other say it was a curse of the Isle itself. He has spent the last 8 years researching the rumors.



Santé mentale

Résistance mentale: 8

Équilibre Symptôme Syndrome TRAUMA: 00000 00000 00000 Endurcissement: 00000 00000 00000 00000

Acc./Aff.: Désordre: Mélancolie

Séquelles: Aptitude Spé.:



Personnalité

Conscience: 8 Instinct: 5 Orientation: Rationnelle

Traits de caractère : Qualité : Loqique

Défaut: Insensible



Dassion:

Subversion:

Émotivité:

Doute:

Culpabilité: 3

Points d'Expérience: Reste: 15 Total: 100

Faits marquants: Completing university and completing his military service, Then helping his family run the business and developing leads and researching clues of the region around the Isle of Cairns. He has spent several evening as a part time investigator and recently helped to put an end to a small group of smugglers who were bringing in counterfeit goods. He provided details to the local magistrate unanimously of course.