feville de personnage

Nom: Nadra

Sexe: F Age: 17 Peuple: Carish

Description: The young, free-spirited bard on the run

oueur: Dan

Métier: Barde

图 Voies 图图

Combativité: 2

Empathie:

Créativité: 5

Raison: 2

Idéal: 2

Avantages 🕲

Belle x2

Charismatique

Leste

Désavantages

Ennemi

Faible

Dauvre

Traumatisme

État de santé

Bon 00000

Moyen 00000

Grave 0000

Critique -3 0000

Agonie



Viqueur: 10

Survie:

Domaines & Disciplines

(Artisanat

●0000+(CRÉA:5)

Bonus: Malus: Disc:

Disc: Disc:

(3) Magience

00000 + (RAI: 2)Malus:

Bonus: Disc:

Disc: Disc:

(Perception

00000 + (RAI: 2)

Bonus: Malus: Disc:

Disc: Disc:

@ Représentation

Bonus: +3 Malus:

Disc: Instrument de musique 6

@ Combat au C.

00000+(COMB: 2)

Malus: ~1 Bonus: Disc:

(3) Discrétion

Bonus: +1 Malus:

@Érudition

Malus:

Disc: Disc:

Disc:

Disc :

Disc:

Bonus: Disc:

Disc:

Disc:

@ Milieu Naturel @ Prière

OOOOO+(EMP: 4)

Malus: Bonus: Disc:

Disc: Disc:

00000+(IDÉ: 2)

Bonus: Malus: Disc:

Disc: Disc:

@ Prouesses

 $\bullet \bullet \bullet \bullet O + (COMB: 2)$

Disc:

Disc: Disc:

Disc:

Malus:

00000+(EMP: 4)

Disc: Disc:

Bonus:

@ Occultisme

00000+(RAI: 2) Malus:

Bonus: Disc: Disc: Disc:

Mys. Demorthen

Bonus: +1 Malus: ~1

@ Relation

 $\bullet \bullet \bullet \bullet O + (EMP : 4)$

Bonus: +3 Malus: Disc:

Disc: Disc:

+ (CRÉA:5)

Disc: Disc:

Science

00000+(RAI: 2)

Malus: Bonus: Disc: Disc: Disc:

@ Tir & Lancer

00000+(COMB: 2)

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

1 Voyage

O + (EMP: 4)

Malus: Bonus: Disc: Disc: Disc:

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Armes Attitudes de combat Défense: 00000 00000 (Standard Dague, poignard, couteau dom: 1 Att:1/1 Def: 12 Rap: 6 Rapidité: (#) Offensive dom: 00000 Att: 4/4 Def: 9 Rap: 6 dom: (Défensive Armures: Att: -2/-Def: 15 Rap: 6 dom: @ Rapide Att: 1/1 Def: 9 Rap: 9 dom: (#) Mouvement Potentiel: 3 Att: 0/0 Def: 15 Rap: 6 Crésor @ Equipement Braise A Azur Givre Objets précieux Ressources Arts de combat Artefact 00000 00000 00000





Lieu de naissance : Reizh - Région de Kalvernach - Urbain

Classe sociale: Paysan

Revers:

Nadya is a typical Tarish, although a "typical" Tarish is hard to find in Tri-Kazel nowadays. Most of them have at this point bred into the general population, but both Nadya's parents are true Tarish. She spent all her life with her family and their traveling troupe of minstrels, wandering through Tri-Kazel and performing wherever they were accepted. Money was scarce, but they got by with their performances. Nadya quickly excelled in her troupe. A skilled lyre player, she quickly became a highlight for the troupe on their travels and their performances, bringing in good regards and pay. She was an all-around talent in the troupe, be it acting, juggling, acrobatic work, and the rest. But truly all were mesmerized by her skills on the lyre, which could bring a tear to even the most stone-hearted.(...)



Santé mentale

Résistance mentale: 7

TRAUMA: •••• 0 0000 0000 0000 Folie

Endurcissement: 0000 0000 0000 0000

Désordre: Exaltation Acc./Aff.:

Séquelles : Aptitude Spé. :



Personnalité

Conscience: 4 Instinct: 7 Orientation: Instinctive

Traits de caractère : Qualité : Spontanée

Défaut: Rebelle

Travers @

Passion: 2

Subversion: 5

Émotivité: 4

Doute: 2

Culpabilité: 2



Faits marquants: Nadya is an extremely charming Tarish nomadic performer and masterful lyre player. One of a kind from her troupe. Often has flights of fancy regarding becoming a bard, but doesn't want to settle and abandon her Tarish nomadic ways. Is on the run due to her enemy separating her from her troupe (destroyed the troupe, imprisoned, slaughtered, etc) and traumatizing her in the process.