

# Ombres d'Esteren

## CHARACTER SHEET

Name: **Carl Libouk**

Player: \_\_\_\_\_

Sex: **H** Age: **22** Ethnicity: **Tri-Kazel**

Profession: **Fighter**

Description: \_\_\_\_\_

### Ways

Combativeness: **2**

Empathy: **3**

Creativity: **1**

Reason: **5**

Conviction: **4**

### Advantages

### Disadvantages

### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: **10**

Survival: **3**

## Domains & Disciplines

### Craft

OOOOO+(CREA:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●●●●●+(COMB:2)

Bonus: Malus:

Disc: Swords **6**

Disc:

Disc:

### Stealth

●●●OO+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Érudition

●●OOO+(REA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

●●●●●+(REA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

OOOOO+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthèn Mys.

OOOOO+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultisme

●OOOO+(REA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

OOOOO+(REA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Prayer

●●OOO+(CONV:4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

●●●OO+(COMB:2)

Bonus: Malus:

Disc: Escape **6**

Disc:

Disc:

### Relation

●●OOO+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Performance

OOOOO+(CREA:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

OOOOO+(REA:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

OOOOO+(COMB:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Travel

OOOOO+(EMP:3)

Bonus: Malus:

Disc:

Disc:

Disc:



# Weapons



Dagger, knife, dirk      dmg: 1  
 Short sword                dmg: 2  
 \_\_\_\_\_                dmg:  
 \_\_\_\_\_                dmg:  
 \_\_\_\_\_                dmg:

Potential: 1

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 7/2 Def: 13 Spd: 5
- ⊕ Offensive  
Atk: 8/3 Def: 12 Spd: 5
- ⊕ Defensive  
Atk: 6/1 Def: 14 Spd: 5
- ⊕ Quick  
Atk: 7/2 Def: 12 Spd: 6
- ⊕ Movement  
Atk: 0/0 Def: 14 Spd: 5

# Defense :

00000 00000

# Speed:

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# Armor:

Leather tunic (1)



# Equipment

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# Treasure

- 0  Ember
- 0  Azure
- 0  Frost

# Valuables

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# Artifacts

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# Combat arts

Sneak Attack  
 Parry

\_\_\_\_\_

# Resources

00000 00000 00000  
 00000 00000 00000  
 00000 00000 00000

# Rindath



Score: 6 / 6

# Ogham:

- 
- 
- 
- 
- 
- 

# Exaltation



Score: 12 / 12

# Major miracles:

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# Minor miracles:

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

# Flux



## Mineral Flux

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## Vegetal Flux

00000 00000 00000

## Organic Flux

00000 00000 00000

## Fossil Flux

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## History

Birthplace: Taol-Kaer - Dukedom of Osta-Baille - Urbain

Social class: Nobility

Setbacks: Tragic Love

Carl est fils d'une famille très pieuse. Il s'est un peu détourné de la voie de l'unique suite à la mort de sa promise, ne trouvant pas juste qu'elle lui soit enlevée si tot. Après son service d'Ost, il a préféré s'éloigner des pieusetés de sa famille pour rejoindre la garde.

## Mental health

Mental Resistance: 9

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

Disorder: *Mysticisme*

Str./Weak:

Scarring :

Special Ability:



## Personnality

Conscience : 9

Instinct : 3

Orientation : *Rationnelle*

Character traits : *Quality : Thoughtful*

*Flaw : Spineless*

## Faults

*Passion : 2*

*Subversion : 1*

*Influence : 3*

*Doubt : 5*

*Guilt : 4*

## Experience Points

Reste : 0

Total : 100

Highlights :

