

# Ombres d'Esteren

## CHARACTER SHEET

Name: **Raen Dyr.** Player: **Rust**

Sex: **H** Age: **28** Ethnicity: **Tri-Kazel** Profession: **Hunter**

Description : Homme de grande taille. Un capuchon ample cache son visage. Cheveux longs, bruns, abimés. Yeux

### Ways

Combativeness: **5**

Empathy: **4**

Creativity: **2**

Reason: **1**

Conviction: **3**

### Advantages

Bonne vue

Strong Mind **x2**

### Disadvantages

Unattractive

Trauma **x2**

### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: **9**

Survival: **3**

## Domains & Disciplines

### Craft

●○○○○+(CREA:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●○○○○+(COMB:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

●●○○○+(EMP:4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Erudition

○○○○○+(REA:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

○○○○○+(REA:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

●●●●●+(EMP:4)

Bonus: Malus:

Disc: Fauna and Flora **6**

Disc: Survival **6**

Disc:

### Demorthen Mys.

○○○○○+(EMP:4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultism

○○○○○+(REA:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●●●●●+(REA:1)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Prayer

○○○○○+(CONV:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

●●●○○+(COMB:5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Relation

●○○○○+(EMP:4)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

### Performance

○○○○○+(CREA:2)

Bonus: Malus: ~1

Disc:

Disc:

Disc:

### Science

○○○○○+(REA:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

●●●●○+(COMB:5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Travel

●●○○○+(EMP:4)

Bonus: Malus:

Disc:

Disc:

Disc:



# Weapons

Dagger, knife, dirk      dmg: 1  
 Bow                              dmg: 2  
 Carath                            dmg: 2  
 Short bow                        dmg: 2  
 \_\_\_\_\_                        dmg:

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 6/10 Def: 10 Spd: 9
- ⊕ Offensive  
Atk: 8/12 Def: 8 Spd: 9
- ⊕ Defensive  
Atk: 4/8 Def: 12 Spd: 9
- ⊕ Quick  
Atk: 6/10 Def: 8 Spd: 11
- ⊕ Movement  
Atk: 0/0 Def: 12 Spd: 9

# Defense :

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# Speed:

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# Armor:

Leather tunic (1)



# ⊕ Equipment

Equipement de voyage (Gourde, cour(...))  
 Manteau de fourrure, écharpe, gants, (...)  
 Piège pour petit animal  
 Corde de rechange pour archerie  
 Carquois de flèches, pointes en métal

# ⊕ Treasure

0      ⊕ Ember  
 0      ⊕ Azure  
 0      ⊕ Frost

# Valuables

# ⊕ Artifacts

# ⊕ Combat arts

# ⊕ Resources

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# Rindath



Score : 11 / 11

# Ogham :



# Exaltation



Score : 9 / 9

# ⊕ Major miracles:

# ⊕ Minor miracles:

# Flux



## Mineral Flux

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## Vegetal Flux

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## Organic Flux

00000 00000 00000

## Fossil Flux

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# History

Birthplace: Reizh - Region of Crail and Leacach - Rural

Social class: Peasant

Setbacks: Rumor - Illness

Voir forum

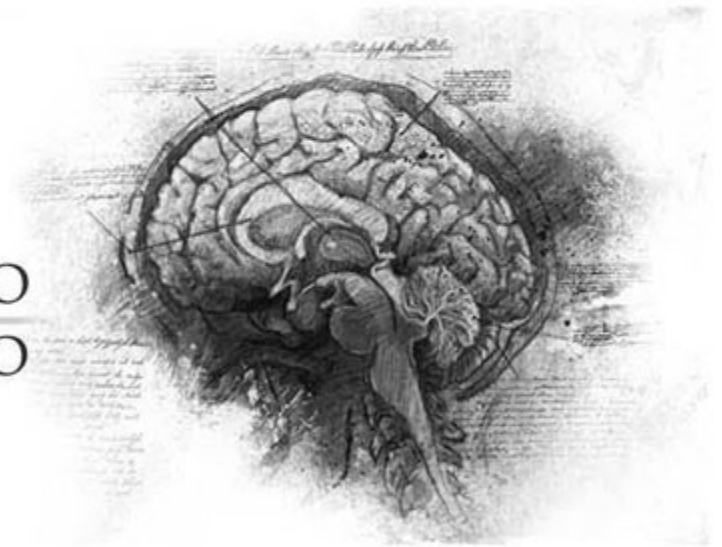
# Mental health

Mental Resistance: 10

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

Disorder: **Confusion mentale** Str./Weak:

Scarring : Special Ability:



# Personnality

Conscience : 4 Instinct : 7 Orientation : *Instinctive*

Character traits : *Quality : Intuitive*

*Flaw : Careless*

# Faults

Passion : 5

Subversion : 2

Influence : 4

Doubt : 1

Guilt : 3



# Experience Points

Reste : 5 Total : 100

Highlights : Traumatisme violent : a échappé à la mort lors de l'extermination de sa communauté. En sort meurtri mentalement et physiquement. Maladie dangereuse : communiquée par une créature dangereuse. En sort affaibli et moins résistants à certains pathogènes. Rencontre heureuse : a survécu grâce à celle qu'il appelle "guérisseuse". A permis de surmonter la maladie et de guérir la partie "volonté" de sa psyché.