

# Ombres d'Esteren

## CHARACTER SHEET

Name: **Silvatar**

Player: **Jonathan**

Sex: **H** Age: **21** Ethnicity: **Continent**

Profession: **Hunter**

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

### Ways

Combativeness: **5**

Empathy: **4**

Creativity: **1**

Reason: **3**

Conviction: **2**

### Advantages

Good Health

Sturdy

Strong

Keen Smell

### Disadvantages

Enemy

Trauma

### Health Condition

Good 0 0 0 0 0

Okay -1 0 0 0 0 0

Bad -2 0 0 0 0 0

Critical -3 0 0 0 0

Agony 0



Stamina: **11**

Survival: **3**

## Domains & Disciplines

### Craft

●○○○○+(CREA:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●●○○○+(COMB:5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Stealth

●○○○○+(EMP:4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Erudition

○○○○○+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

○○○○○+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

●●●●●+(EMP:4)

Bonus: Malus:

Disc: Tracking 6

Disc: Survival 6

Disc:

### Demorthen Mys.

○○○○○+(EMP:4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultism

○○○○○+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●●○○○+(REA:3)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Prayer

○○○○○+(CONV:2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

●○○○○+(COMB:5)

Bonus: +2 Malus:

Disc:

Disc:

Disc:

### Relation

○○○○○+(EMP:4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Performance

○○○○○+(CREA:1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

●○○○○+(REA:3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

●●●○○+(COMB:5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Travel

●●○○○+(EMP:4)

Bonus: Malus:

Disc:

Disc:

Disc:



# Weapons

Crossbow \_\_\_\_\_ dmg: 2  
 Short sword \_\_\_\_\_ dmg: 2  
 Short bow \_\_\_\_\_ dmg: 2  
 \_\_\_\_\_ dmg:  
 \_\_\_\_\_ dmg:

Potential: 1

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 8/9 Def: 12 Spd: 9
- ⊕ Offensive  
Atk: 9/10 Def: 11 Spd: 9
- ⊕ Defensive  
Atk: 7/8 Def: 13 Spd: 9
- ⊕ Quick  
Atk: 8/9 Def: 11 Spd: 10
- ⊕ Movement  
Atk: 0/0 Def: 13 Spd: 9

# Defense :

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# Speed:

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# Armor:

Leather tunic (1)



# ⊕ Equipment

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# ⊕ Treasure

0  Ember

0  Azure

0  Frost

# Valuables

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# ⊕ Artifacts

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# ⊕ Combat arts

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# ⊕ Resources

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# Rindath



Score: 10 / 10

# Ogham:



# Exaltation



Score: 6 / 6

# ⊕ Major miracles:

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# ⊕ Minor miracles:

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# Flux



## Mineral Flux

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## Vegetal Flux

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## Organic Flux

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## Fossil Flux

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# History

Birthplace: Taol-Kaer - Dukedom of Tulg - Rural

Social class: Craftsman

Setbacks: Poverty

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# Mental health

Mental Resistance: 7

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

Disorder: *Mimétisme*

Str./Weak:

Scarring :

Special Ability:



# Personnality

Conscience : 5

Instinct : 6

Orientation : *Instinctive*

Character traits : *Quality : Pugnacious*

*Flaw : Ascetic*

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# Faults

Passion : 5

Subversion : 1

Influence : 4

Doubt : 3

Guilt : 2

# Experience Points

Reste : 10

Total : 100

Highlights :

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