

Ombres d'Estéren

CHARACTER SHEET

Name: Lyrhas

Player: Martin

Sex: H Age: 24 Ethnicity: Carish

Profession: Bard

Description: _____

Ways

Combativeness: 2
 Empathy: 4
 Creativity: 5
 Reason: 3
 Conviction: 1

Advantages

Financial Ease 4

Good Health

Charismatic

Lettré

Disadvantages

Phobia

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: 10

Survival: 3

Domains & Disciplines

Craft

●●●●● + (CREA: 5)

Bonus: Malus:

Disc: Jewelry 10

Disc: Clothing 10

Disc: Cooking 10

Disc: Distillation 10

Disc: Mining 10

Disc: Smithing 10

●●●●● + (CONV: 2)

Bonus: Leatherworking 10

Disc: Woodworking 10

Disc: Magician's Tool 10

Disc: Pottery 10

Disc: Ranged Fighting 10

Disc: Shields 10

●●●●● + (EMP: 4)

Bonus: Axes 10

Disc: Short Blades 10

Disc: Camouflage 10

Disc: Polearms 10

Disc: Stealth 10

Disc: Mimicry 10

Disc: Pickpocket 10

●●●●● + (REA: 3)

Bonus: +1 Malus:

Disc: Doctrine of the Temple 10

Disc: Geography 10

Disc: Heraldry 10

Disc: Story 10

Disc: Languages 10

Disc: Politics 10

Disc: Magientist Principles 10

Magience

●●●●● + (REA: 3)

Bonus: Malus:

Disc: Flux knowledge 10

Disc: Flux extraction 10

Disc: Medicine 10

Disc: Flux refining 10

Disc: Artifacts repairing 10

Disc: Artifacts use 10

●●●●● + (EMP: 4)

Bonus: Malus:

Disc: Agriculture 10

Disc: Animal Training 10

Disc: Fauna and Flora 10

Disc: Orientation 10

Disc: Tracking 10

Disc: First Aid 10

Disc: Survival 10

Bonus: Malus:

Disc: Concentration 10

Disc: Herbalism 10

Disc: Ancient Tongue 10

Disc: Traditional Medicine 10

Disc: Meditation 10

Disc: Demorthen Knowledge 10

Disc: Sigil Rann 10

Disc: Spirituality 10

Disc: Artifact Fighting 10

Disc: Esotericism 10

Disc: Hypnosis 10

Disc: Interpreting dreams 10

Disc: Magientist Tool 10

Disc: Mental phenomena 10

Perception

●●●●● + (REA: 3)

Bonus: Malus:

Disc: Evaluation 10

Disc: Lip Reading 10

Disc: Observation 10

Disc: Orientation 10

Disc: Acute Senses 10

Disc: Alertness 10

●●●●● + (CONV: 1)

Bonus: Malus:

Disc: Concentration 10

Disc: Temple Knowledge 10

Disc: Miracles 10

Disc: Contemplation 10

Disc: Spirituality 10

●●●●● + (COMB: 2)

Bonus: Malus:

Disc: Acrobatics 10

Disc: Running 10

Disc: Endurance 10

Disc: Climbing 10

Disc: Escape 10

Disc: Swimming 10

Disc: Hard physical work 10

Bonus: +1 Malus:

Disc: Spiel 10

Disc: Charm 10

Disc: Command 10

Disc: Faction knowledge 10

Disc: Diplomacy 10

Disc: Etiquette of a particular social class 10

Disc: Intimidation 10

Performance

●●●●● + (CREA: 5)

Bonus: +1 Malus:

Disc: Singing 10

Disc: Acting 10

Disc: Dancing 10

Disc: Musical Instruments 10

Disc: Games 10

Disc: Juggling 10

●●●●● + (REA: 3)

Bonus: Malus:

Disc: Architecture 10

Disc: Artifact Fighting 10

Disc: Botany 10

Disc: Mental troubles knowledge 10

Disc: Science 10

Disc: Engineering 10

Disc: Magientist Machinery 10

Disc: Mechanics 10

Disc: Crossbows 10

Disc: Medicine 10

Disc: Bows 10

Disc: Magientist Tool 10

Disc: Throwing Weapons 10

Disc: Artifacts repairing 10

Disc: Artifact Fighting 10

Disc: Spirituality 10

Disc: Travel 10

Disc: Zoology 10

Disc: Art of the mind 10

Bonus: Malus:

Disc: Carriages 10

Disc: Cartography 10

Disc: Side Roads (Varigal) 10

Disc: Riding 10

Disc: Navigation 10

Disc: Orientation 10

Disc: Signs (Varigal) 10



Weapons

Dagger, knife, dirk dmg: 1
 Sling dmg: 1
 _____ dmg:
 _____ dmg:
 _____ dmg:

Potential: 3

Combat attitudes

CàC/Tir

- ⊕ Standard
Atk: 7/7 Def: 22 Spd: 11
- ⊕ Offensive
Atk: 10/10 Def: 19 Spd: 11
- ⊕ Defensive
Atk: 4/4 Def: 25 Spd: 11
- ⊕ Quick
Atk: 7/7 Def: 19 Spd: 14
- ⊕ Movement
Atk: 0/0 Def: 25 Spd: 11

Defense :

●●●●●● ●●●●●●

Speed:

●●●●●●

Armor:

Leather tunic (1)



⊕ Equipment

Instrument (luth)

⊕ Treasure

0 ⊕ Ember

0 ⊕ Azure

50 ⊕ Frost

Valuables

⊕ Artifacts

⊕ Combat arts

⊕ Resources

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Rindath

Score: 11 / 11



Ogham:

⊕ _____

⊕ _____

⊕ _____

⊕ _____

⊕ _____

⊕ _____

Exaltation

Score: 3 / 3



⊕ Major miracles:

⊕ Minor miracles:

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 Tuaille - Urbain

Social class: Craftsman

Setbacks: Solitude - Lucky!

Mental health

Mental Resistance: 6

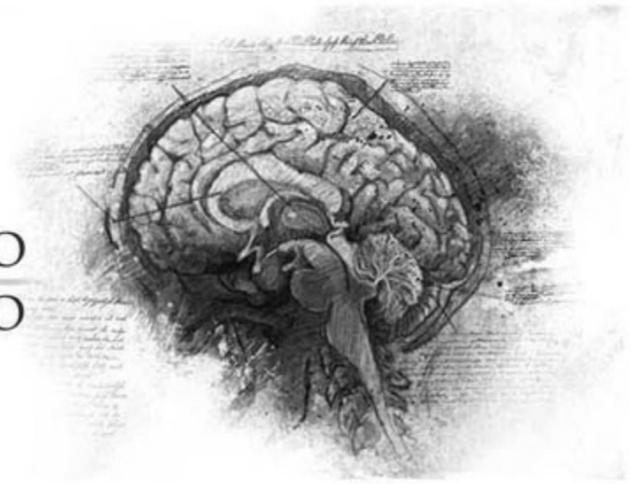
	Balance	Symptom	Syndrom	Madness
TRAUMA :	●●●●○	○○○○○	○○○○○	○○○○○
Hardening:	○○○○○	○○○○○	○○○○○	○○○○○

Disorder: Exaltation

Str./Weak:

Scarring :

Special Ability:



Personnality

Conscience : 4

Instinct : 7

Orientation : Instinctive

Character traits : Quality : Free

Flaw : Eccentric

Faults

Passion : 2

Subversion : 5

Influence : 4

Doubt : 3

Guilt : 1



Experience Points

Reste : 4600

Total : 2100

Highlights :
