

O¹³mbres d'Esteren

Character Sheet

Name: **Kalden**

Player: **GM**

Sex: **H** Age: **35** Ethnicity: **Osag**

Profession: **Peasant**

Description: **Mad Old Farmer**

Ways

Combativeness: **4**

Empathy: **3**

Creativity: **4**

Reason: **1**

Conviction: **3**

Advantages

Strong

Nimble

Quick

Disadvantages

Weak Mind

Phobia

Trauma x2

Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: **10**

Survival: **3**

Domains & Disciplines

Craft

●○○○○+(CREA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

Close Combat

●●○○○+(COMB: 4)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

Stealth

●●●○○+(EMP: 3)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

Érudition

●○○○○+(REA: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

Magience

○○○○○+(REA: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

Natural env.

●●●●●+(EMP: 3)

Bonus: Malus:

Disc: First Aid 6

Disc: Survival 6

Disc:

Demorthèn Mys.

●○○○○+(EMP: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

Occultisme

●○○○○+(REA: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

Perception

●●●○○+(REA: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

Prayer

○○○○○+(CONV: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

Feats

●●●●●+(COMB: 4)

Bonus: +2 Malus:

Disc:

Disc:

Disc:

Relation

○○○○○+(EMP: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

Performance

○○○○○+(CREA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

Science

○○○○○+(REA: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

Shooting & throw.

●●●●○+(COMB: 4)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

Travel

●○○○○+(EMP: 3)


Bonus: Malus:

Disc:

Disc:

Disc:

Weapons

 Dagger, knife, dirk	dmg:	1
Sling	dmg:	1
Club	dmg:	1
	dmg:	
	dmg:	
Potential: 2		

Combat attitudes

CàC/Tir

 Standard	Atk: 7/9 Def: 10 Spd: 8
 Offensive	Atk: 9/11 Def: 8 Spd: 8
 Defensive	Atk: 5/7 Def: 12 Spd: 8
 Quick	Atk: 7/9 Def: 8 Spd: 10
 Movement	Atk: 0/0 Def: 12 Spd: 8

Defense:

00000 00000

Speed:

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Armor:

Leather tunic (1)



Equipment

Treasure

0		Ember
0		Azure
0		Frost

Valuables

Artifacts

Combat arts

Resources

00000	00000	00000
00000	00000	00000
00000	00000	00000

Rindath

Score: 11 / 11



Ogham:



Exaltation

Score: 9 / 9



Major miracles:

Minor miracles:

Flux



Mineral Flux

00000 00000 00000

Vegetal Flux

00000 00000 00000

Organic Flux

00000 00000 00000

Fossil Flux

00000 00000 00000



History

Birthplace: Taol-Kaer - Dukedom of Tulg - Rural

Social class: Peasant

Setbacks: Tragic Love - Violence - Solitude

A madness-stricken villager; a former fisherman who experienced something that made him insane in the past. He thinks that everybody he does not know is a Feond disguised as a human.

Mental health

Mental Resistance: 7

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

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

Scarring : Special Ability:



Personnality

Conscience : 4

Instinct : 8

Orientation : *Instinctive*

Character traits : **Quality : Inventive**

Flaw : Impulsive

Faults

Passion : 4

Subversion : 4

Influence : 3

Doubt : 1

Guilt : 3

Experience Points

Reste : 0

Total : 100

Highlights : A madness-stricken villager; a former fisherman who experienced something that made him insane in the past. He thinks that everybody he does not know is a Feond disguised as a human.

