

# Ombres d'Esteren

## CHARACTER SHEET

Name: ... Player: **Germain**  
 Sex: **H** Age: **22** Ethnicity: **Tri-Kazel** Profession: **Hunter**  
 Description: ...

### Ways

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

### Advantages

Good Health  
 Nimble

### Disadvantages

Trauma x3

### Health Condition

Good	00000
Okay	-1 00000
Bad	-2 00000
Critical	-3 00000
Agony	0



Stamina: **10**  
 Survival: **3**

## Domains & Disciplines

### Craft

●○○○○+(CREA: 4)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Close Combat

○○○○○+(COMB: 5)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Stealth

●○○○○+(EMP: 2)  
 Bonus: +1 Malus:  
 Disc:  
 Disc:  
 Disc:

### Erudition

●○○○○+(REA: 3)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Magience

●●○○○+(REA: 3)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Natural env.

●●●●●+(EMP: 2)  
 Bonus: Malus:  
 Disc: Animal Training 6  
 Disc: Tracking 6  
 Disc:

### Demorthen Mys.

○○○○○+(EMP: 2)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Occultism

○○○○○+(REA: 3)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Perception

●●○○○+(REA: 3)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Prayer

○○○○○+(CONV: 1)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Feats

○○○○○+(COMB: 5)  
 Bonus: +1 Malus:  
 Disc:  
 Disc:  
 Disc:

### Relation

○○○○○+(EMP: 2)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Performance

○○○○○+(CREA: 4)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Science

○○○○○+(REA: 3)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Shooting & throw.

●●●●●+(COMB: 5)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:

### Travel

●●●○○+(EMP: 2)  
 Bonus: Malus:  
 Disc:  
 Disc:  
 Disc:



# Weapons

Dagger, knife, dirk      dmg: 1  
 Crossbow                    dmg: 2  
 \_\_\_\_\_                    dmg:  
 \_\_\_\_\_                    dmg:  
 \_\_\_\_\_                    dmg:

Potential: 2

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 5/10 Def: 11 Spd: 7
- ⊕ Offensive  
Atk: 7/12 Def: 9 Spd: 7
- ⊕ Defensive  
Atk: 3/8 Def: 13 Spd: 7
- ⊕ Quick  
Atk: 5/10 Def: 9 Spd: 9
- ⊕ Movement  
Atk: 0/0 Def: 13 Spd: 7

# Defense :

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# Speed:

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# Armor:

Leather tunic (1)



# ⊕ Equipment

Ensemble de cuir complet (cape, gant(...))  
 Chevalière familiale.  
 Outre d'eau. Flasque d'eau de vie.  
 40 carreaux d'arbalète.  
 Nécessaire de survie (sacs de coucha,...)  
 Lanterne à huile.

# ⊕ Treasure

0      ⊕ Ember  
 0      ⊕ Azure  
 0      ⊕ Frost

# Valuables

# ⊕ Artifacts

# ⊕ Combat arts

Archery

# ⊕ 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: Reizh - Region of Fairean Ear - Rural

Social class: Peasant

Setbacks: Solitude

Enfant de paysans, il appris à chasser avec son père, sa mère s'occupant des terres et des quelques récoltes qui leur permettait de survivre. Sa mère lui a appris les rudiments de l'écriture et la lecture.

## Mental health

Mental Resistance: 6

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

Disorder: Frénésie

Str./Weak:

Scarring :

Special Ability:



## Personality

Conscience : 4

Instinct : 9

Orientation : Instinctive

Character traits : Quality : Cool-headed

Flaw : Nonconformist

## Faults

Passion : 5

Subversion : 4

Influence : 2

Doubt : 3

Guilt : 1

## Experience Points

Reste : 0

Total : 100

Highlights : A perdu ses parents lors d'une attaque de bandits. Il a vu ses parents se faire tuer, mais à réussi à s'enfuir. S'est réfugié en ville.

