

# Les Ombres d'Esteren

## CHARACTER SHEET

Name: **Gorhund**

Player: \_\_\_\_\_

Sex: **H** Age: **31** Ethnicity: **Osag**

Profession: **Hunter**

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

### Ways

Combateness: **5**

Empathy: **3**

Creativity: **4**

Reason: **2**

Conviction: **1**

### Advantages

Sturdy

Survival Instinct

### Disadvantages

Enemy

Poor

Phobia

### Health Condition

Good 0 0 0 0 0

Okay -1 0 0 0 0 0

Bad -2 0 0 0 0

Critical -3 0 0 0 0

Agony 0



Stamina: **11**

Survival: **4**

## Domains & Disciplines

### Craft

●●●●●+(CREA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●●●●●+(COMB: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Stealth

●●●●●+(EMP: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Erudition

●●●●●+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

●●●●●+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

●●●●●+(EMP: 3)

Bonus: Malus:

Disc: Animal Training 6

Disc: Tracking 6

Disc:

### Demorthen Mys.

●●●●●+(EMP: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultism

●●●●●+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Perception

●●●●●+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Prayer

●●●●●+(CONV: 1)

Bonus: Malus:

Disc:

Disc:

Disc:

### Feats

●●●●●+(COMB: 5)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Relation

●●●●●+(EMP: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Performance

●●●●●+(CREA: 4)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

●●●●●+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

●●●●●+(COMB: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Travel

●●●●●+(EMP: 3)

Bonus: Malus:

Disc:

Disc:

Disc:



## Weapons

Bow \_\_\_\_\_ dmg: 2

Francisca \_\_\_\_\_ dmg: 2

Osag straight-bladed longsword \_\_\_\_\_ dmg: 3

\_\_\_\_\_ dmg:

\_\_\_\_\_ dmg:

Potential: 2

## Combat attitudes

CàC/Tir

⊕ Standard  
Atk: 10/10 Def: 10 Spd: 8

⊕ Offensive  
Atk: 12/12 Def: 8 Spd: 8

⊕ Defensive  
Atk: 8/8 Def: 12 Spd: 8

⊕ Quick  
Atk: 10/10 Def: 8 Spd: 10

⊕ Movement  
Atk: 0/0 Def: 12 Spd: 8

## Defense :

000000 000000

## Speed:

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## Armor:

Leather tunic (1)



## ⊕ Equipment

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## ⊕ Treasure

0  Ember

0  Azure

0  Frost

## Valuables

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## ⊕ Artifacts

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## ⊕ Combat arts

Two-weapon fighting

Archery

\_\_\_\_\_

## ⊕ Resources

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00000 00000 00000

00000 00000 00000

## Rindath

Score : 12 / 12




## Ogham:

 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_


## Exaltation

Score : 3 / 3



 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: Gwidre - Northwest of the Mör Roimh - Rural

Social class: Peasant

Setbacks: Rumor - Violence - Solitude

## Mental health

Mental Resistance: 6

TRAUMA : 

Balance	Symptom	Syndrom	Madness
●●●●●●	●●●●●●	○○○○○○	○○○○○○
○○○○○○	○○○○○○	○○○○○○	○○○○○○

Disorder: *Mélancolie*

Str./Weak:

Scarring :

Special Ability:



## Personality

Conscience : 3

Instinct : 9

Orientation : *Instinctive*

Character traits : *Quality : Persevering*

*Flaw : Inconstant*

## Faults

Passion : 5

Subversion : 4

Influence : 3

Doubt : 2

Guilt : 1



## Experience Points

Reste : 0

Total : 100

Highlights :