

# O<sup>13</sup>MBRES d'ESTEREN

## CHARACTER SHEET

Name: **Liark**

Player: **Ramz**

Sex: **H** Age: **21** Ethnicity: **Osag**

Profession: **Craftsman**

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

### Ways

Combativeness: **4**

Empathy: **3**

Creativity: **5**

Reason: **2**

Conviction: **1**

### Advantages

Strong

### Disadvantages

Trauma

### Health Condition

Good 00000

Okay -1 00000

Bad -2 0000

Critical -3 0000

Agony 0



Stamina: **10**

Survival: **3**

## Domains & Disciplines

### Craft

●●●●●+(CREA: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Close Combat

●●●●●+(COMB: 4)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Stealth

○○○○○+(EMP: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Érudition

○○○○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Magience

●○○○○+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Natural env.

●○○○○+(EMP: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Demorthèn Mys.

○○○○○+(EMP: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Occultisme

○○○○○+(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: 4)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Relation

●○○○○+(EMP: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

### Performance

○○○○○+(CREA: 5)

Bonus: Malus:

Disc:

Disc:

Disc:

### Science

●●●●●+(REA: 2)

Bonus: Malus:

Disc:

Disc:

Disc:

### Shooting & throw.

○○○○○+(COMB: 4)

Bonus: +1 Malus:

Disc:

Disc:

Disc:

### Travel

○○○○○+(EMP: 3)

Bonus: Malus:

Disc:

Disc:

Disc:

# Weapons



Craftsman's hammer    dmg: 2  
 Two-handed hammer    dmg: 4  
 \_\_\_\_\_    dmg:  
 \_\_\_\_\_    dmg:  
 \_\_\_\_\_    dmg:

Potential: 3

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 10/5 Def: 10 Spd: 7
- ⊕ Offensive  
Atk: 13/8 Def: 7 Spd: 7
- ⊕ Defensive  
Atk: 7/2 Def: 13 Spd: 7
- ⊕ Quick  
Atk: 10/5 Def: 7 Spd: 10
- ⊕ Movement  
Atk: 0/0 Def: 13 Spd: 7

# Defense :

00000 00000

# Speed:

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# Armor:

Leather tunic (1)



# Equipment

\_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
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 \_\_\_\_\_  
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# Treasure

- 0 Ember
- 0 Azure
- 0 Frost

# Valuables

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

# Artifacts

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

# Combat arts

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

# Resources

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 00000 00000 00000  
 00000 00000 00000

# Rindath



Score: 12 / 12

# Ogham:

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- 
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- 
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- 
- 

# Exaltation



Score: 3 / 3

# Major miracles:

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

# Minor miracles:

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

# Flux



## Mineral Flux

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## Vegetal Flux

00000 00000 00000

## Organic Flux

00000 00000 00000

## Fossil Flux

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## History

Birthplace: Taol-Kaer - Dukedom of Sedl - Rural

Social class: Craftsman

Setbacks: Rumor

Enfant Osag abandonné élevé dans le village à vite montrer des aptitudes pour l'artisanat

## Mental health

Mental Resistance: 6

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

Disorder: Frénésie

Str./Weak:

Scarring :

Special Ability:



## Personnality

Conscience : 3

Instinct : 9

Orientation : Instinctive

Character traits : Quality : Resourceful

Flaw : Unthinking

## Faults

Passion : 4

Subversion : 5

Influence : 3

Doubt : 2

Guilt : 1

## Experience Points

Reste : 0

Total : 100

Highlights :

