

# Ombres d'Esteren

## CHARACTER SHEET

Name: Gro' Player: Ramz  
 Sex: H Age: 18 Ethnicity: Tri-Kazel Profession: Peasant  
 Description: hoddor, jeune avec un big touf

### Ways

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

### Advantages

Strong x2  
 Disadvantages  
 Weak Mind  
 Slow Witted x2  
 Poor  
 Ageusia

### Health Condition

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



Stamina: 10  
 Survival: 3

## Domains & Disciplines

### Craft

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

### Close Combat

●●●●●+(COMB:5)  
 Bonus: +2 Malus:  
 Disc:  
 Disc:  
 Disc:

### Stealth

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

### Erudition

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

### Magience

○○○○○+(REA:1)  
 Bonus: Malus: ~2  
 Disc:  
 Disc:  
 Disc:

### Natural env.

●●●●●+(EMP:3)  
 Bonus: Malus:  
 Disc: Animal Training 6  
 Disc: Survival 6  
 Disc:

### Demorthen Mys.

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

### Occultism

○○○○○+(REA:1)  
 Bonus: Malus: ~2  
 Disc:  
 Disc:  
 Disc:

### Perception

●●●○○+(REA:1)  
 Bonus: Malus: ~1  
 Disc:  
 Disc:  
 Disc:

### Prayer

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

### Feats

●●●●●+(COMB:5)  
 Bonus: +2 Malus:  
 Disc:  
 Disc:  
 Disc:

### Relation

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

### Performance

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

### Science

○○○○○+(REA:1)  
 Bonus: Malus: ~2  
 Disc:  
 Disc:  
 Disc:

### Shooting & throw.

●●●●○+(COMB:5)  
 Bonus: +2 Malus:  
 Disc:  
 Disc:  
 Disc:

### Travel

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



# Weapons

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

Potential: 3

# Combat attitudes

CàC/Tir

- ⊕ Standard  
Atk: 12/11 Def: 9 Spd: 8
- ⊕ Offensive  
Atk: 15/14 Def: 6 Spd: 8
- ⊕ Defensive  
Atk: 9/8 Def: 12 Spd: 8
- ⊕ Quick  
Atk: 12/11 Def: 6 Spd: 11
- ⊕ Movement  
Atk: 0/0 Def: 12 Spd: 8

# Defense :

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# Speed:

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# Armor:

Leather tunic (1)



# ⊕ Equipment

vêtements pauvres \_\_\_\_\_

corde \_\_\_\_\_

sac en jute \_\_\_\_\_

petits outils \_\_\_\_\_

# ⊕ Artifacts

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

# ⊕ Combat arts

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

# ⊕ Treasure

0      ⊕ Ember

0      ⊕ Azure

0      ⊕ Frost

# Valuables

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

# ⊕ Resources

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 00000 00000 00000  
 00000 00000 00000

# Rindath



Score: 13 / 13

# Ogham:

⊕ \_\_\_\_\_  
 ⊕ \_\_\_\_\_  
 ⊕ \_\_\_\_\_  
 ⊕ \_\_\_\_\_  
 ⊕ \_\_\_\_\_  
 ⊕ \_\_\_\_\_

# 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

00000 00000 00000



# History

Birthplace: Taol-Kaer - Dukedom of Sedl - Rural

Social class: Peasant

Setbacks:

- frère mort , accident, ses parents auraient préféré que ce soit lui plutôt - les parents ont quitté le village le laissant à sa grand mère -  
son frère est revenu mais maintenant c'est un corbeau

# Mental health

Mental Resistance: 5

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

Disorder: **Hallucination**

Str./Weak:

Scarring :

Special Ability:



# Personnality

Conscience : 2

Instinct : 10

Orientation : *Instinctive*

Character traits : *Quality : Spontaneous*

*Flaw : Impulsive*

# Faults

Passion : 5

Subversion : 5

Influence : 3

Doubt : 1

Guilt : 1

# Experience Points

Reste : 0

Total : 100

Highlights :

